

ROADWAY TO ESPORTS

01 GROWTH OF ESPORTS

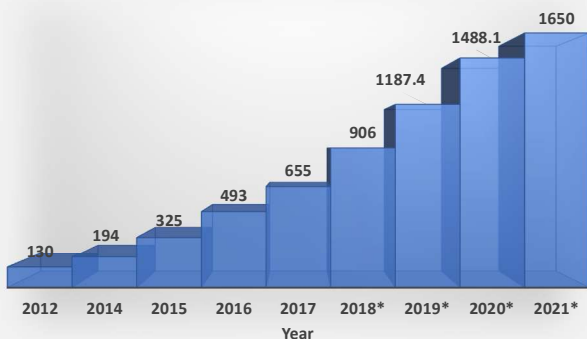


Esports is a competition played between professional gamers in esports tournament just like online multiplayer games.

A rapid growth in esports market is observed in past years with a rise of around 40% each year and expected to generate billions USD in the upcoming years.



Esports Market Revenue in million U.S. dollars



02 ESPORTS GLOBAL MARKET

Revenue generation is based on game sales, transactional data, company reports, surveys and consumer research

01

CHINA
Population:
1415M
Total Revenue:
\$37945M

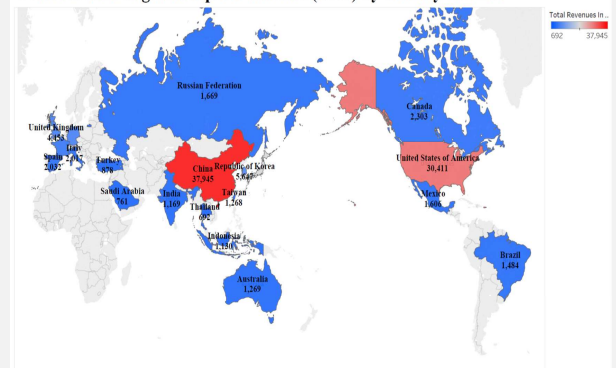
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USA
Population:
327M
Total Revenue:
\$30411M

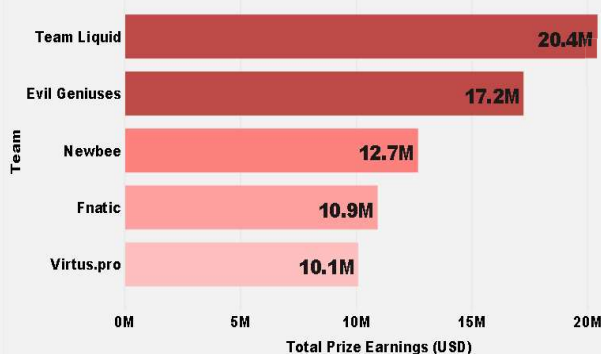
03

JAPAN
Population:
127M
Total Revenue:
\$19231M

Total revenue of global esports markets (USD) by country in 2018.



03 ESPORTS TEAM EARNINGS



Although team earnings are mostly based on tournaments, but it is not the only source of generating revenue. Some of the important revenue models are:

- 35 % Sponsorship
- 30 % Competitions
- 15 % Branding & Promotions
- 12 % Live Streaming
- 08 % Donations

04 ESPORTS GAME EARNINGS

DOTA 2

- Total Prize: \$143M
- Number of Tournaments : 931

CS:GO

- Total Prize: \$56M
- Number of Tournaments: 3288

LEAGUE of LEGENDS

- Total Prize: \$53M
- Number of Tournaments: 2075

Top Esports Game Earnings

