

Total Earnings

879.35M

Sum of TotalMoney

Total Players

94K

Sum of PlayerNo

Total Games

504

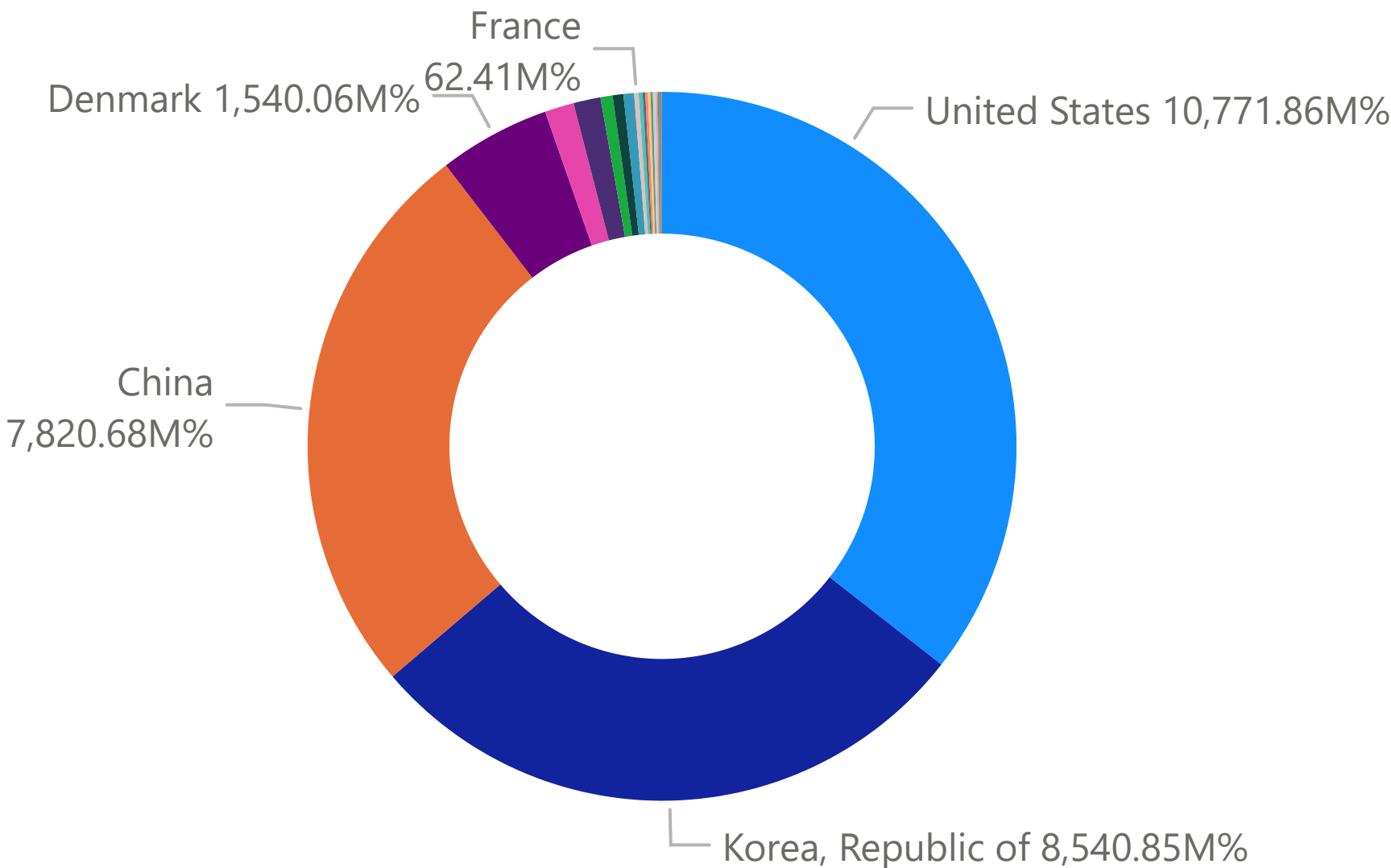
Count of GameName

Total Tournaments

41K

Sum of TournamentNo

Sum of Top_Country_Earnings by Top_Country



Top_Country

- United States
- Korea, Republic of
- China
- Denmark
- Sweden
- Japan
- Russian Federation
- Germany
- United Kingdom
- France

Year Filter

Releaseyear

All

Game Filter

GameName

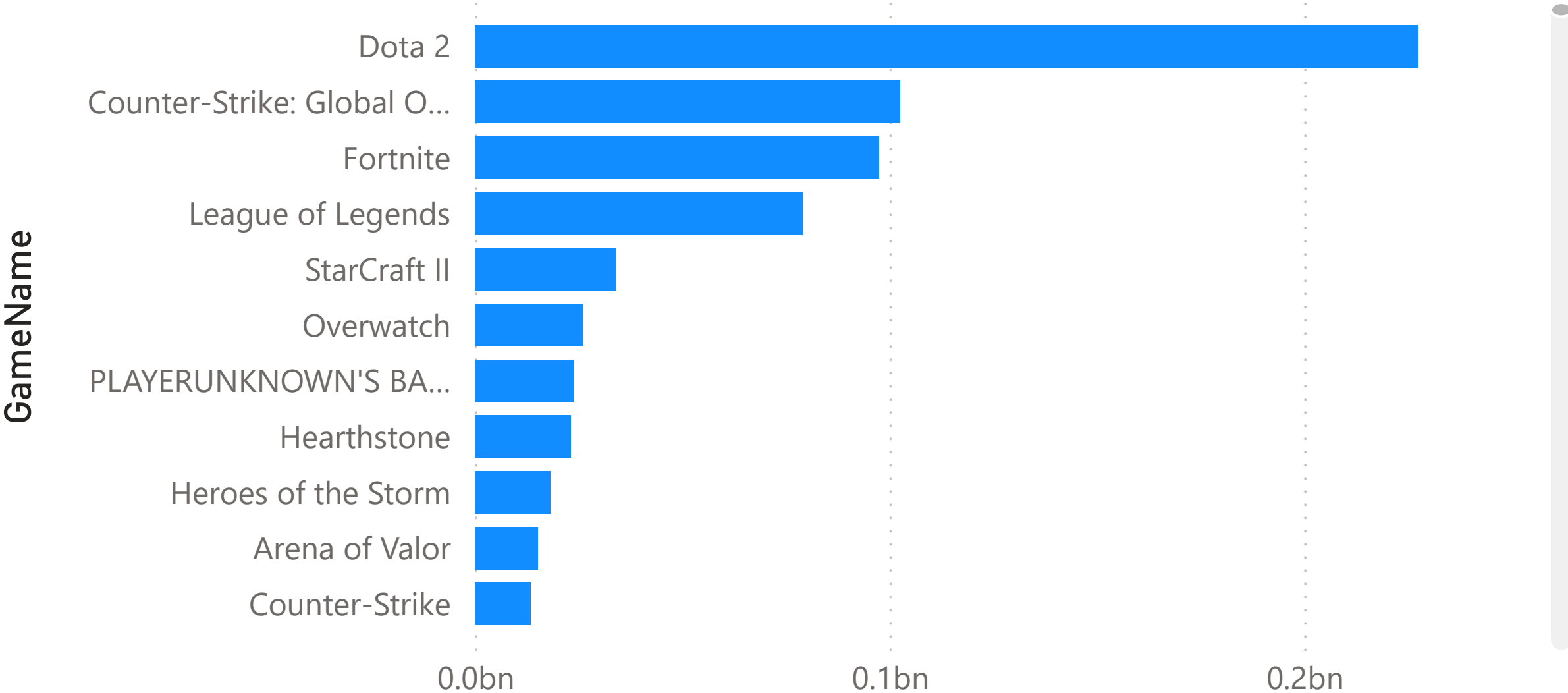
- Acceleration of SUGURI 2
- Age of Empires
- Age of Empires II
- Age of Empires III
- Age of Empires Online
- Age of Mythology
- Akatsuki Blitzkampf
- Aliens versus Predator 2

Top Country

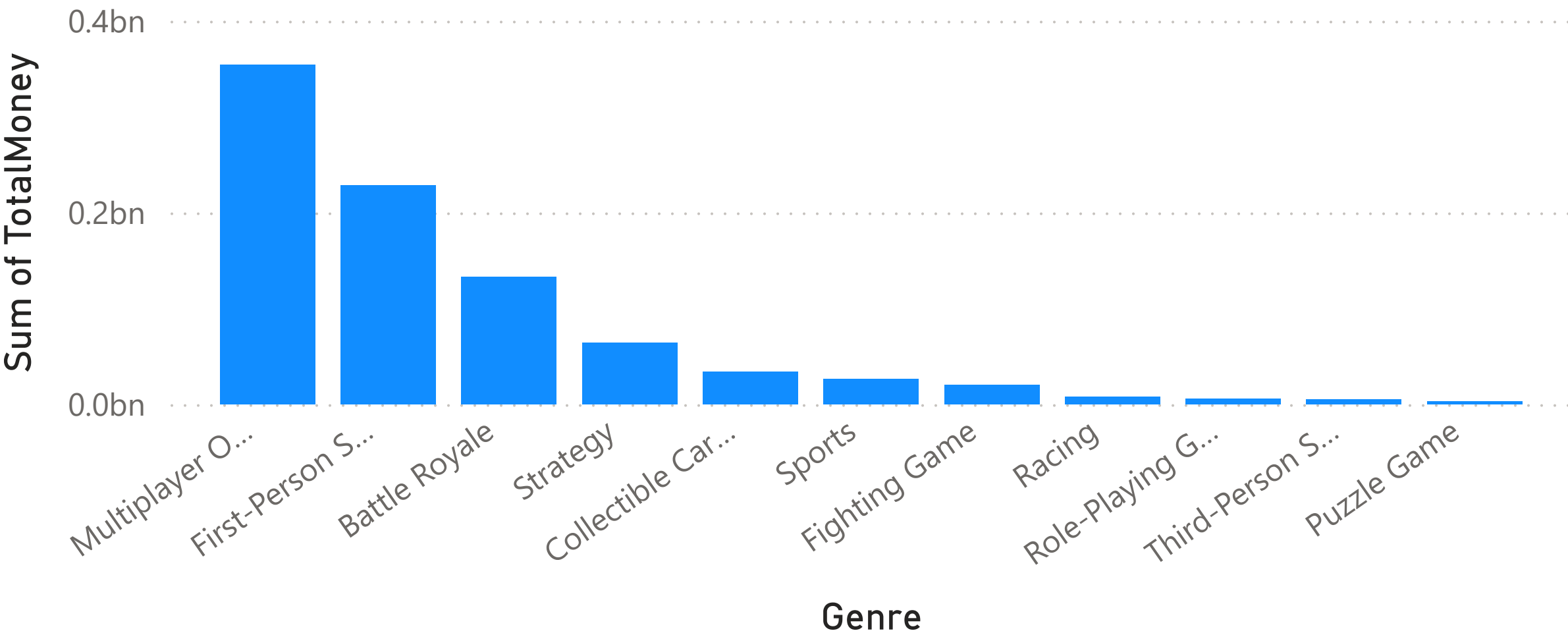
Top_Country

- Australia
- Azerbaijan
- Brazil
- Bulgaria
- Canada
- China
- Czech Republic
- Denmark

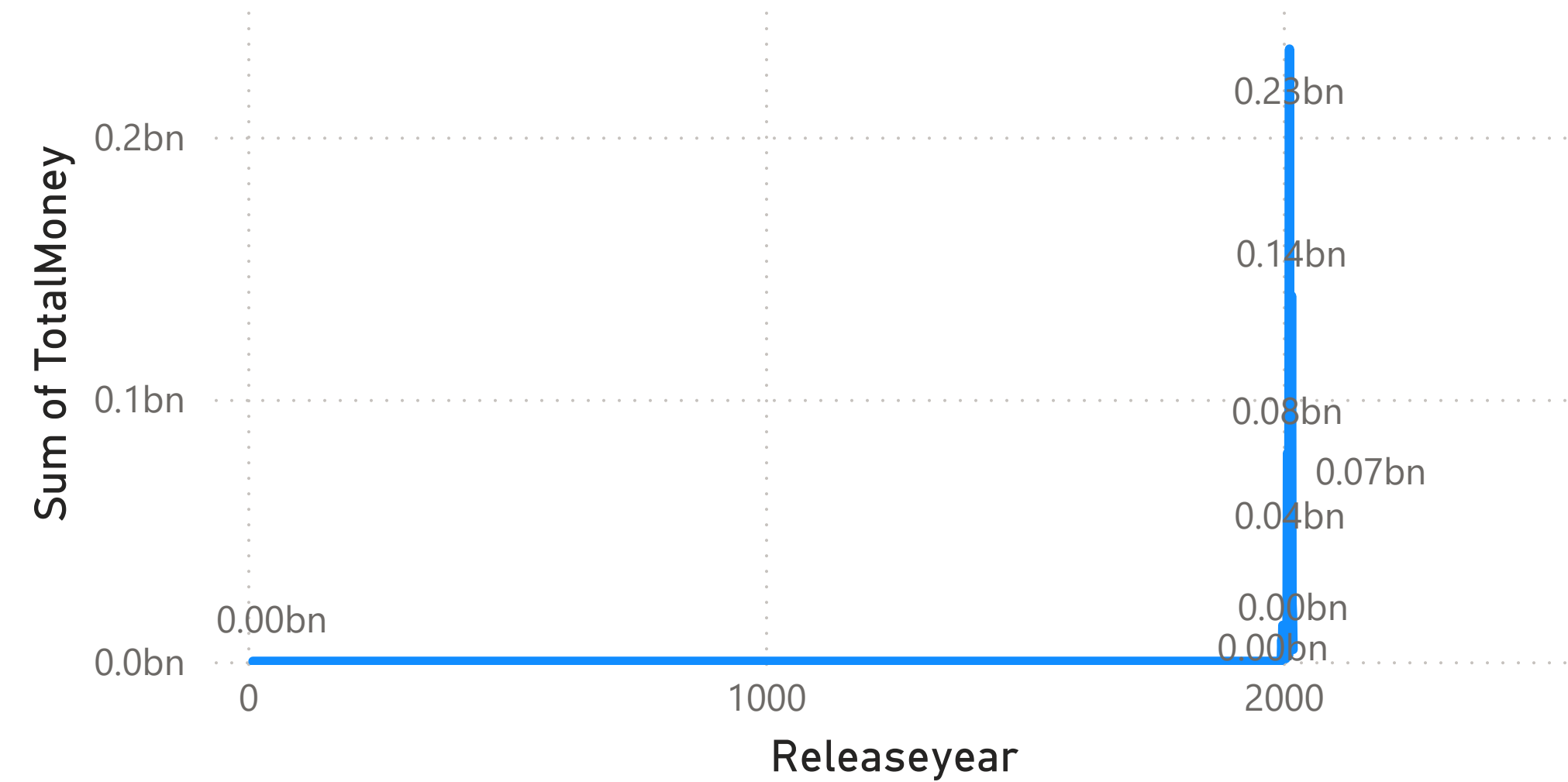
Sum of TotalMoney by GameName



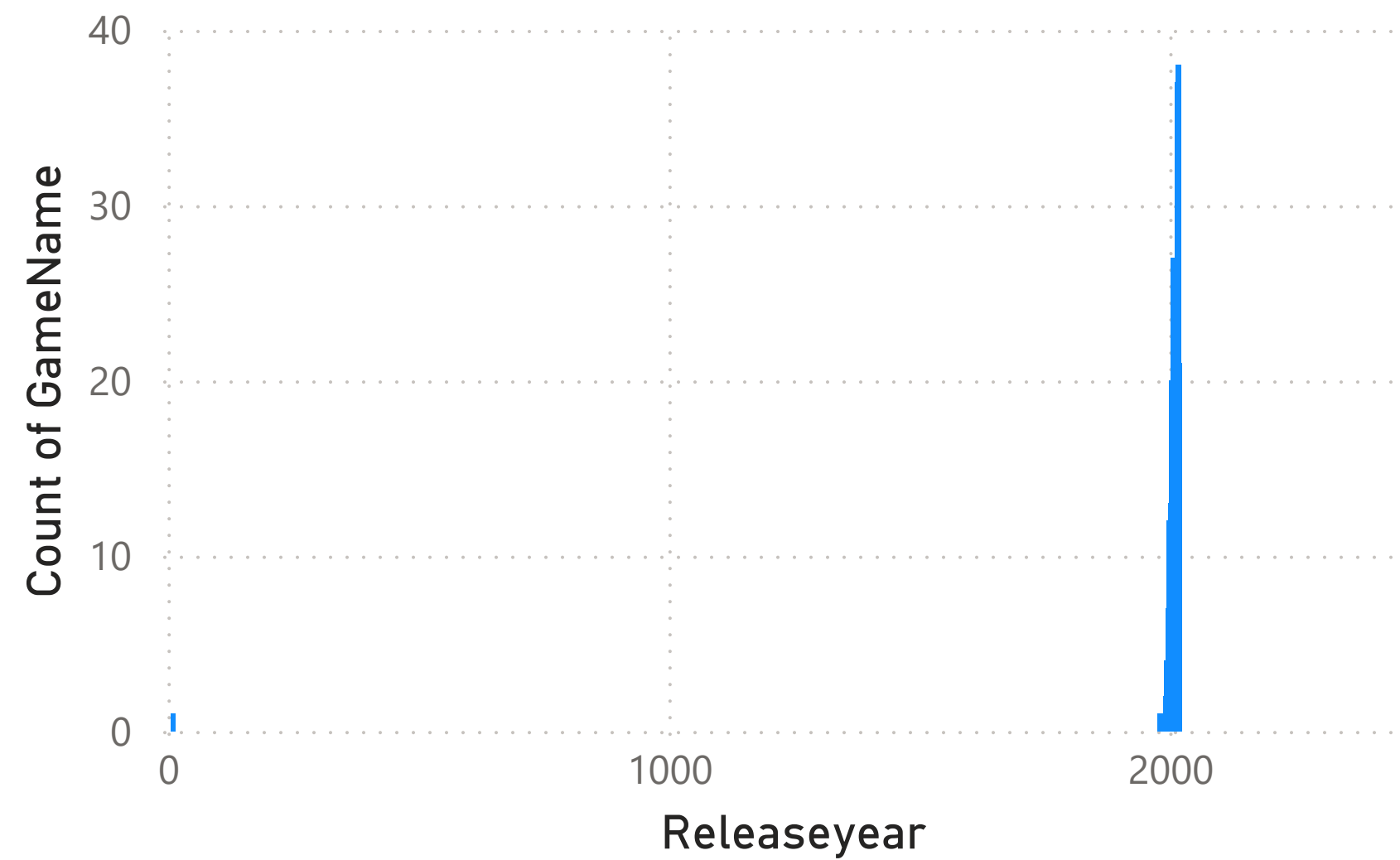
Top Genres by Total Earningsby Genre



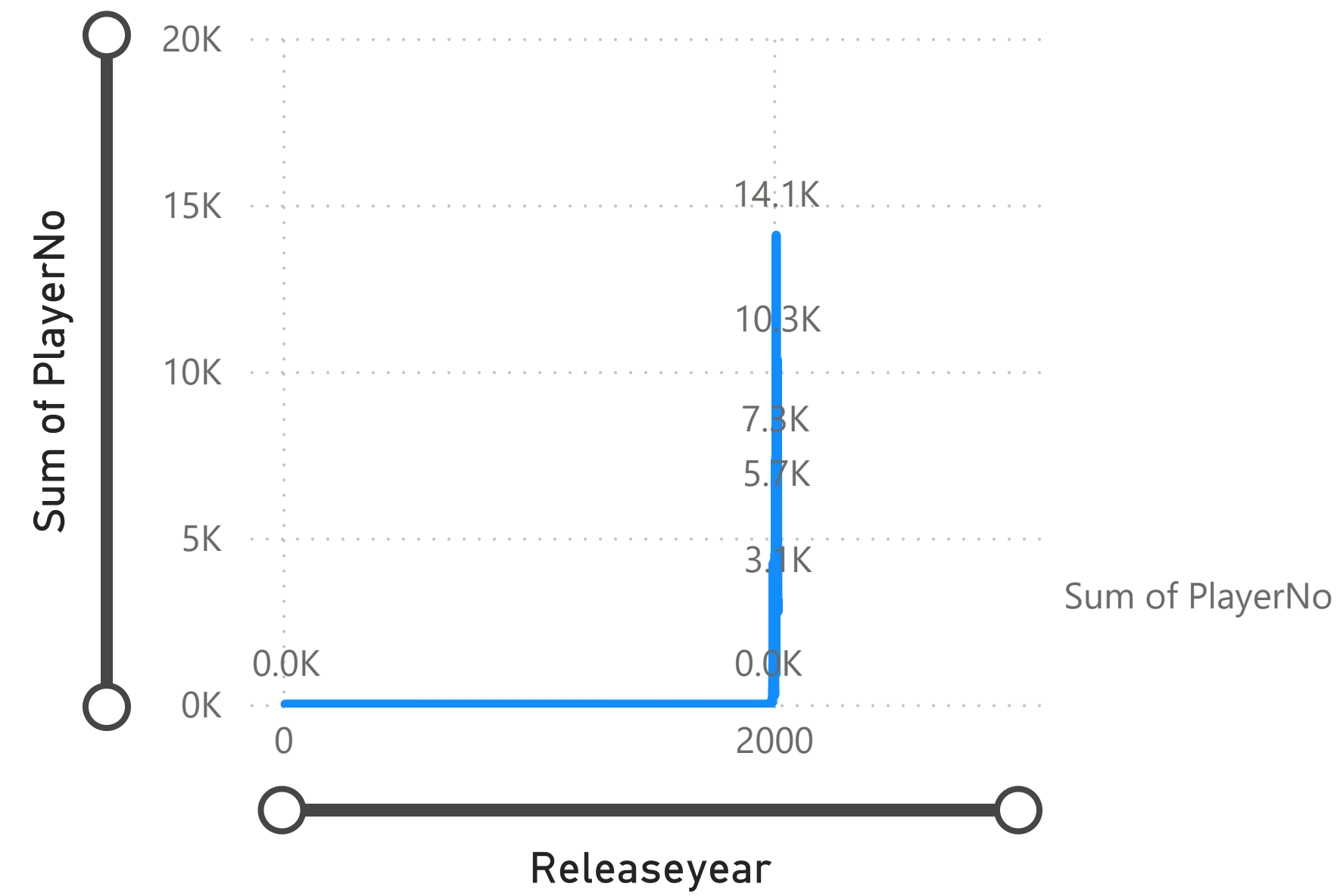
Total Earnings Over the Years



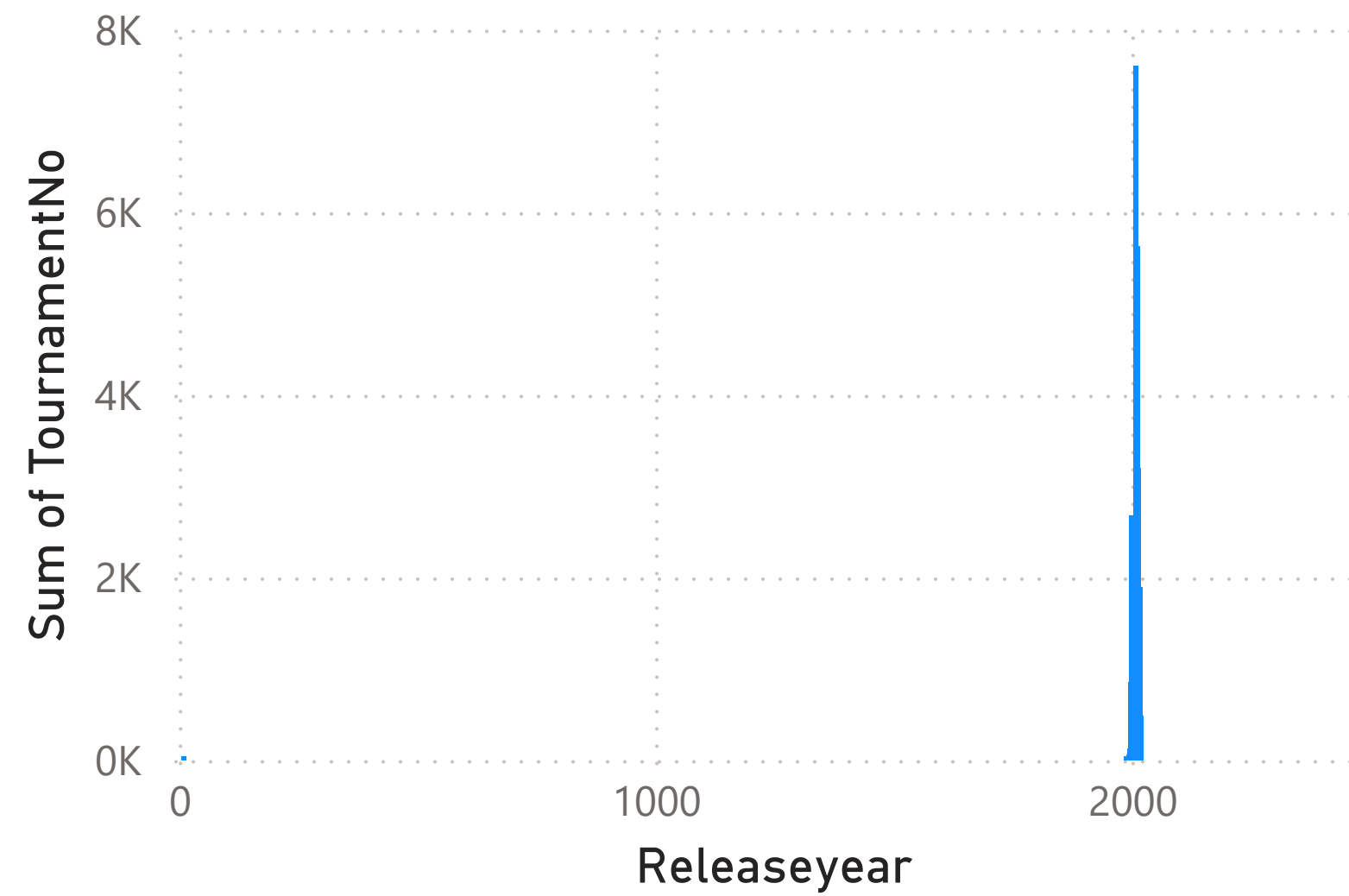
Total Games Released Per Year



Player Participation Trend Over Years

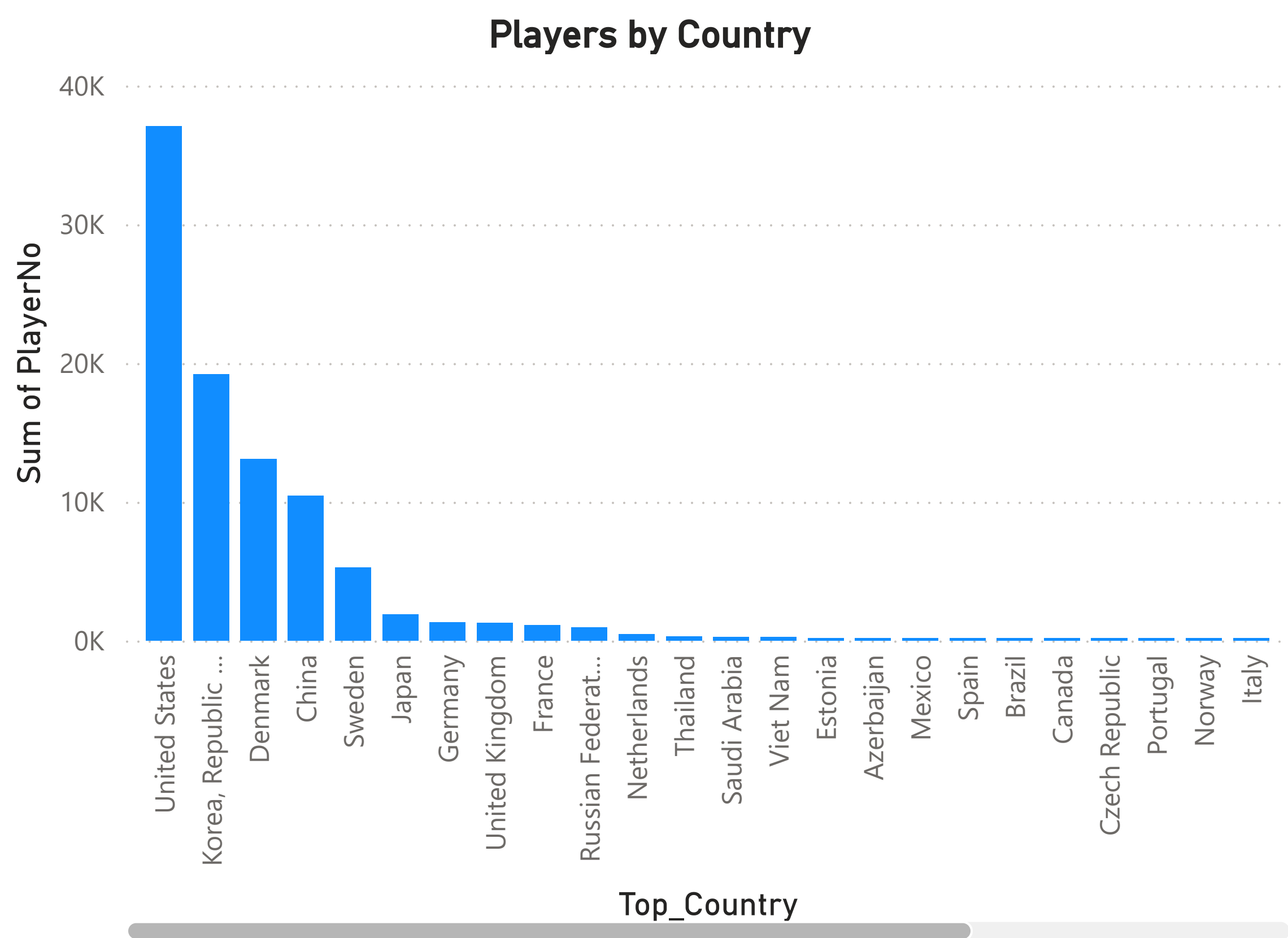
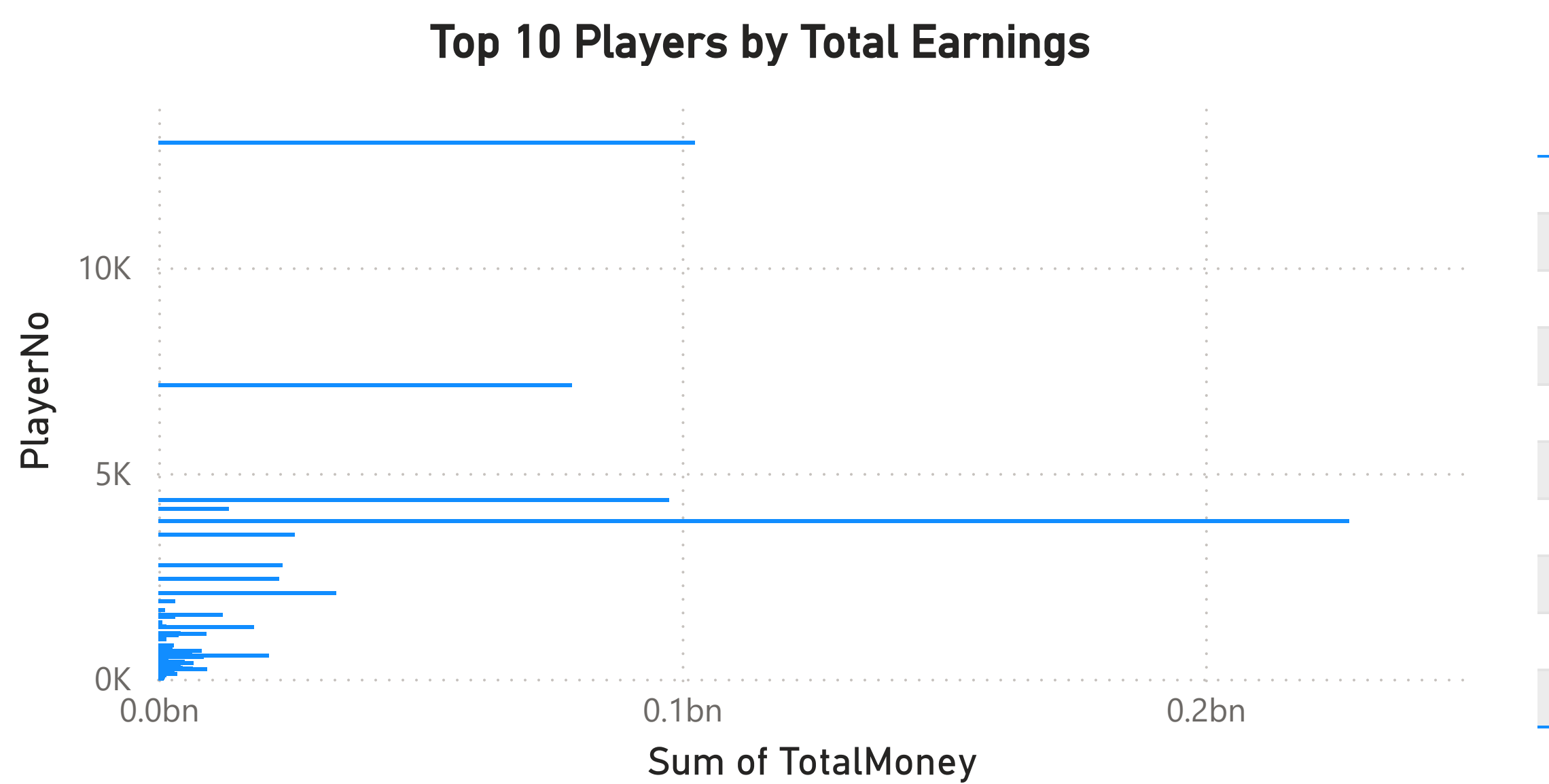


Tournaments Over the Years



Key Insights:

- Total esports earnings show consistent growth after 2015.
- More games entering the market increases player participation.
- Tournament count rises as competitive scenes expand.
- Peak earning years correspond with top game releases.



Player Earnings Leaderboard			
Sum of PlayerNo	Sum of Releaseyear	Top_Country	Sum of TotalMoney
21	2013	Australia	1,08,650.00
122	3997	Azerbaijan	42,866.58
104	16076	Brazil	8,63,205.77
50	2016	Bulgaria	2,000.00
97	20112	Canada	2,91,884.88
10445	26136	China	28,01,83,925.65
81	2014	Czech Republic	1,91,851.70
13097	6043	Denmark	10,25,72,258.06
152	2003	Estonia	1,40,963.24
36	8072	Finland	1,16,692.46
94116	1011519		87,93,50,684.49

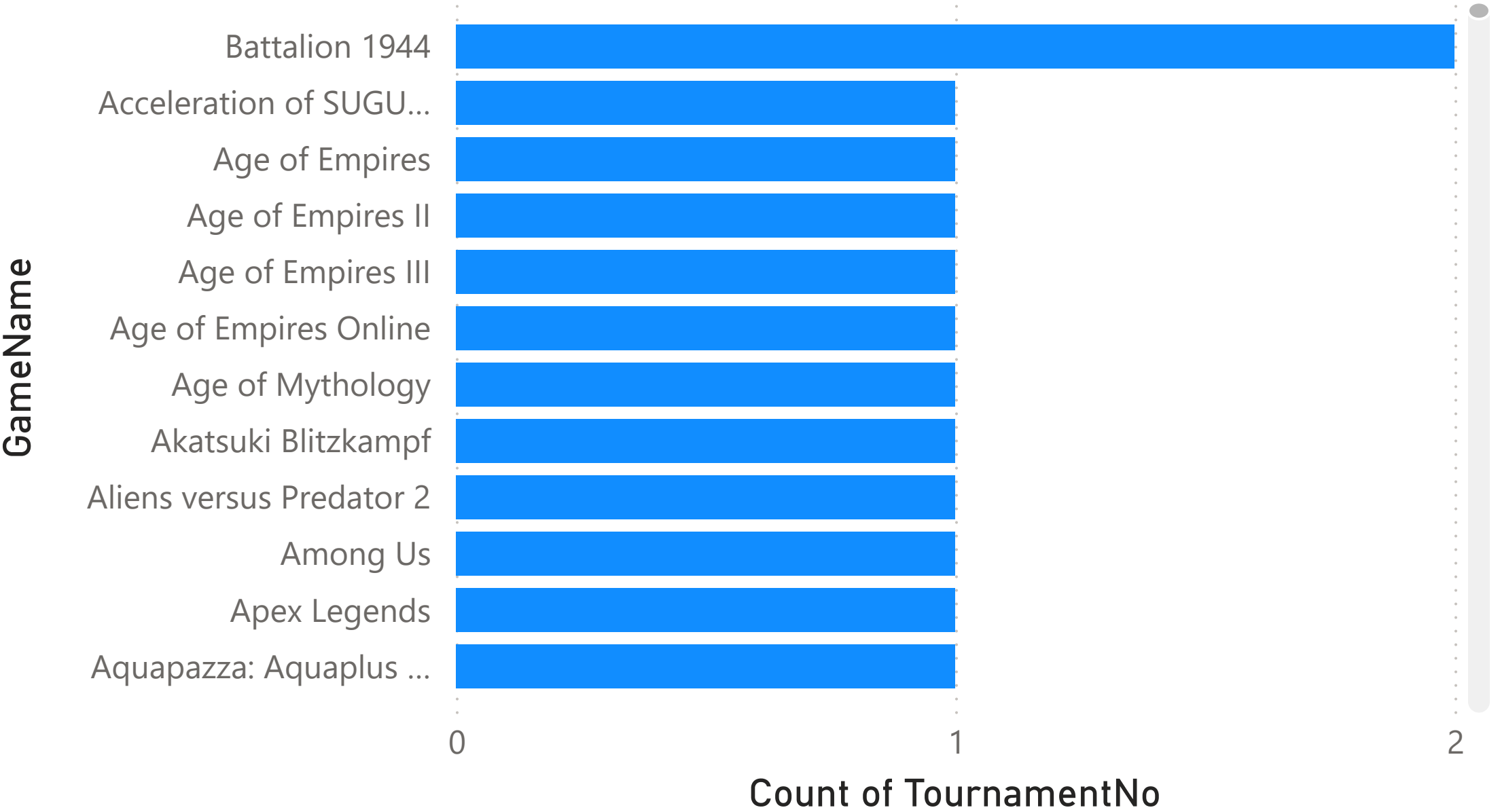
Insights:

- Top 10 players contribute a major share of global esports income.
- Some countries produce consistently high-earning players.
- Player earnings heavily correlate with tournament frequency and game popularity.

Count of TournamentNo, Average of TotalMoney and Sum of TotalMoney by GameName



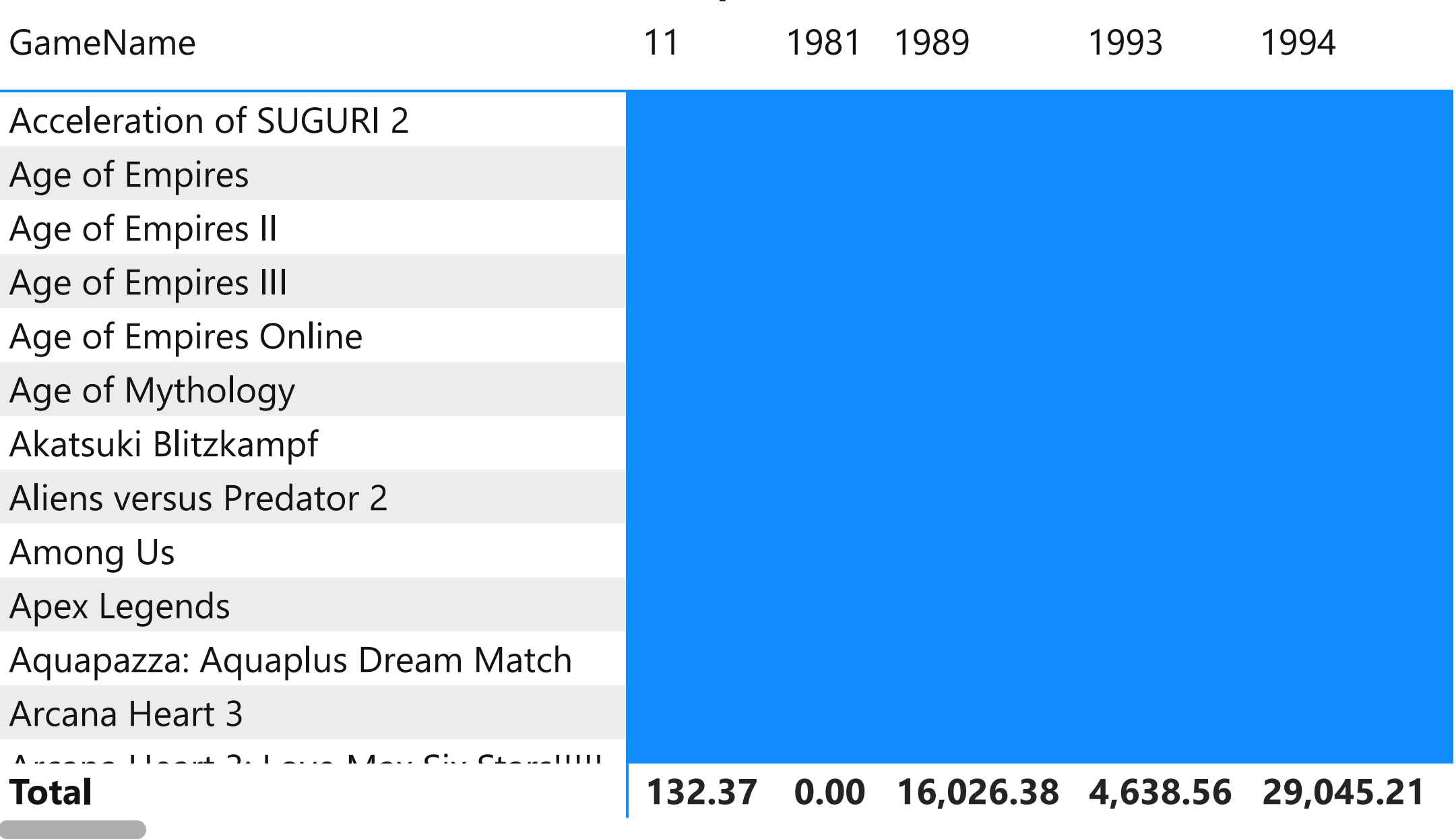
Top Games by Tournament Count



Key Insights – Games & Tournaments

- Dota 2 and CS:GO dominate tournament counts and total prize pools.
- Heatmap reveals peak prize years around 2015–2020 for major titles.
- Top tournaments show prize pools in multi-million ranges.
- Tournament activity varies heavily by game genre.

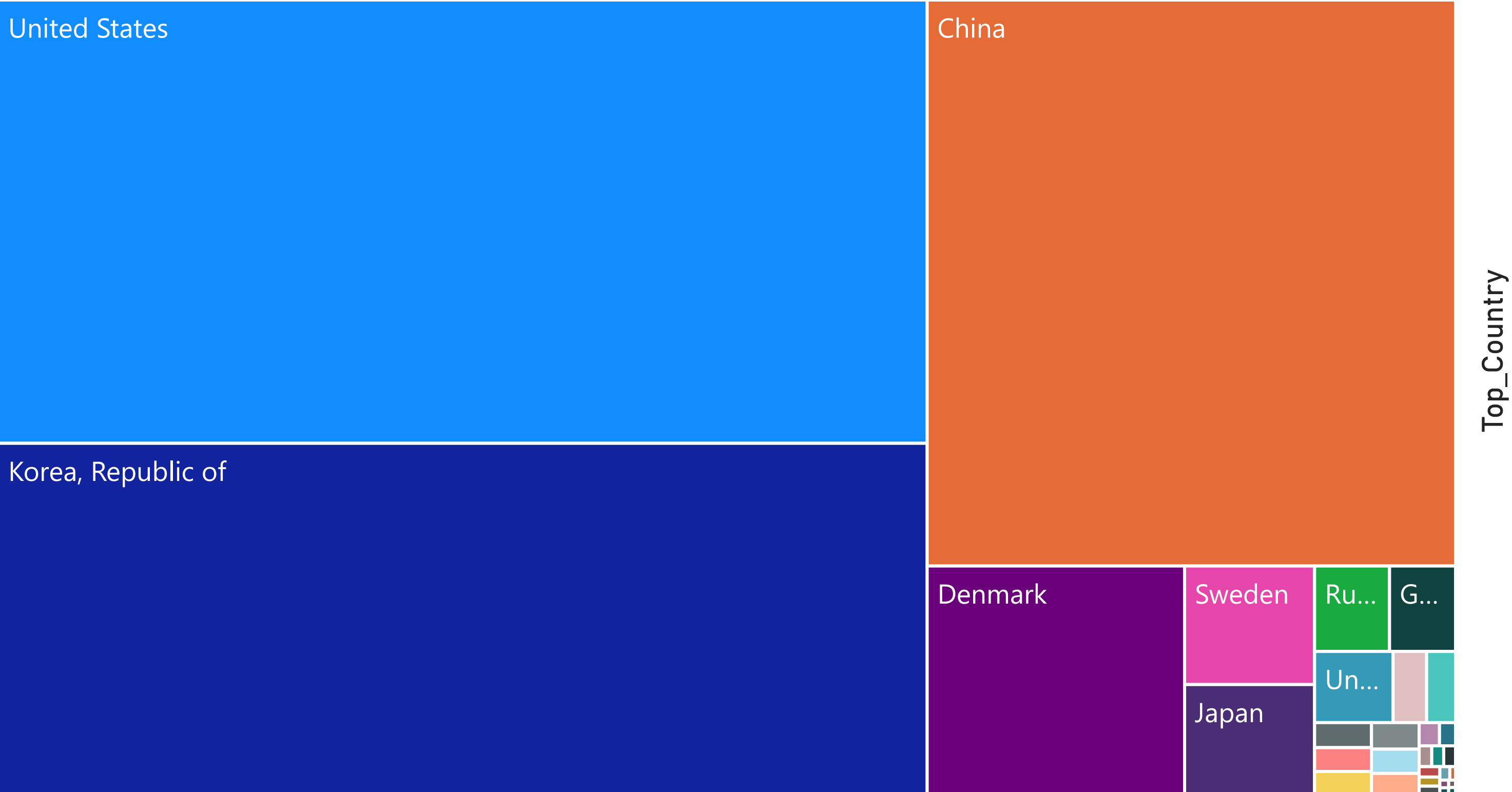
Game Prize Pool Heatmap (Year-wise Performance)



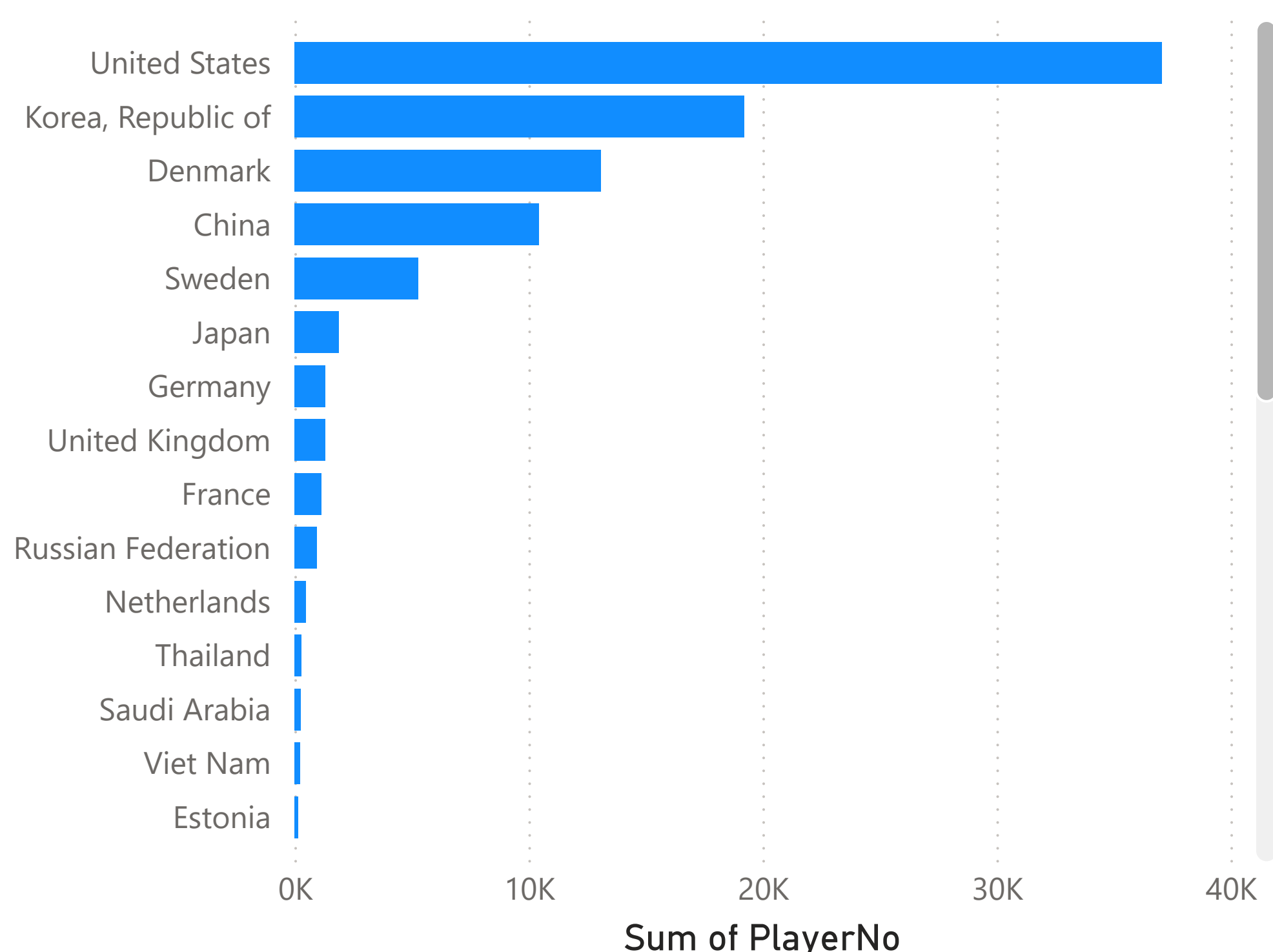
Top Tournaments by Prize Money

GameName	Sum of PlayerNo	Sum of TotalMoney	Total
Dota 2	3836	22,74,19,904.51	Champion
Counter-Strike: Global Offensive	13032	10,24,74,261.25	Debut
Fortnite	4347	9,75,08,425.00	Unlabeled
League of Legends	7130	7,90,03,448.94	Kickoff
StarCraft II	2078	3,39,14,062.96	Kickoff
Overwatch	3494	2,60,49,333.28	Kickoff
PLAYERUNKNOWN'S BATTLEGROUNDS	2754	2,37,10,378.57	Kickoff
Hearthstone	2423	2,30,98,378.24	Champion
Heroes of the Storm	1250	1,81,77,982.65	Kickoff
Arena of Valor	558	1,52,28,710.62	Champion
Counter-Strike	4137	1,34,94,229.57	Survivor
Rainbow Six Siege	1552	1,22,14,525.74	Unlabeled
Total	94116	87,93,50,684.49	

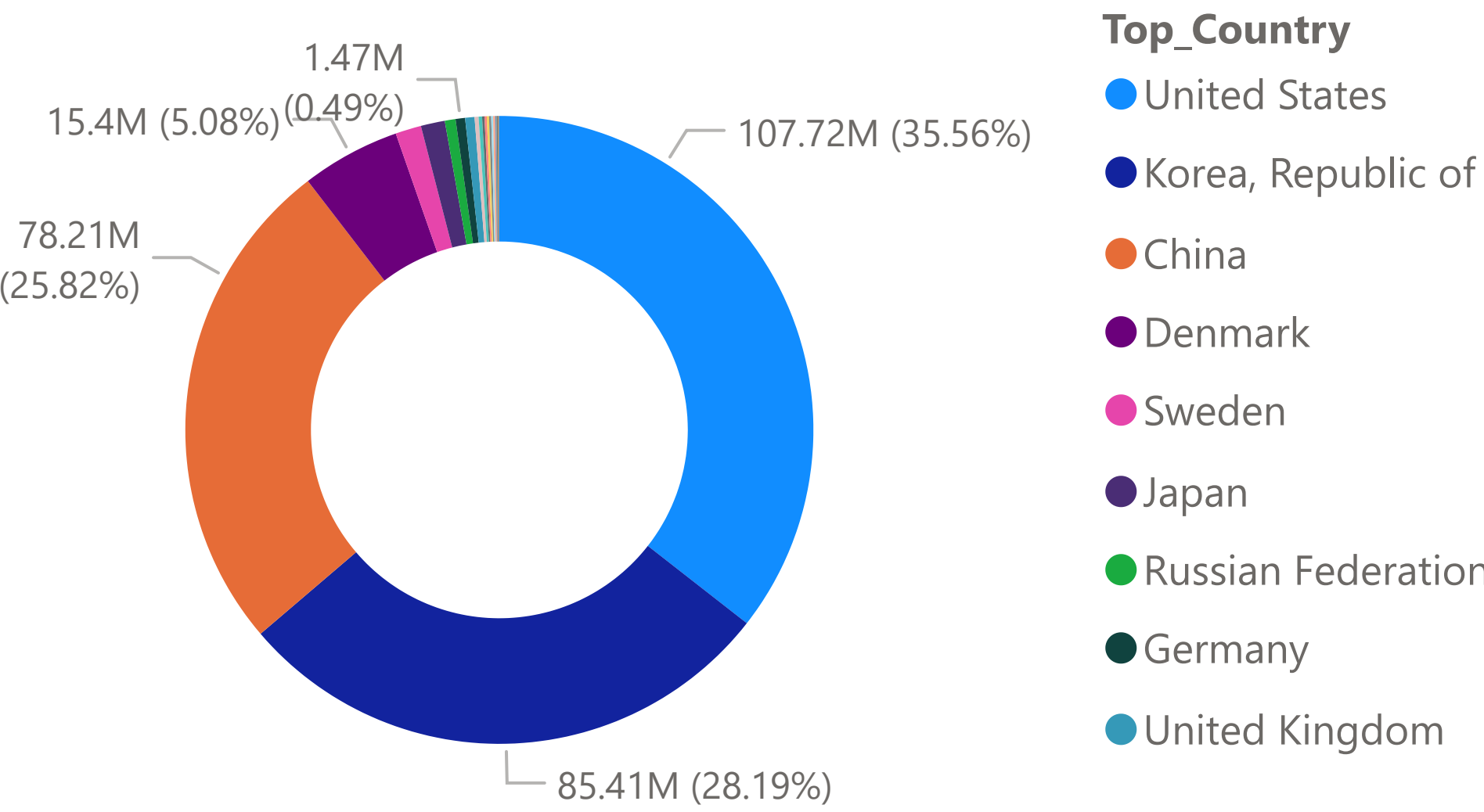
Sum of Top_Country_Earnings by Top_Country



Top Countries by Player Participation



Country Share of Total Prize Money



Key Insights – Country-Level Analysis

- USA, China, and Korea dominate global esports earnings.
- Player participation strongly correlates with prize money distribution.
- Several emerging regions show growth but still small share of total prizes.
- Prize pools are highly concentrated among the top 5 countries.

Project Overview

Project Title:

Esports Earnings Analysis – Power BI Dashboard

Objective:

To analyze global esports performance across games, countries, players, tournaments, and prize money distribution using interactive visual dashboards.

Dataset Summary:

• Rows: 94,116

• Columns: 9

Time Span: Covers multiple years of esports history.

Recommendations

✓ 1. Prioritize Investment in High-Performing Games

Games such as Dota 2, Counter-Strike, and League of Legends consistently generate the highest prize pools. Publishers, esports teams, and sponsors should prioritize these titles for maximum ROI.

✓ 2. Expand Esports Events in Emerging Regions

Countries like Thailand, Vietnam, Brazil, and the Netherlands show rising participation but lower prize pools. Hosting more tournaments in these regions can grow viewership, player base, and market presence.

Key Insights Summary

Global Esports Insights (All Pages Combined):

Game-Level Insights

• Dota 2, CS:GO, and League of Legends dominate global prize pools.

• Prize distribution is heavily concentrated among Top 5 games.

• Tournament frequency correlates strongly with total earnings per game.

• Scatter chart shows clear outliers with extremely high prize values.

Country-Level Insights

• United States, China, and Korea lead esports earnings globally.

• Player participation is highest in USA → strongest competitive ecosystem.

• Emerging countries show participation growth but lower prize pools.

Conclusion

This Power BI project provides a complete, interactive view of global esports. It highlights:

• Top-earning games

• High-performing countries

• Yearly trends & patterns

• Player-level contributions

• Tournament dominance

The insights empower organizations, analysts, and esports teams to make informed, data-driven decisions.