

## Overall E-sports Stats<sup>1</sup> For 2020 according to *E-sports Earnings*

[www.e-sportsearnings.com/history](http://www.e-sportsearnings.com/history)

- Total Prize Money – USD 113.8 mln
- Total Tournaments – 4053
- Total Active Players – 22273
- Mean<sup>2</sup> Tournament Prize Pool – USD 28,068
- Mean Earnings/Player – USD 5,108

## Top-earning Players of 2020 according to *E-sports Earnings* (Revenue directly from e-sports)

- \*Sven Magnus Carlsen – USD 510,587
  - Tao Jiang – USD 484,966
  - Heng Lin – USD 484,966
  - Kuan Zhou – USD 484,966
  - Tengfei Ma – USD 484,966
  - Runzhi Chen – USD 484,966
  - James Eubanks – USD 383,325
  - Ian Porter – USD 368,200
  - Indervir Dhaliwal – USD 358,625
  - Anthony Cuevas-Castro – USD 351,625
- \*It is worth noting that Sven Magnus Carlsen is a world-class chess player - unlike most esports players, he earns most of his money from online chess tournaments.

## Top-earning Gamers of 2019

- Ninja (Tyler Blevins) – USD 17 mln
- PewDiePie (Felix Kjellberg) – USD 15 mln
- Preston Arsement – USD 14 mln
- Markiplier (Mark Fischbach) – USD 14 mln
- Shroud (Michael Grzesiek) – USD 12.5 mln
- DanTDM (Daniel Middleton) – USD 12 mln
- VanossGaming (Evan Fong) – USD 11.5 mln
- Jacksepticeye (Sean McLoughlin) – USD 11 mln

## Sales Revenue of Video Games in the United States

- 2014 – USD 41 bln
- 2015 – USD 61 bln
- 2016 – USD 99.6 bln
- 2017 – USD 108.9 bln
- 2018 – USD 135 bln

<sup>1</sup> stats (statistics) stats sta'tistiks dane, statystyki

<sup>2</sup> mean mēn średni, usredniony

Video games have come a long way<sup>8</sup> since *Pong* first offered a rudimentary<sup>9</sup> digital version of tennis. They now have international tournaments<sup>10</sup> with live audiences<sup>11</sup> rivaling<sup>12</sup> real-life<sup>13</sup> sports finals<sup>14</sup>! They have dedicated<sup>15</sup> streaming platforms<sup>16</sup> for fans to watch anytime<sup>17</sup> and interact<sup>18</sup> as much as they like. There are *Netflix* documentary series<sup>19</sup> about them, films based on them and even music videos<sup>20</sup> starring<sup>21</sup> their characters<sup>22</sup>. Merchandise<sup>23</sup> from games is as popular as the games themselves, and the value of game developers<sup>24</sup> seems to be ever increasing. But video games are not new and neither are their paid competitions<sup>25</sup>, so what has caused them to become so popular? And just how much is the industry worth?

## History of E-sports

When was the first time you heard the word 'e-sports'? Was it when you read the title above? Was it in 1999?! That's when

<sup>8</sup> to come a long way tə kam ə 'lɒŋ 'weɪ bardzo się zmienić, daleko zajść

<sup>9</sup> rudimentary 'ruːdɪ'mentri podstawowy

<sup>10</sup> tournament 'tɔːnəmənt turniej, zawody

<sup>11</sup> live audiences laɪv 'ɒdiənsiz widzowie, żywy odbiorca

<sup>12</sup> to rival sth tə 'raɪvl 'səmiŋ dorównać czemuś

<sup>13</sup> real-life ˌriːl laɪf prawdziwy, rzeczywisty (tylko przed rzeczownikiem)

<sup>14</sup> sports finals spɔːts 'faɪnlz finały zawodów sportowych

<sup>15</sup> dedicated 'dedɪkeɪtɪd wydzielony, dedykowany

<sup>16</sup> streaming platform 'striːmɪŋ 'plætfoːm platforma streamingowa/nadająca transmisję online (media strumieniowe)

<sup>17</sup> anytime 'eni,taim w dowolnej chwili, kiedykolwiek

<sup>18</sup> to interact tu ˌɪntə'reækt tu: wchodzić w interakcję, działać interaktywnie

<sup>19</sup> documentary series ˌdɒkjʊ'mentəri 'sɪəriːz serial dokumentalny

<sup>20</sup> music video 'mjuːzɪk 'vɪdɪo teledysk

<sup>21</sup> to star sb tə sta:(r) 'sambədi obsadzić kogoś w głównej roli

<sup>22</sup> character 'kærəktə(r) postać, osoba

<sup>23</sup> merchandise 'mɜːtʃəndaɪz produkty, produkcja

<sup>24</sup> game developer ɡeɪm drɪ'veləpə(r) twórca gier

<sup>25</sup> competition ˌkɒmpə'tɪʃn zawody