



# INDIAN ESPORTS REPORT

2026

JetSynthesys

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YouGov



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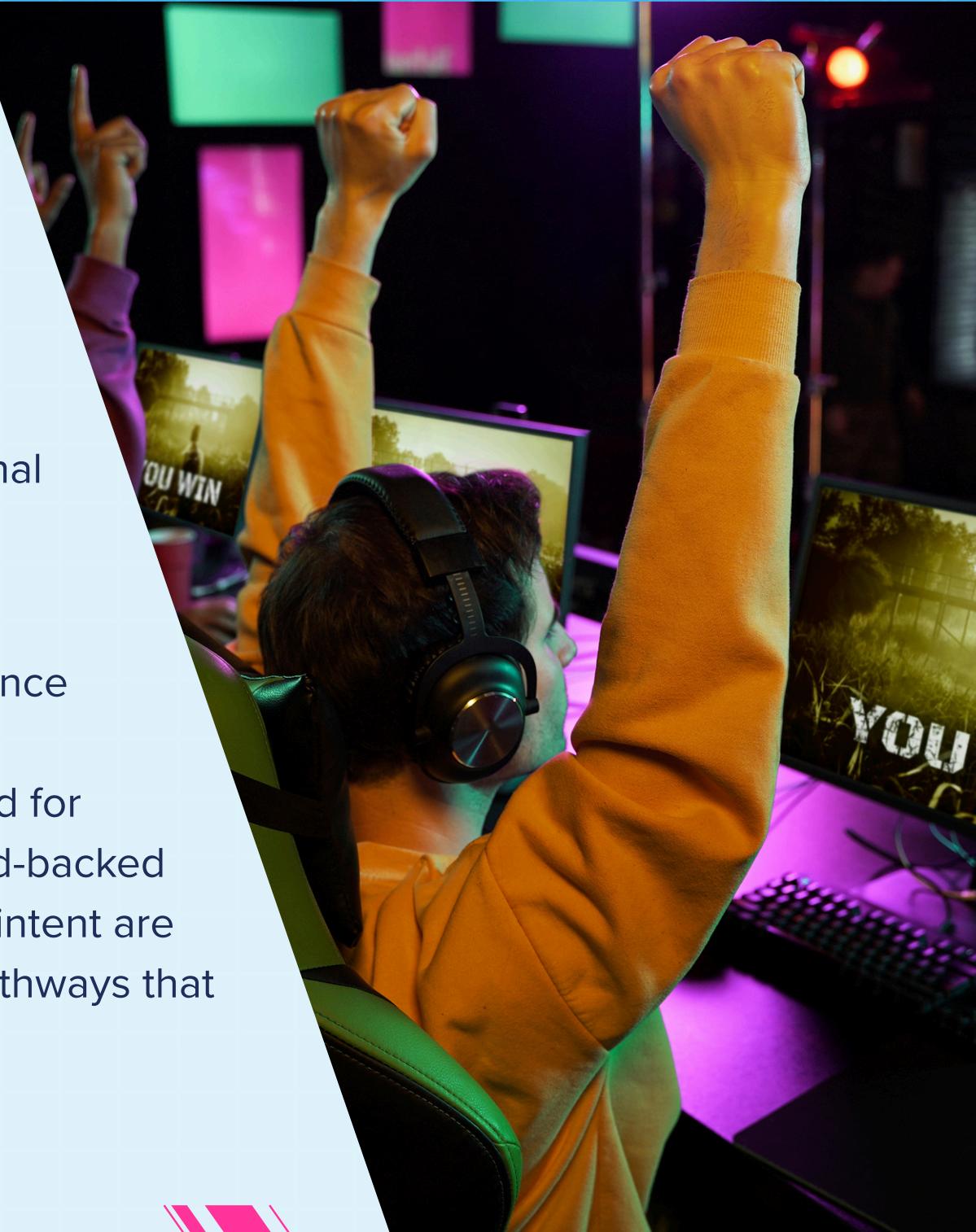
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# Executive Summary

India's Esports ecosystem is at a clear inflection point. A first-ever, Esports players-led national report by JetSynthesys, with survey conducted by YouGov shows that Indian Esports athletes are increasingly viewing Esports as a serious, long-term career opportunity rather than a casual pursuit. **83% of daily Esports players believe Esports is financially viable**, with nearly half describing it as very viable, while **three out of four have considered pursuing Esports professionally**. Ambition today extends beyond competitive play, with players actively exploring roles across streaming, content creation, coaching, analytics and team management, signalling the emergence of sports as a broad, multi-layered professional ecosystem.

However, the study also highlights a critical gap between aspiration and structure. Despite rising confidence and growing recognition of Esports, **career stability remains the biggest concern**, driven by financial uncertainty, limited long-term pathways and lingering social stigma. Players consistently point to the need for stronger institutional support, including clearer regulation, infrastructure, education integration and brand-backed opportunities, to enable sustainable careers. The findings underline that while India's esports talent and intent are firmly in place, the next phase of growth will depend on how effectively the ecosystem builds durable pathways that convert momentum into lasting professional outcomes.





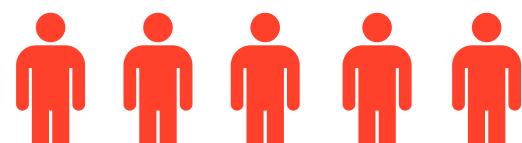
# Research Methodology & Study Design



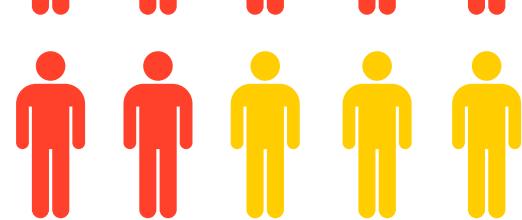
JetSynthesys

## Target Group

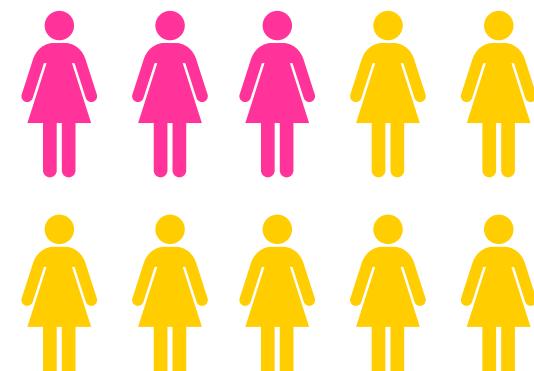
### Gender



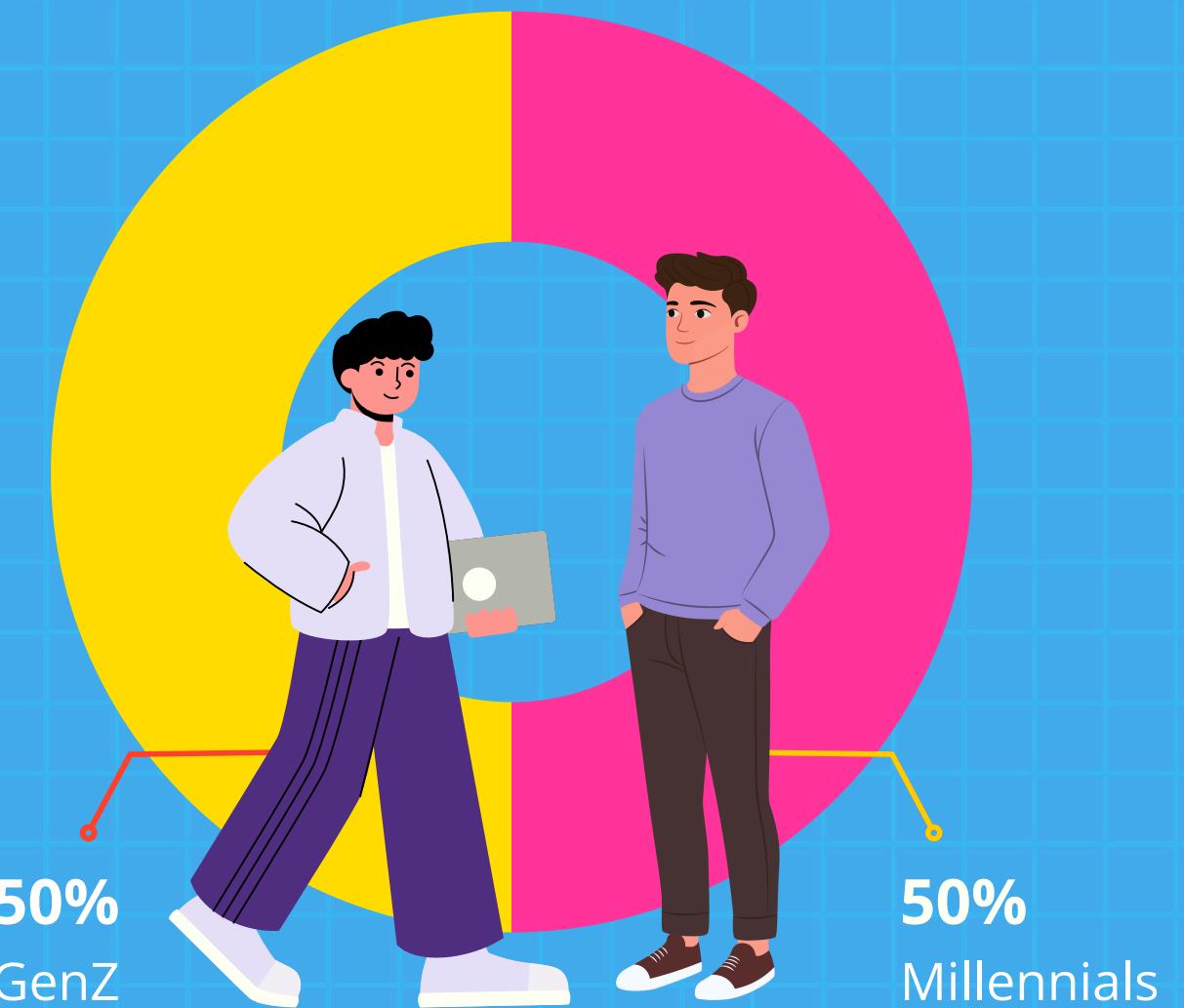
70%  
Men



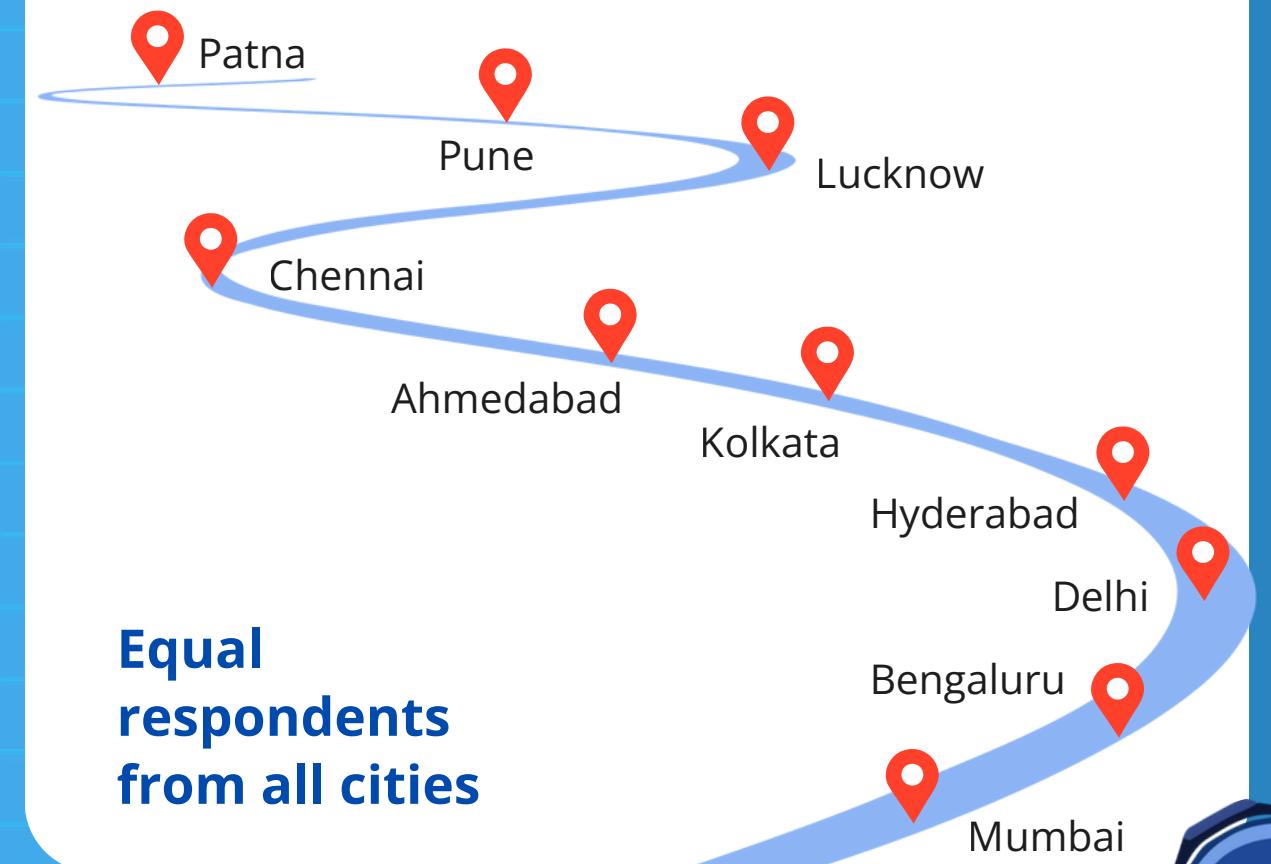
30%  
Women



### Age



### Location



Equal  
respondents  
from all cities



# Research Methodology & Study Design

## Target Group

Players who play video/mobile Esports games everyday



## Sample Size - 1521

YouGov conducted a short online survey of under 10 minutes

'Other selected observations' in this report are identified/ inferred basis statistical sig. testing at 95% C.I. in the report. Statistical significance testing is vs other members of cohort type e.g. Data among males is tested vs data among the other member(s) of cohort type ('gender') i.e., female, In age cohort, GenZ is tested vs Millennials etc.

This to identify standout cases where it is higher vs other member(s) in that type of cohort.

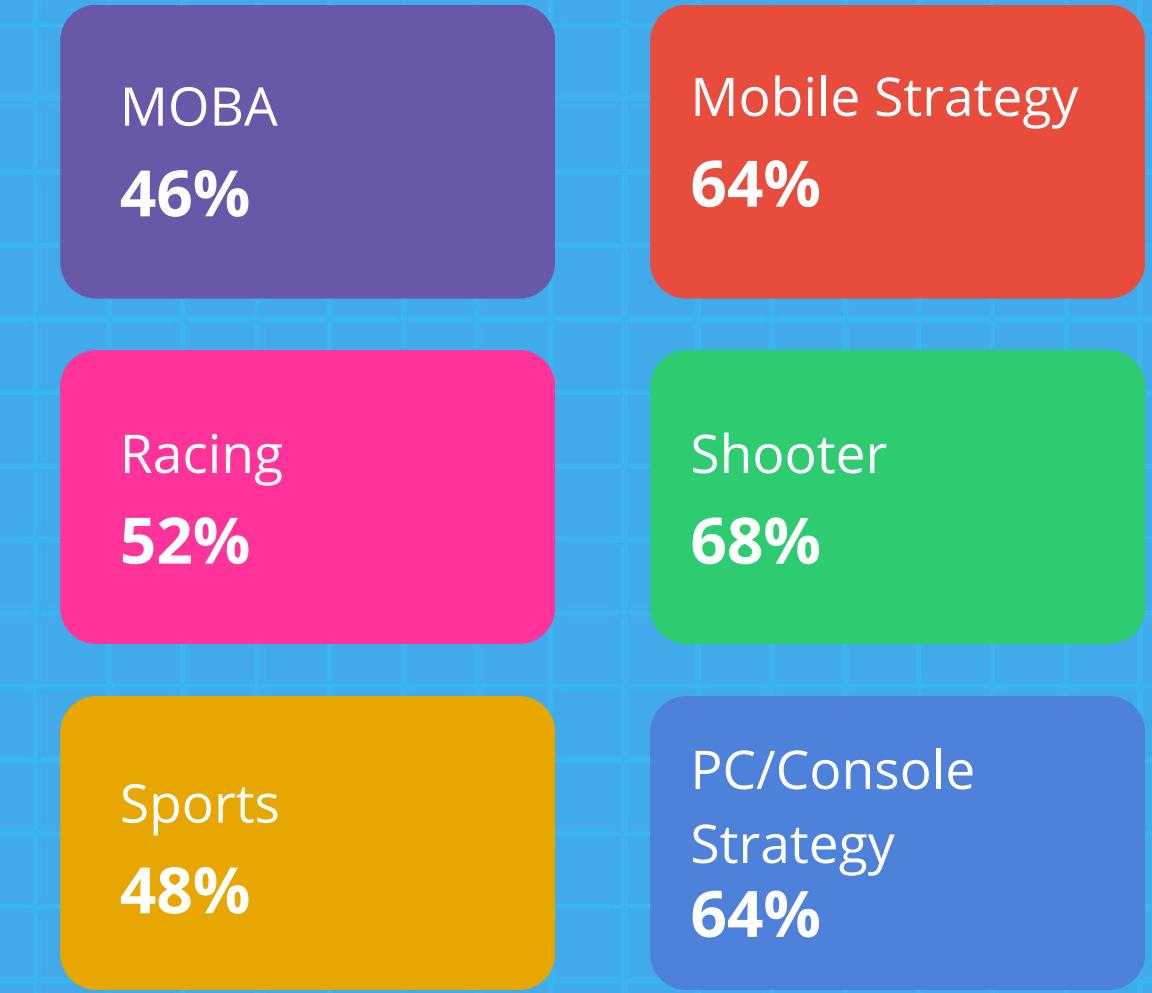
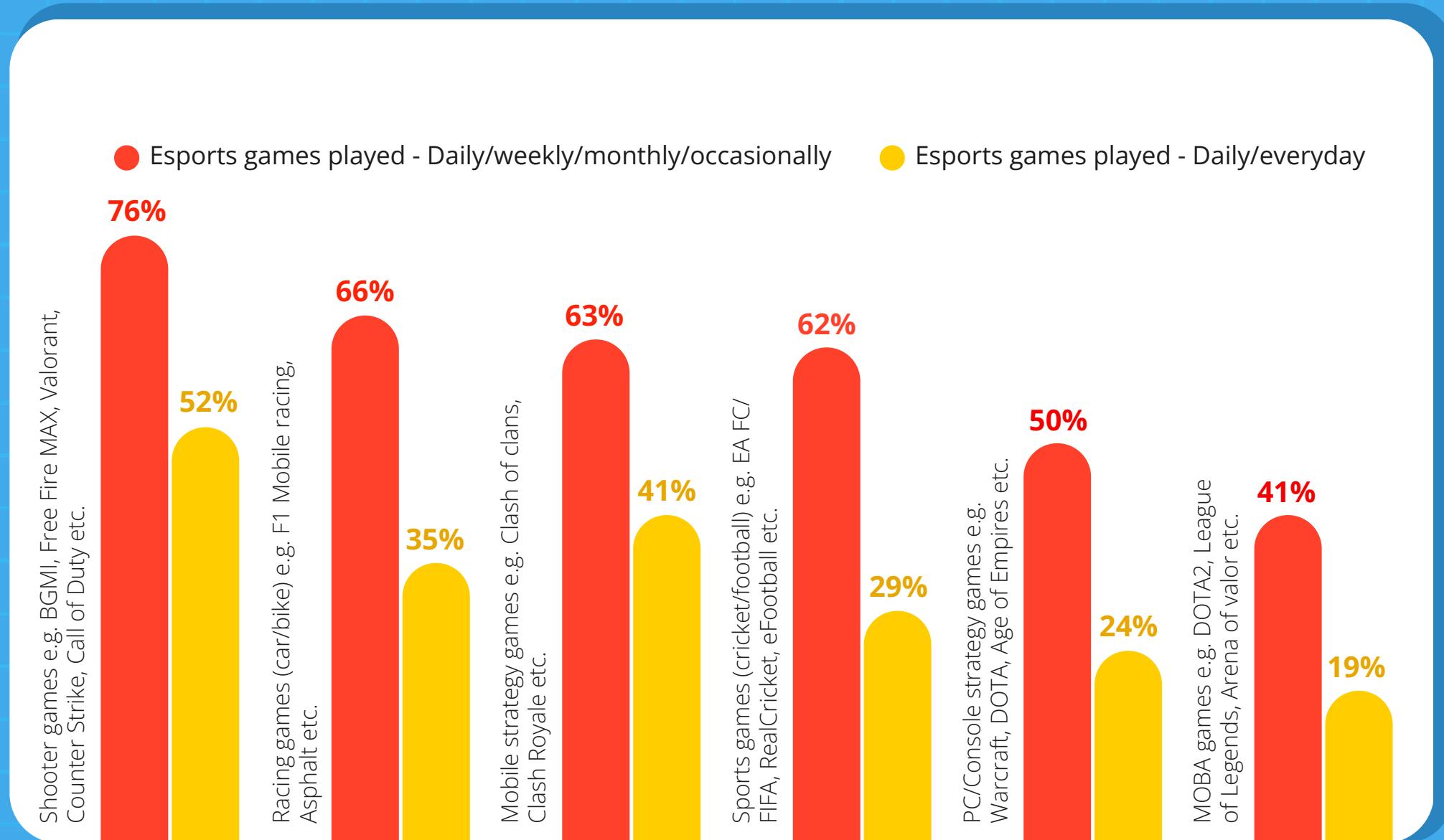


# Esports Titles Overview



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## Types of Esports Games Played



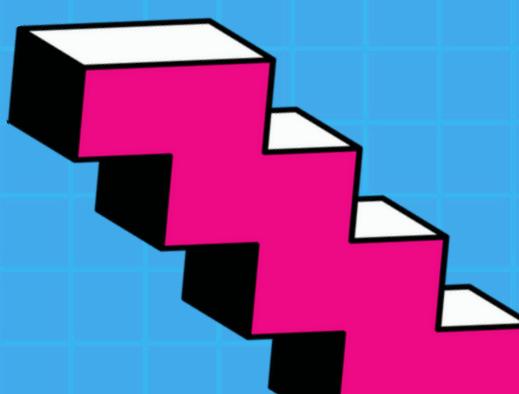
### Types of Esports games being played everyday

76% of daily Esports players mention they play shooter games.

52% of daily Esport players say they play shooter games everyday.

Thus, 2 out of 3 (68%) of daily Esport players who play shooter games play this type of game daily.

64% of daily Esports players who play mobile strategy games say they play this type of game daily.



# Esports Titles Overview

## Additional Insights



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**54%**

of GenZ daily Esports players play shooter games daily.

**51%**

of Millennial daily Esports players play shooter games daily.

**37%**

of male Millennial daily Esports players and

**34%**

of female Millennial daily Esports players say they play **digital sports games (cricket/football) everyday**.

While only **22% of male GenZ** daily Esports players and **26% of female GenZ** daily Esports players say so.

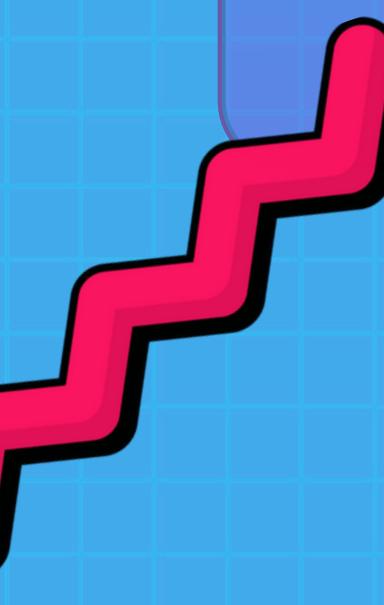
**42%**

of male Millennial daily Esports players and

**39%**

of female Millennial daily Esports players say they play **digital racing games (car/bike)**.

While only **28% of male GenZ** daily Esports players and **30% of female GenZ** daily Esports players say so.



**TO ACCESS THE FULL  
REPORT, PLEASE FILL IN  
THE DETAILS BELOW.**

