CLG has recently made the decision to drop their Halo 5 team. They claim that part of the reason is that their team has become number one in the world, and they have achieved what they want with it, but I think the other reason that they give in the article plays more of a role. “We made the decision to part from Halo with the intention to consolidate our resources to support existing teams and to prepare to expand into new titles” in other words, Halo wasn’t big enough to support anymore.

While I recognize that this is a completely valid reason to stop supporting an eSport, after all CLG is a for profit organization and needs operate as such to survive, I think it spells an overall loss for the industry as a whole. I’d like to believe just as much as anybody that any game can be taken to a competitive level and played as an eSport, but sadly that just isn’t true. CLG’s withdrawal from Halo does not necessarily spell its demise, but I take it as a sign for the future. Halo as a competitive sport is in a somewhat shaky spot. Nobody was certain whether or not there would be another Halo world championship in 2017, so when it was announced with a $2 million prize pool (the same as LoL worlds 2015) it was huge news.

I’d like to see Halo pull through and have a consistent competitive scene in the long run. Hopefully it can set a precedent for other smaller eSports out there to be able to make it.