

eSports Earnings Analysis

by Jackson Taylor

eSports is a an entertainment industry that has been on the rise.

While it is no where near traditional sports in scale, it has seen massive prize pools, reaching millions of dollars per event.

- Dota 2 alone accounts for 44% of total prize money

- MOBA and FPS games dominate the other genres for earnings

- Prize pools reflect player demand and competitive investment

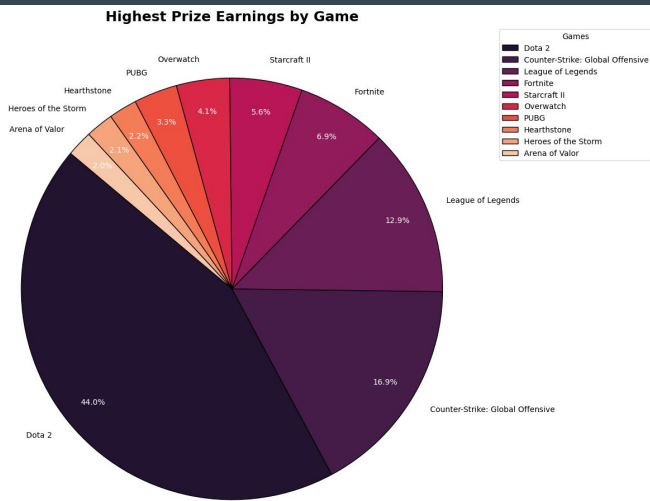


Figure 1: Highest Earnings by Game

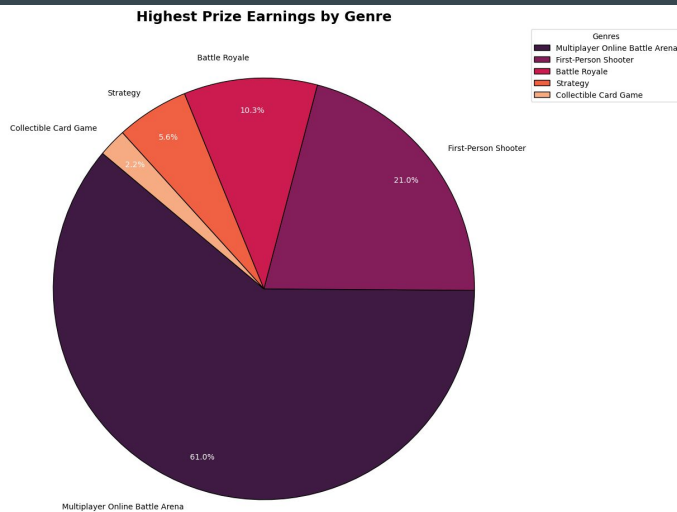


Figure 2: Highest Earnings by Genre

The sunburst chart illustrates the prize distribution for the top five countries in esports. The inner ring shows the country codes: cn (China), kr (South Korea), us (United States), dk (Denmark), and se (Sweden). The outer rings show the games played. China (cn) has the largest share of prize money, followed by South Korea (kr), United States (us), Denmark (dk), and Sweden (se). Games like Dota 2, League of Legends, and Starcraft II are prominent for China, while Counter-Strike: Global Offensive is prominent for the United States and Denmark.

Different countries dominate different games:

- Top 5 eSports earning countries: China, South Korea, USA, Denmark, Sweden
- Each country and continent tends to dominate at specific games and genres
- China is dominate at Dota 2, and South Korea is dominate at League of Legends, overall this shows Asia's preference for MOBA games
- USA has a lean toward Battle Royales, Europe tends to diversify more and splits themselves among many games and genres
- Regional preference shapes where prize money goes