**Script**

**Slide 1 – What is Esports?**

**What is Esports? CNN defines it as “the world of competitive, organized video gaming.” But there’s a lot more to it. Esports is a community based around the competitive and fun aspects of beloved games like League of Legends and Counter Strike.**

**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.**

**This is one of the first times a popular organization has had to shut down as a result of 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.**

**Esports has evolved a lot since its early days from small L.A.N tournaments and arcades. There has been many influences in Esports history, like MLG.**

**The first ever tournament was at Stamford University in October of 1972, with a prize pool of a yearlong subscription of the Rolling Stones magazine. The game that was played was Spacewar developed by Steve Russell.**

**In the early 2000s first person shooters became more popular, with the likes of Halo and Counter Strike. With iconic Esports players and personalities being birthed from these games, like the popular streamer Ninja from Halo, or Nadeshot from Call of Duty their continued professional play going on past 2020.**

**Counter Strike was one of the first major Esports and one that continues to this day. This was originally a mod for the first Half Life game developed by Valve. The game is still so popular because there has been several renditions of the game. From the original named:” Counter Strike 1.6” to “Counter Strike Source”, which used a newer version of the Source engine developed by Valve. The final iteration is “Counter Strike Global Offensive”.**

**A game that quickly became the most popular Esport in the world, League of Legends came out in 2009. By 2012 it was the most played PC game measured by hours in North American and Europe. By 2014 there was no less than 67 million players per month. League of Legends also introduced Worlds in 2011 and they have been running ever since.**

**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 million investment from Alibaba co-founder Joseph Tsai. This is one of the biggest individual investments into an Esports organisation.**

**Slide 5 – FaceIt vs ESEA.**

**In Esports there are many ways to become the best but the main way you are measured up to other players is either your level or grade in ESEA or Facet; this is especially true in the Counter Strike Community.**

**ESEA has a ranking system similar to how some schools work, ranging from a D- to an S, whereas FaceIt has levels stretching from 1 to 10 with 10 holding the best players.**

**These systems are different from most matchmaking systems as they use an Elo rating system instead of a modified glicko-2 system.**

**An Elo rating system is integral to platforms like these, although most players don't know how it works. This ranking system was created by Professor Elo, it is explained that every player has a specific number to determine which rank they are in.**

**Slide 6 – Esports Buyouts.**

**Buyouts in Esports are a common thing. From singular players to whole teams to entire companies.**

**Win.gg defines “When one team seeks to obtain the services of a player contracted to another team, they have the ability to convince the other club to part with the player for a cash payout.”**

**There has been some something slightly more common is the purchases of places in the LCS or LEC. In fact in 2017 the Echo Fox organization bought a League of Legends North American LCS spot for $1million.**

**Slide 7 – The Future of Esports.**

**The future of Esports is unknown to many, although with the announcement of Overwatch 2, Project A and Legends of Runeterra by Blizzard and Riot Games. It seems like the future will be similar to what we have now but with newer takes on different genres.**