

Table of Contents

Methodology	5
Executive Summary	9
Regional Macroeconomic Data	11
Market Size & 5-Year Forecast	15
Gamers Overview	21
Spending & Payments Trends	33
Internet Cafes Usage Trends	41
Esports	46
Country-by-Country Analysis	
Indonesia	54
Malaysia	63
The Philippines	72
Singapore	81
Thailand	90
Vietnam	99
Glossary & Background Data	109