Patrick Chaca

MAT 1372

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With the increasing popularity of e-sport, many companies and people are contributing to the industry yearly. Seeing the way Esports came along since the existence of MOBAs and shooters type of genre for video games, analysts puts together previous information to estimate the revenue growth that the Esport industry will gain. It’s estimated by the end of 2018, the Esports economy will see a revenue of $905.6, granted that the results may vary for the better or worse. These estimations are based on sponsorship, media rights, advertising, publisher fees, and tickets and merchandising with the exclusion of the prize pools, forms of gambling and player salaries. Considering how sponsorships and any form of advertising is estimated to contribute 77% of its revenue, it shows how far it came since its debut and would only continue to grow as fast as it is already for years to come.

The graph (Pie Chart) was used to distinguish what contributed to Esport’s revenue (Legends) and how much it’s going to gain. It’s easier to spot exactly what contributes to Esports the most and what contributes the least in one simple chart.

Link to article: <https://newzoo.com/insights/articles/newzoo-global-esports-economy-will-reach-905-6-million-2018-brand-investment-grows-48/>

The revenue portion of the article was used to create this.

