*TangoTwo* is a tournament organizer that focuses on the PC game, *Dota 2*. It was first established in 2012 after *Dota 2* started to rise in popularity after the world renown *Dota 2* tournament, *The International*, was held by the game’s developers, *Valve*. Its main location is in Seattle, Washington, but they have recently expanded into Stockholm, Sweden, to broaden their availability and options. There are currently 150 employees combined across both locations. Notable positions held by employees include Marketing, Broadcast, Event Operations, Media, and Statistics.

Marketing handles the promotion of the tournaments, merchandise, and the company itself. Broadcast handles the general broadcasting to selected platforms, such as Twitch.tv. Event Operations handles the general setup of public tournament venues, as well as managing competing Esports teams and players. Media handles the on-site photography/recording of the tournament venues and works with marketing to effectively communicate to the community. Lastly, Statistics handles all of the in-game statistics of previous and current matches being played and supplies the statistics to whomever needs them within the company.

The game itself, *Dota 2*, is a team-based game that comprises of teams of two teams of five players each, resulting in matches of 10 total players. Players draft “heroes”, from a list of 121, to play at the beginning of matches and face-off until the win condition is met. Normally, these drafted heroes are set to be played based on a player’s position (1-5) on the team. Each team has a captain and may have a coach.

*TangoTwo* seeks to create a competitive environment for *Dota 2* Esports teams to duke it out for money and glory. Tournament games are broadcasted on Twitch.tv so that the public may watch the competition. Each game series has a set of commentators/analysts that provide play-by-play commentary and detailed analysis on each match. In between matches, there are hosts and additional analysts that provide post-match information for each match played, in the form of a panel. *TangoTwo* also holds tournament venues for the public to attend in person. Entry into these venues requires a paid ticket beforehand with different tiers for additional benefits, such as VIP access. At most venues, PC gaming stations are available for attending people to play on, similar to gaming cafés. Branded merchandise relating to *Dota 2* Esports teams are also sold both online and at select venues. The merchandise comes in many forms including, but not limited to, clothing, PC peripherals, and posters.

*TangoTwo* hosts an abundance of information on their site including its previous and upcoming matches, *Dota 2* Esports teams, players, and the game itself, such as brief hero information. Match information will include the heroes played, elapsed time, total kills for each team, gold net worth, etc. Team information will include its current players, captain, coach, if applicable, and total lifetime earnings through Esports tournaments. Player information will include the position they play, top three heroes, and lifetime earnings. Anyone with internet access can access this information from their site.