

## The New Game in Town: How e-sports is Poised to Shake up the Sports Industry

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## Scope

Key findings Attendance figures for finals break records year after year Ticketing is aimed at making events affordable Prize pool skyrockets as e-sports experiences unprecedented growth e-sports has an online head start on traditional sports Already game on for streaming for big tech players The hunt for popular streamers makes a gamer a pro Younger audiences hunger for non-live content Sponsorship is vital across all e-sports stakeholders Broadcasting and ticketing are becoming increasingly important Current and future e-sports sponsorship categories Turning a profit from a free product e-sports and traditional sports: who helps who? Online gaming is key to engage with young fans Understanding e-sports properties (1) Understanding e-sports properties (2) Geography of e-sports events Trends to monitor

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For more information on this report, further enquiries can be directed via this link www.euromonitor.com/the-new-game-in-town-how-e-sports-is-poised-to-shake-up-the-sports-industry/report.