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MIT 570 ESPORTS PRESENTATION

REED FARROW

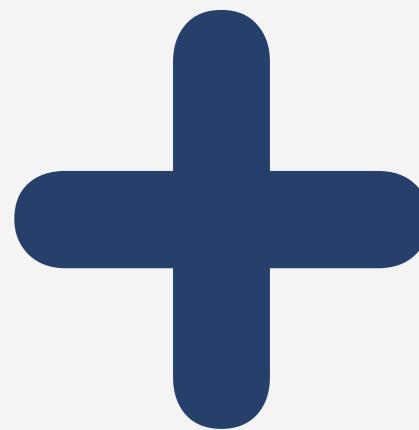
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WHAT IS ESPORTS?

- Competitive Video Games
- Professional or Armature
- Usually streamed for audiences
- Usually over the internet, but
there are in-person LAN events.



HISTORY



1980s

The introduction of permanent High score lists heats up.

2000s

Multiplayer/LAN Tournaments.
HALO 2



1970s

Arcade machines and home consoles. Clunky, but the start!

1990s

Turn of the century. This is when most people think it started.

2010s

Online streaming such as Twitch takes off.



HISTORY

The First Competition

In 1972, the first "esports" competition was for the game "Spacewar!" and the grand prize was a year subscription for Rolling Stone magazine.

Education

Coaching, organized play, school teams, etc.

ESPORTS CAREERS

Player

Team, player, coach, manager.

Admin/Org

Management, ownership, and operations positions.

TOP 10 ESPORTS GAMES BY TOTAL PRIZE POOL

AS OF DEC. 14, 2020 (IN USD)



POPULAR GAMES

- CS:GO
- Dota 2
- League of Legends
- Fortnite
- ETC





ESPORTS LEAGUES

- Electronic Sport League (ESL)
- Major League Gaming (MLG)
- Dota 2 Pro Circuit (DPC)
- Overwatch League
- VALORANT Championship Tour
- Rocket League Championship Series (RLCS)

Peripherals

- Gaming Mic
- Gaming Keyboard
- Gaming Mouse
- Gaming Monitors
- Mouse Pad

ESPORTS TECH

Furniture

- Gaming Chairs
- Desk Mounts
- Head Phone Mounts

PC

PCs for Esports are equipped with top of the line processing, RAM, GPU, and Memory for the best and most accurate gameplay

Top 10 Most Popular Esports Teams

Faze Clan

G2 Esports

Team Liquid

Natus Vincere

Cloud 9

OpTic Gaming

100 Thieves

Evil Geniuses

Fnatic

OG

ESPORTS IN SCHOOLS

A Good Idea?

Absolutely! It has been proven a number of times that individuals who play video games leads to higher test scores and overall grades.

In addition to this, decision making skills, reaction time, and other features of our biology are strengthened with the use of Video Games.

ESPORTS IN BUSINESS

A Good Idea?

Again, Absolutely! The global Esports Market was valued at 1072.35 Million in the year 2019. In addition to this overall evaluation, the opportunities for sponsorships and ads is more than enough for any company to get involved in Esports. Predicted to grow to 495.0 million people in 2020, Esports are an amazing consumer based revenue stream.



THANK YOU

OFFICE



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Appendix

Image 1 - <https://archive.esportsobserver.com/wp-content/uploads/2021/01/Game-controller-in-stadium-with-fans-and-esports-trophy-scaled-e1610246064446.jpeg>

Image 2 - <https://hir.harvard.edu/content/images/size/w600/2020/04/-.jpg>

Image 3 -https://esportsobserver.com/wpcontent/uploads/2021/01/EndofYear_PrizePool_Games_2020.png

Image 4 - https://rocketeers.gg/wp-content/uploads/2019/11/Champions-Field-04_1080_used.309bf22bd29c2e411e9dd8eb07575bb1.jpg

Top Teams Info: <https://www.rookieroad.com/esports/top-10-esports-teams/>