



Esports Industry In India

Analysis by
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What is the state of eSports?

1. Majority of the focus is on mobile gaming
2. 40% men and 35% women playing mobile games at least five days a week
3. 250 game development companies in 2018 compared to 25 in 2010
4. 264Mn Indian Gamers & 120Mn Online Indian Gamers
5. Most of the entrants (companies) are not more than 5 years old
6. Culture is slowly building with the help of sponsorships and advertisements
7. No infrastructure is there in place to help grow the industry
8. Viewership of Competitions is slowly catching up
(6.3 cr -2018 to 8.5cr - 2022 projected)
9. Gamers make money through streaming platforms like twitch & youtube apart from esports competitions
10. Esports Prize Money is growing >100% YoY
11. India ranks in the 16th spot in terms of revenues earned from E-sports, far behind China, USA, and South Korea
12. Investor-friendly market

Game that are being played (Competitively) :

- PUBG (Mobile & LAN)
- Counter Strike
- Dota 2
- Clash Royale (Mobile)
- Rocket League
- Call of Duty (Mobile & LAN)
- Fortnite
- FIFA
- Mortal Kombat
- League Of Legends
- Overwatch
- Starcraft
- Smite
- Hearthstone
- Heroes of the Storm





Esport companies operating currently:

- Nodwin Gaming [Gurgaon]
- LXG Esports [Bengaluru]
- Esports Federation of India [Delhi] -> Government Body
- Gaming Monk [Delhi]
- Playtonia Esports [Chennai]
- Neon Gaming Studio [Gujarat]
- RecokinG Esports [Mumbai]
- Global Esports [Mumbai]
- Fnatic [Mumbai] -> International Company
- Blizzard, Garena, Liquid & Navi are entering into the scene -> International Companies




Events and Tournaments

- ESL One Mumbai
- Indian Gaming League (Mobile & Frequent)
- Gamerji Esports Tournaments
- Neon Gaming (Frequent)
- Gaming Monk Championship Series
- LXG (Indian LAN Gaming One-Time)
- Indian Cyber Gaming Championships
- Cobx Masters
- Agami Esports (Frequent)
- Ultimate Battle
- Dew Arena
- U Cypher




Teams that compete (excluding esports companies) [1 - Counter Strike]

- Entity Gaming
- BL4ZE Esports
- Team Signify
- Team Entity
- Team Brutality



Teams that compete (excluding esports companies) [2 - Dota 2]

- ROG Titans
- Beyond Infinity
- Invisible Wings
- Team Signify



Teams that compete (excluding esports companies) [3 - PUBG]

- ETG Brawlers
- Zero Degree Esports
- Team Insane/RIP Official
- 8bit Revenge
- Team Insidious
- SynerGE
- Team IND
- Team Soul



Future Outlook

- The standard of tournaments held at gaming cafes, regional level competitions, online leagues could be improved
- More gamers putting out content for users to consume and engage
- More teams competing for the heavy cash price
- eSports experts say that market is estimated to be worth Rs3,900 crore with more than 2,000 teams competing and with over 500 millions players worldwide. Because of this viewership is in tens of millions
- Everybody knows that gaming rigs are expensive so the global tech giants are moving towards cloud gaming. In short you can run games on your browser whereas the gpu will be running on remote servers and that will be streamed to your device



For More Research

- Statista has a lot of data on indian gaming and esports sector (Rs3000)
- Talk to people working in the industry
- Talk to gamers who are doing this

References

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