

Economic Sectors and Esports Business

A sector is a type of economic activity categorised in different ways by different parts of our society. In each case the categories and sub-category language differs slightly. In academic settings the five main sectors are used to aid conceptual understanding about how sector activity shapes global and regional economies. In government they tend to use broader sectoral categories such as agriculture, manufacturing, services, digital & technology and infrastructure as these are more practical when producing policy. In industry and financial markets, categories are divided into types of goods and services produced e.g. finance, healthcare, energy, technology etc.

The five main economic sectors are:

the **primary sector** (extraction of raw materials)

the **secondary sector** (manufacturing)

the **tertiary sector** (services)

the **quaternary sector** (knowledge-based activities)

and the **quinary sector** (post-tertiary services like research and education)

The **primary** and **secondary sectors** are not central to esports, as these focus on raw materials and manufacturing.

Esports and gaming most neatly fits within the **tertiary sector** however, elements of esports and gaming also intersect with the **quaternary sector**.

The **quinary sector** (high-level decision-making, research, and education) may also be relevant where esports intersects with academic research, university programmes, or executive management, but these are not the industry's primary economic activities.

Economic Sector	Esports & Gaming Activities
Tertiary	Hosting tournaments, broadcasting events, event management, managing team operations, providing entertainment, securing sponsorship, advertising—core components of the esports industry.
Quaternary	Game/software development, digital platforms, data analytics, technological innovation, game development, the creation of streaming platforms, and the use of advanced technologies (like VR, AR, and blockchain) in esports.

Why is this important to you as a student at the College of Esports?

Esports is a rapidly growing industry. It offers some job opportunities now, but there will be so many others in the future, things we don't even know exist today. As a student that needs to do desktop research throughout your studies, it is important that you always look beyond the here and now. The resources on this page will help you do this in the early stages of your studies as you might not yet be able to see where there are dots that can be joined.

Wherever you are in your undergraduate or postgraduate studies it is important to see esports and gaming as more than just how to build a game, how to market tournaments and how to disseminate information on digital media – you are part of a whole and fascinating global economic ecosystem – so let's keep this in mind right from the start.

JZee

[JZee.online](#)

Bibliography

Bishop & Sewell (2024) 'Growth potential of esports sector pushing investors' buttons', *Bishop & Sewell*, 30 October. Available at: <https://www.bishopandsewell.co.uk/2024/10/30/growth-potential-of-esports-sector-pushing-investors-buttons/> (Accessed: 2 June 2025).

Universidad Europea (2023) 'Evolution of esports', *Universidad Europea Blog*, 24 October. Available at: <https://universidadeuropea.com/en/blog/evolution-esports/> (Accessed: 2 June 2025).