

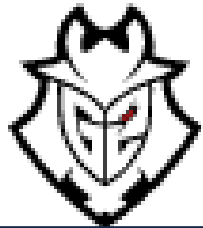
# ESPORTS

- Tournaments awarding millions of dollars to eSports athletes
- Individual clubs made up of professional players
- Revenue from: media rights, ticket sales, sponsorship & advertising deals

**\$1.5 Billion  
Industry**



**474 million viewers**



**G2 ESPORTS**

**Top Club: 92 million hours  
watched**



**2021 World  
Championships: \$40  
million prize pool**



Kyle Giersdorf, 16  
**\$3m Fortnite World Cup**