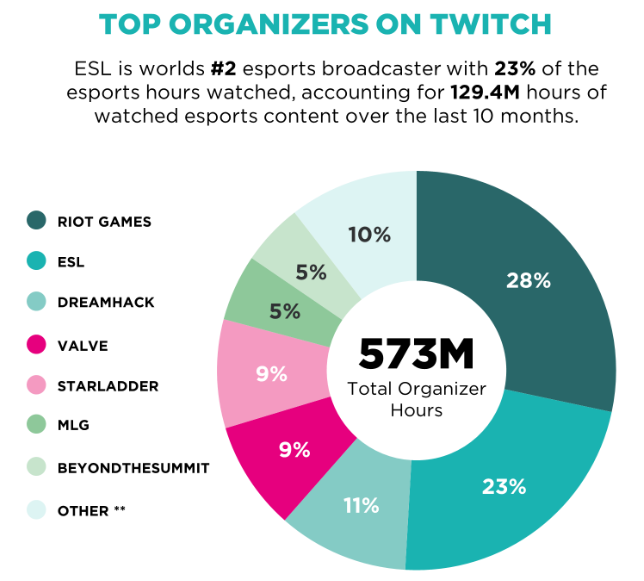
What is Esports? CNN defines esports as “the world of competitive, organized video gaming. Competitors from different leagues or teams face off in the same games that are popular with at-home gamers: Fortnite, League of Legends, Counter-Strike, Call of Duty, Overwatch and Madden NFL, to name a few. These gamers are watched and followed by millions of fans all over the world, who attend live events or tune in on TV or online. Streaming services like Twitch allow viewers to watch as their favourite gamers play in real time, and this is typically where popular gamers build up their fandoms.”

This is an accurate overview of what Esports is. In addition, this report covers aspects from how funding works to how player rates are calculated, and where a lot of the income comes from for organisations running teams.

In esports, it is common for tournament organisers to be late to pay players and organisations. Even to the extent where a popular organisation “Windingo” had to shut down after not being paid $500,000 from WESG who is run by Ali Express.

It isn’t uncommon for organisers such as WESG, Starladder and ESL, the second biggest organiser for Esports, to do this.

Although it happens more often with players and organisations, it also happens with casters and hosts. This year however, has been different as many people have thought the tournament organisers were “taking the piss” – Vince Hill (Caster).

NewZoo Esports - 2016

G2 is one of the biggest esports orgs in the world, consistently being at the top in a lot of games from League of legends to Rainbow Six Siege.

In 2018 Forbes listed G2 as the 9th most valuable esports org, with a valuation of 165 Million. With a net revenue of 22 Million. G2 is still growing with partnerships with Logitech, AOC and Red Bull.

As well as generating revenue through sponsorships and through partnerships, G2 also receive investments. One very recent one is from Joseph Tsai, an Alibaba cofounder, billionaire and the [owner of the Brooklyn Nets](https://www.forbes.com/sites/kurtbadenhausen/2019/08/15/alibabas-joe-tsai-set-to-buy-brooklyn-nets-and-barclays-center-for-record-33-billion/). Joseph invested $10 Million into G2 Esports. This is one of the biggest investments into an esports organisation.

Define what e-sports is

<https://edition.cnn.com/2018/08/27/us/esports-what-is-video-game-professional-league-madden-trnd/index.html>

Section on history

<https://www.hotspawn.com/guides/the-history-of-esports/>

<https://dotesports.com/news/the-evolution-of-esports-7693>

Growth and decline

<https://www.statista.com/statistics/490522/global-esports-market-revenue/>

<https://influencermarketinghub.com/growth-of-esports-in-2019-stats/>

Funding for orgs

<https://esportsobserver.com/sponsor-me-the-pitfalls-and-misconception-about-applying-a-sponsorship/>

Windingo Alibaba WESG

<https://esportsobserver.com/china-esports-recap-nov6-2019/>

Buy outs

<https://www.google.com/search?q=esports+buyouts&rlz=1C1GCEU_enGB875GB875&oq=esports+buyouts&aqs=chrome..69i57.4333j0j7&sourceid=chrome&ie=UTF-8&safe=active&ssui=on>

Faceit vs esea

<https://www.reddit.com/r/GlobalOffensive/comments/6zxbqs/esea_vs_faceit_eu/>

Conflict of interest

<https://esportsinsider.com/2019/11/valve-csgo-majors-conflict-of-interest/>

Future of Esports

<https://newzoo.com/insights/articles/the-5-factors-defining-the-future-of-esports/>

<https://estnn.com/what-will-the-future-of-esports-look-like/>