



The Futurists Esport Project

Ray Hermann Angossio Liwa
Founder of Futurists Inc

Who we are?

The Futurists Esports is a project from the Futurists not-for-profit with the aims to promote esports, increase its level of awareness, improve standards and inspire future talent even career in the field.

As an organization, our aims are to support and organize esports activities, provide expertise and advice. We work from the bottom line until the top with teams, organizations, leagues and all kind of supporter to be able to drive our mission.

We see Esport as a career path with a real value to transform the job marketplace and people's life. We also believe that Esport is a credible activity with the capacity to have a positive impact for the players cognitive function and much more.



The reason why?

The Futurists Esports Project wants to educate youth, parents, teachers, children, the media and government that esports is a positive activity with intrinsic benefits. It develops teamwork, communication and leadership skills, improves confidence, decision making and reaction times, and can boost reading comprehension skills, cyber skills and improve dexterity and concentration.

By running esports championships, more peoples will be able to try out esports for themselves and access a pathway to industry, and teachers and parents will be able to learn about esports' benefits and job prospects, including casting, coaching, management and marketing positions.

The project allow us to understand the best, most effective ways of engaging young people with esports through organization, schools, colleges and libraries.



Mission

We help to educate parents, teachers, media, policy makers and government around what esports is and its benefits for them and much more.

We plan to work with communities, schools, libraries and other institutions to help them embrace esports, understand it and take part in some engaging and beneficial activities.

We want to see more esports champions and talent in the future.

The Project



Vision

This competition has been set up with the aims : to Promote, Improve and Inspire.

Promote: organizing and supporting activities for peoples to get involved and discover what is the Esport also well plan how they can start a career within.

Improve: Bring new features and innovations as possible as into the Esport community world wide.

Inspire: empowering establish leaders and new leader to be part of the Esport eco-system by communicating all information, news and number to show them how Esport could a good investment for now and the future.



**Let's take a look of some numbers
From the financial world**



eSports in Numbers



The Audience

276mn

The estimated size of the eSports audience in 2022E—up from 167mn viewers today who already outnumber the audiences of the NHL and MLB

58mn

Unique viewers of the 2017 League of Legends finals

125mn

The number of global players for Fortnite, the highest monetizing video game in the world



The Demographics

50%+

The share of eSports viewership coming from Asia. eSports penetration has reached only 5% in the region, but already comprises the lion's share of viewership

79%

The eSports audience under age 35



The Buy-In

\$20mn

The price to buy one of the 12 Overwatch League teams for sale in 2017. We expect Activision (the IP owner) to sell 28 total teams, with future sales on the order of...

\$40mn+

The price we expect potential owners to pay for the next 6 Overwatch League teams sold in 2018



The Incentives

\$100mn

PLAYERS

The prize pool promised for the first year of Fortnite competitions, nearly the size of the *entire* eSports prize pool in 2017

\$500k

LIVE STREAMERS

The monthly income of Ninja, an online personality who live-streams gameplay on Twitch



The Engagement

355bn

The total number of minutes watched on Twitch in 2017, up 22% year-over-year

98 minutes

The amount of time active users on Chinese live-streaming platform Huya spend watching content every day on the mobile app



The Monetization

\$3bn

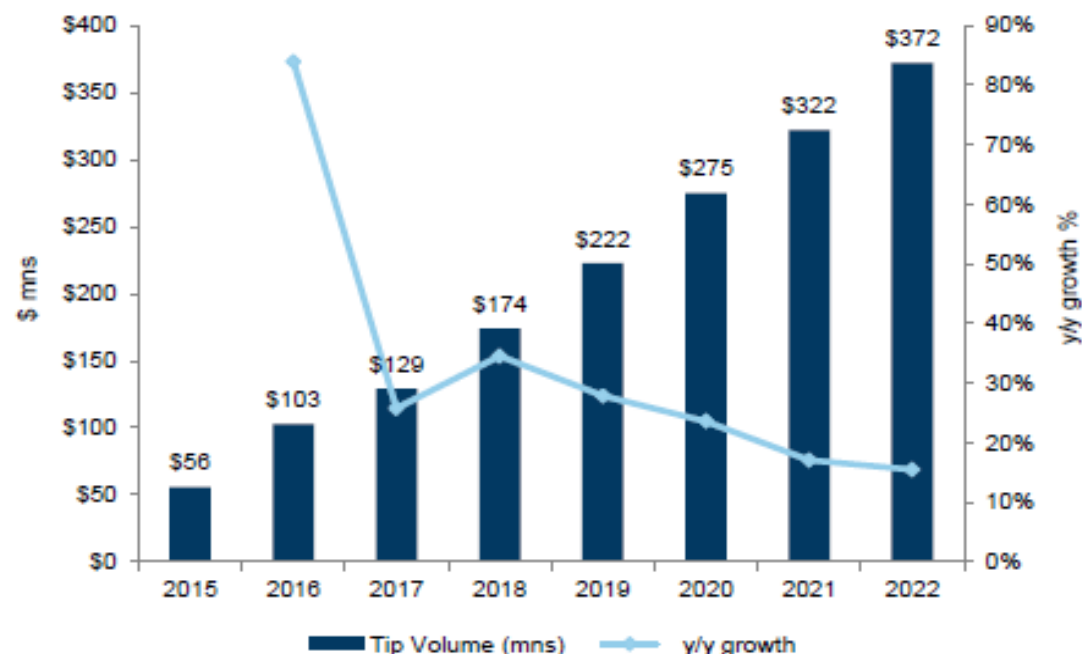
Our estimate for total eSports revenue in 2022E, up from \$655mn in 2017. We expect media rights will contribute nearly half of this amount

\$296mn

Fortnite's revenue in April. The game is the most watched title on Twitch, with ~1.5x the average viewership of the 2nd most-watched title

Exhibit 34: We expect the tipping market in the U.S. will reach \$372mn in 2022E

U.S. Annual tipping revenue (2015-2017A) and GS forecast (2018 to 2022E)



Source: Streamlabs, Goldman Sachs Global Investment Research

Exhibit 35: We expect annual revenue per follower to rise due to improving engagement

Annual Average Revenue per Follower and Followers on Twitch (2015 to 2022E)



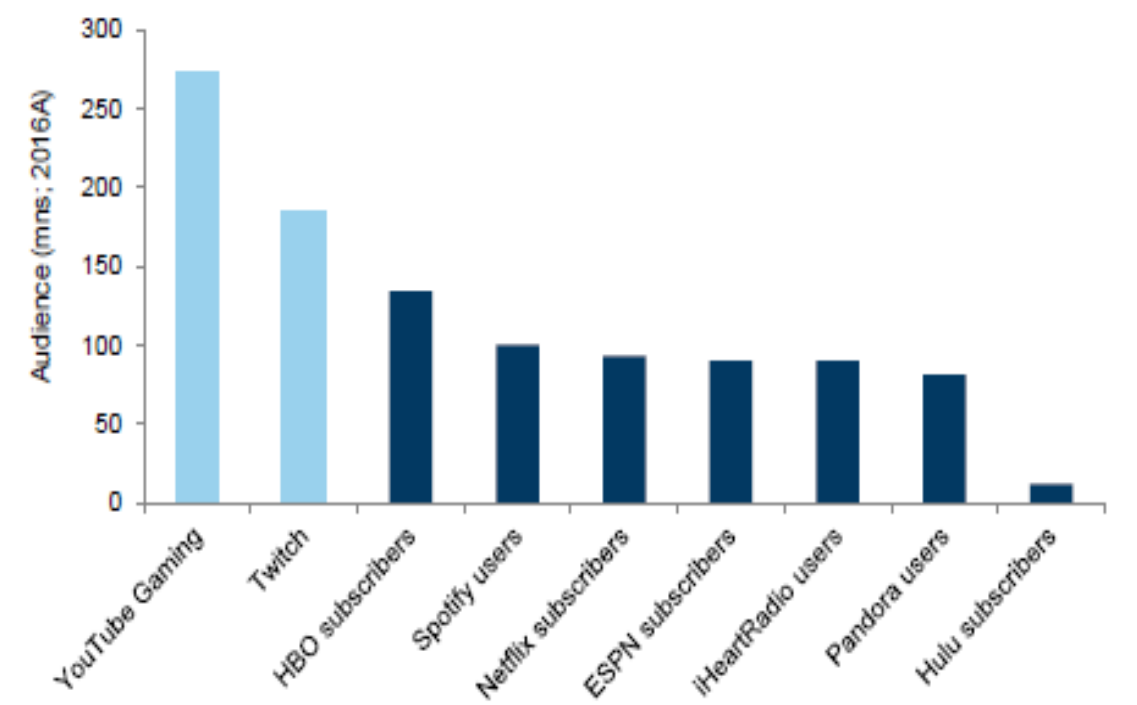
Note: 2015 and 2016 data is from Streamlabs; 2017 data is GSe

Source: Streamlabs, Goldman Sachs Global Investment Research

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Exhibit 2: Twitch and YouTube Gaming have a larger audience than many entertainment platforms



Source: SuperData, Goldman Sachs Global Investment Research

Exhibit 3: The eSports audience is similar to the average of large professional sports leagues

Audience size by sports league (2017A)



Source: Nielsen, CBS, ESPN, Goldman Sachs Global Investment Research

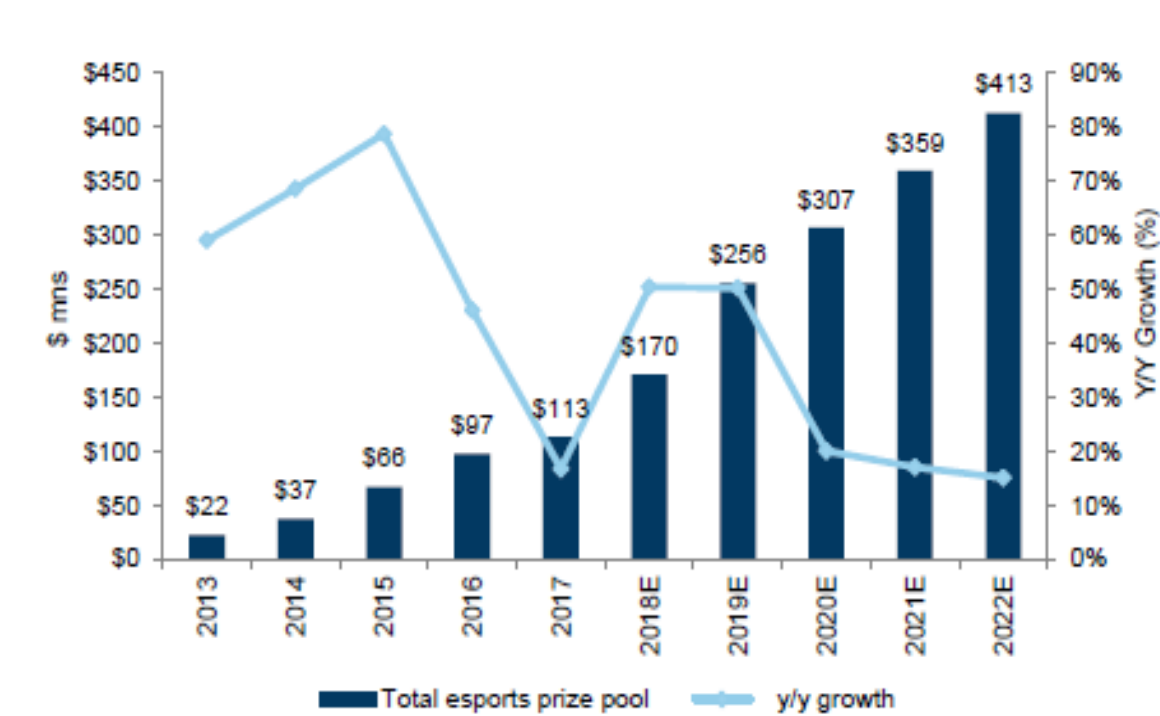
Exhibit 8: Dota 2 has the largest prize pool of all eSports titles
eSports prize pool by title

Title	Prize Money (2017)	Tournaments
Dota 2	\$38,053,795	159
Counter-Strike: Global Offensive	\$19,252,556	894
League of Legends	\$12,060,789	153
Heroes of the Storm	\$4,783,333	31
Call of Duty: Infinite Warfare	\$4,027,895	72
Hearthstone	\$3,452,684	112
Overwatch	\$3,408,254	259
StarCraft II	\$3,386,454	612
Halo 5: Guardians	\$1,748,000	14
SMITE	\$1,567,900	8
Other Games	\$21,511,703	1,619
Total	\$113,253,364	3,933

Source: Goldman Sachs Global Investment Research

Exhibit 9: We estimate the eSports prize pool will grow at a 30% 5-year CAGR between 2017 and 2022E

Total eSports prize pool



Source: Goldman Sachs Global Investment Research

Exhibit 12: Japanese games such as Street Fighter ranked in the top 10 games on Twitch as measured by eSports hours watched in December 2017

Top 10 games on Twitch by eSports hours watched - global - December 2017

Game Title	Total Hours (mns)	Esports Hours (mns)	Share Esports (%)
Dota 2	32.4	11.8	36%
CS: GO	18.8	6.8	36%
League of Legends	69.6	6.2	9%
Hearthstone	43.2	4.5	10%
CoD: WWII	6.9	1.6	24%
Street Fighter V	2.7	1.4	54%
StarCraft II	3.7	1	26%
Overwatch	17.9	0.7	4%
Rocket League	2.3	0.6	26%
Super Smash Bros.	0.9	0.6	68%

Source: NewZoo



Exhibit 10: Seven of the top 15 eSports titles...

Top titles by eSports prize money (2017A)

Rank	Title	Prize Money	Year Since Initial Release
1	Dota 2	\$38.0	5
2	Counter-Strike: Global Offensive	\$19.3	6
3	League of Legends	\$12.0	8
4	Heroes of the Storm	\$4.8	3
5	Call of Duty: Infinite Warfare	\$4.0	14
6	Hearthstone: Heroes of Warcraft	\$3.4	4
7	Overwatch	\$3.4	2
8	StarCraft II	\$3.4	8
9	Halo 5: Guardians	\$1.7	2
10	H1Z1	\$1.6	3
11	CrossFire	\$1.5	11
12	Quake Champions	\$1.5	1
13	FIFA 17	\$1.4	9
14	Rocket League	\$1.4	3
15	Smite	\$1.2	4

Source: esportsearnings.com, Goldman Sachs Global Investment Research

Exhibit 11: ...Are also among the top 15 highest monetizing PC & console titles in-game

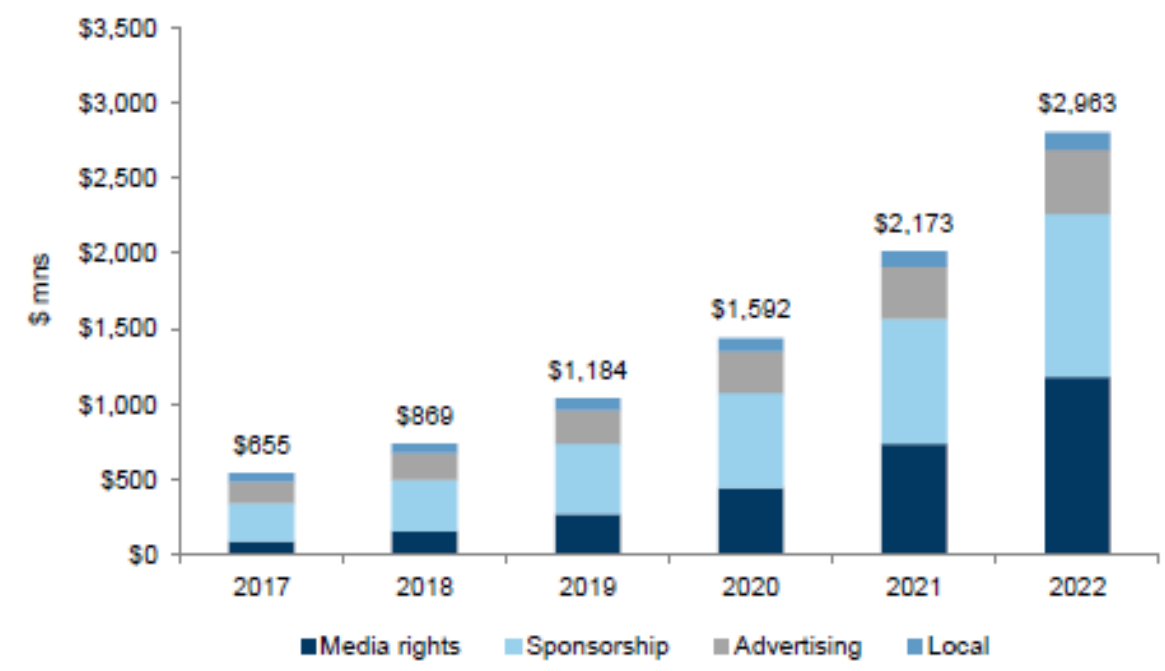
Top titles by in-game revenue (2017A); FIFA, GTA, CoD, OW, Tom Clancy, and Assassin's Creed are GS estimates; all others are SuperData

Rank	Title	2017 in-game revenue (\$ mns)	Year Since Initial Release
1	League of Legends	\$2,100	8
2	Dungeon Fighter Online	\$1,600	8
3	Crossfire	\$1,400	11
4	FIFA franchise	\$868	9
5	GTA franchise	\$622	20
6	Call of Duty franchise	\$478	14
7	World of Tanks	\$471	8
8	Dota 2	\$406	5
9	Roblox	\$310	12
10	MapleStory	\$279	15
11	Counter-Strike: Global Offensive	\$221	6
12	Hearthstone (PC Only)	\$217	4
13	Overwatch	\$211	2
14	Tom Clancy franchise	\$197	10
15	Assassin's Creed	\$137	10

Source: Goldman Sachs Global Investment Research, Company data, SuperData

Exhibit 19: We forecast eSports revenue growing at a 35% 5-year CAGR through 2022E

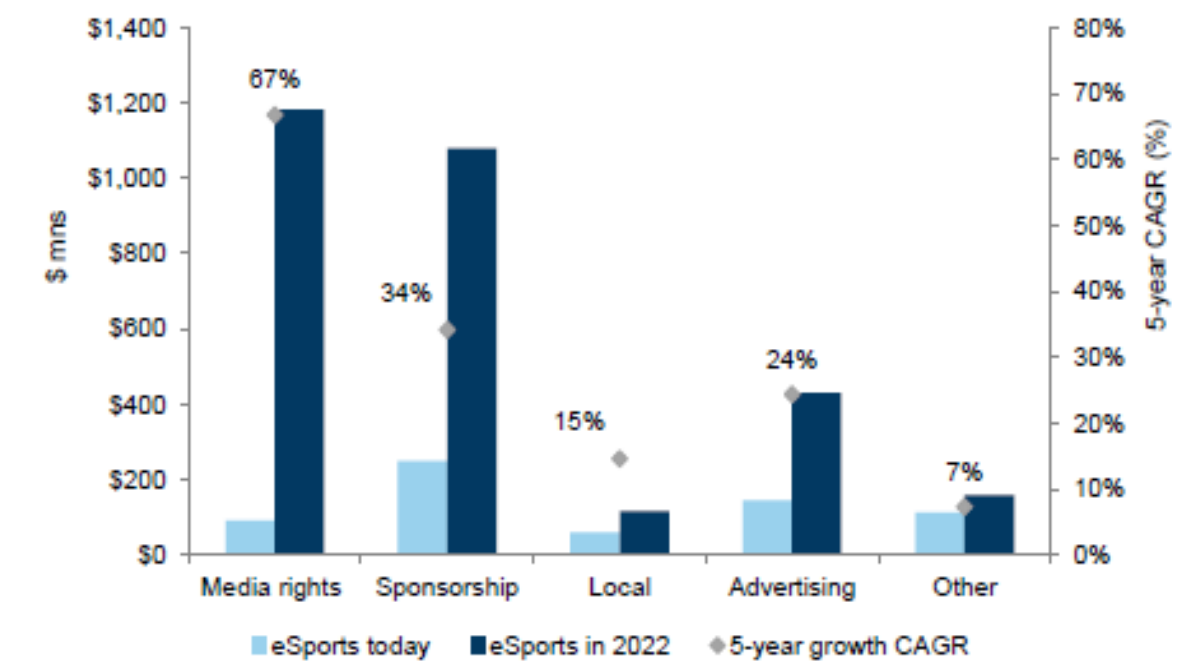
GS eSports revenue growth forecast (2017A to 2022E)



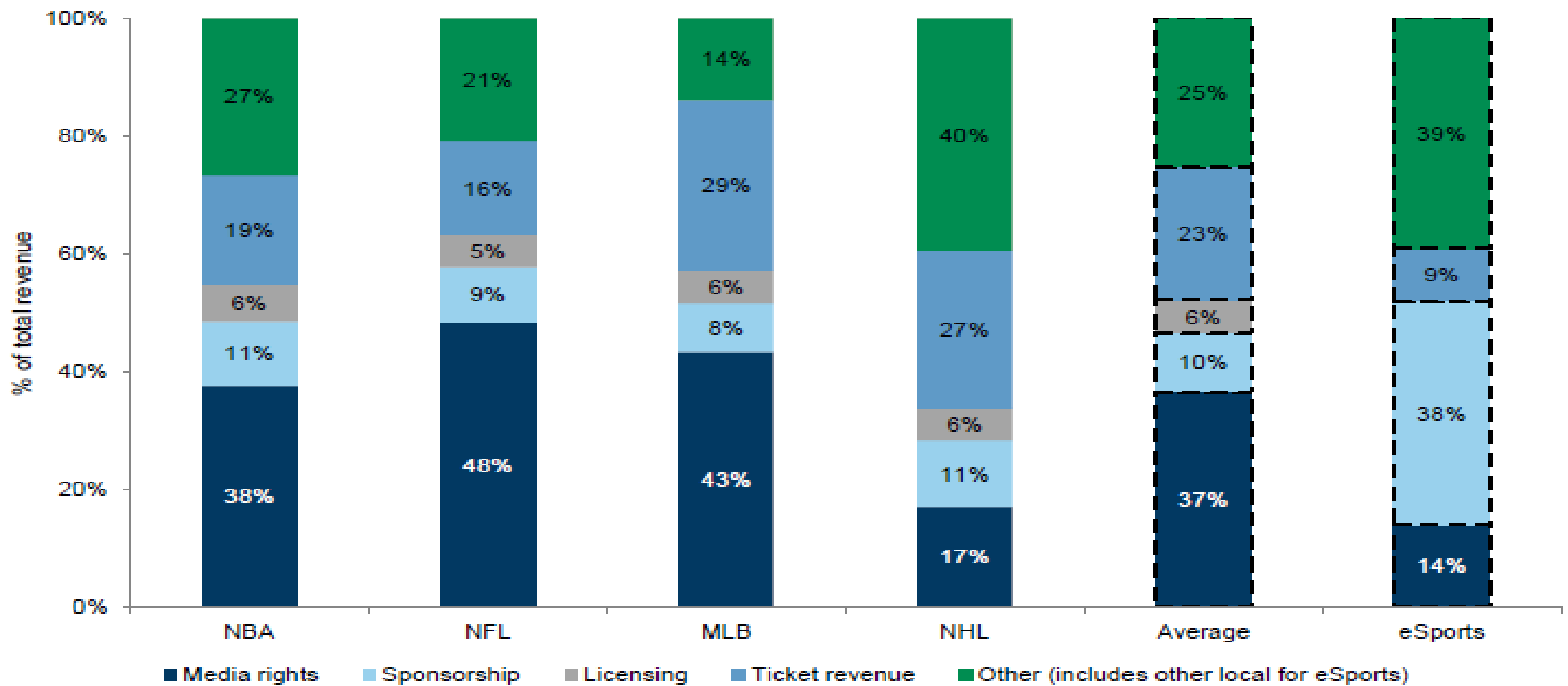
Source: Goldman Sachs Global Investment Research, NewZoo, SuperData

Exhibit 20: We forecast media rights revenue will grow at a 67% 5-year CAGR, driving overall eSports revenue growth

GS eSports revenue growth forecast and 5-year revenue stream growth CAGRs



Source: Goldman Sachs Global Investment Research, NewZoo, Superdata

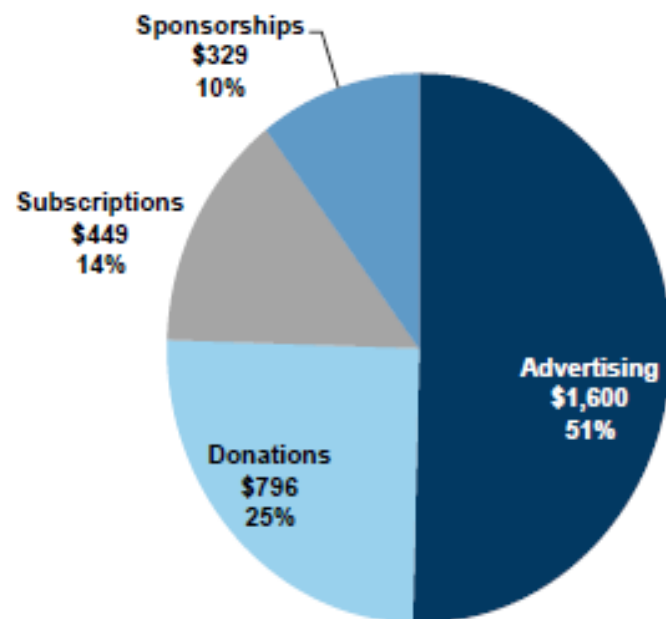


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Exhibit 29: Advertising represented 51% of overall Gaming Video Content gross revenue in 2017A

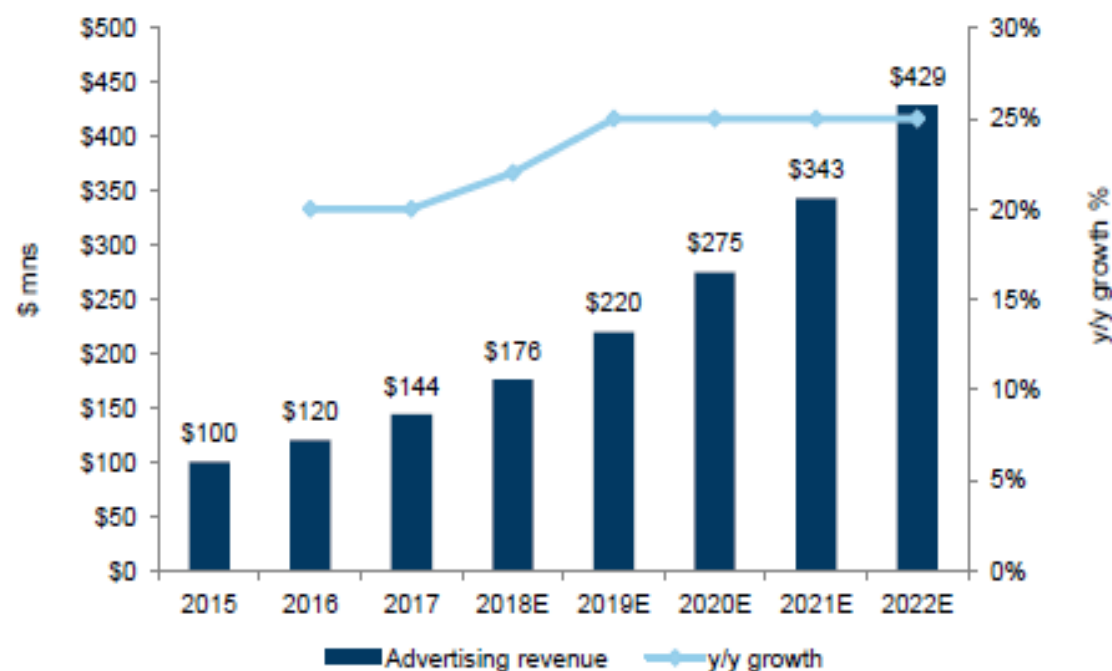
Gaming Video Content gross revenue breakdown by category - 2017A



Source: SuperData, Goldman Sachs Global Investment Research

Exhibit 30: We expect eSports gross advertising revenue will grow at a 25% CAGR from 2018E to 2022E

eSports gross advertising revenue growth forecast (2015A to 2022E)



Source: Goldman Sachs Global Investment Research, SuperData, NewZoo

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Summary:

For the 10 past years, I have been through a lot of leadership program and also coached closely in private some few special peoples now I'm coming to you to help you to improve and rise your standards.

My background is mostly around IT with 7+ professional experience in information security and digital services. Expert and highly familiar with a wide variety of security, engineering, Networking, and operating system software. Possess a degree in Electrical & Computer Engineering.

Good communicator with dispositions for Sales, Marketing and Customer Care services.

Problem solver with very good skill for Artificial intelligence, Data science, Machine, and Deep Learning concept and algorithmic methodology.

For more information you can also take a look at my professional profile:

<https://www.linkedin.com/in/rayhermann/>

I'm also author of "The leader's Soul" eBook on sell with Amazon Kindle and the French version "L'ame du leader" on partnership with "Edition Universitaire Europeen"

eBadges from IBM

https://www.youracclaim.com/badges/70bb5460-9e12-4a49-b594-1c474241c4f9/public_url

https://www.youracclaim.com/badges/a8c7dfd5-6ad4-4c5e-b971-a1253491664d/public_url

https://www.youracclaim.com/badges/2d7b6742-7f3a-4271-b9b5-5ef17075f666/public_url

Intel AI-Perso: Inventor (Available in GPL License)

<https://github.com/Mistery2018/AI-Perso>



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Certificate of Participation

This certificate is presented to

Ray Hermann ANGOSSIO LIWA

for participating in the

**World Bank Group Youth Summit 2017:
Technology and Innovation for Impact**

December 4-5, 2017

Preston Auditorium, World Bank Headquarters, Washington, DC



VANESSA C. TRINH

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