**Script**

**Slide 1 – What is Esports?**

**What is Esports? CNN defines it as “the world of competitive, organized video gaming.” But this is not just what it is. Esports is a community based around the competitive and fun aspects of beloved games like League of Legends and Counter Strike.**

**This presentation covers everything Esports from how funding works to how player ratings are calculated.**

**Slide 2 – Esports Organisers.**

**In Esports it is common for tournament organizers to be late to pay players and organizations. Sometimes it can even force an Esports organization to be shut down. This happened in 2019 when the WESG didn’t pay Windigo Gaming $500,000 forcing the company to shut down.**

**Although it isn’t uncommon to for organizers such as WESG, StarLadder and ESL to be late on payments this is one of the first times that it has ended up with a popular organization having to shut down as a result of the late payments.**

**Even though its mainly players and organizers that are affected by the late payments it also happens to casters and stage crew, it even got so bad Vince Hill, a caster, had to speak out to try and get some changes in the right direction.**

**Slide 3 – The History of Esports.**

**Slide 4 – Funding for Esports Organisations.**

**G2 is one of the biggest Esports organizations 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 ninth most valuable Esports organization, 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.**

**And with a $10,000,000 investment from Alibaba co-founder Joseph Tsai. This is one of the biggest individual investments into an Esports organisation.**

**Slide 5 – FaceIt vs ESEA.**

**Slide 6 – Esports Buyouts.**

**Slide 7 – The Future of Esports.**