

#### Building Successful eSports Communities Lessons Learned After <del>2300</del> 4100+ eSports Events

**Jason Xu** CEO Battlefy



#### GAME DEVELOPERS CONFERENCE NEXT

FEATURING APP DEVELOPERS CONFERENCE LOS ANGELES CONVENTION CENTER : LOS ANGELES, CA NOVEMBER 3-4, 2014

## Battlefy powers 4100+ events globally

Developer/ Publisher













**Brands** 











Influential Events





















## WHY IS ESPORT IMPORTANT

eSports is a highly leveraged **distribution** and **player retention** strategy for F2P PVP games

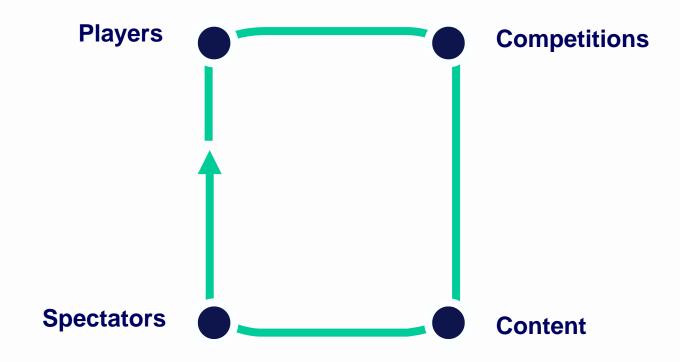


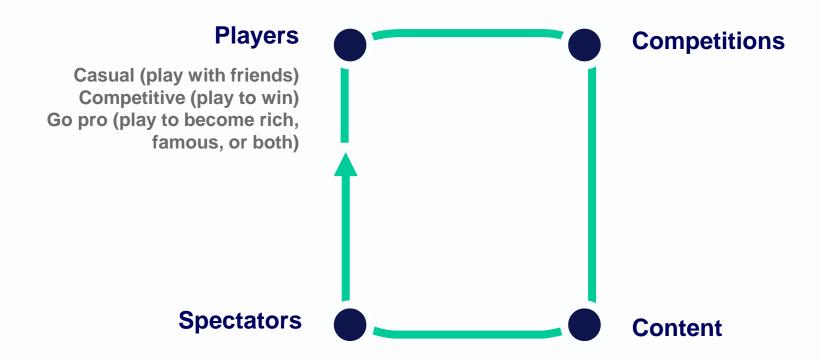
## Focus this session

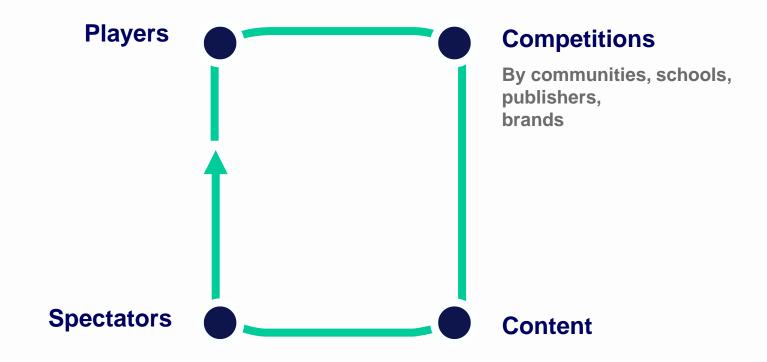


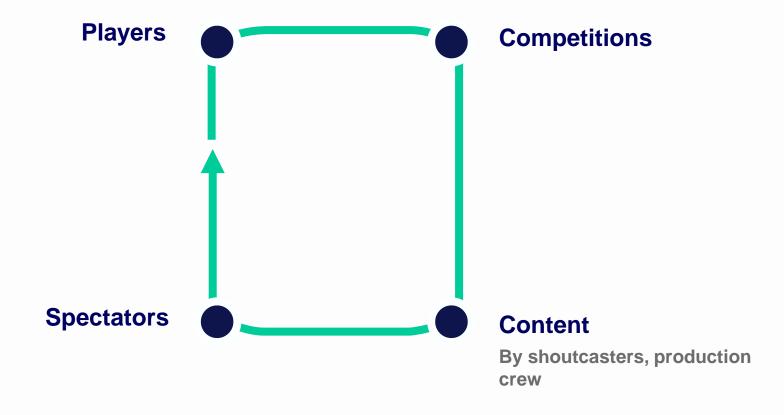




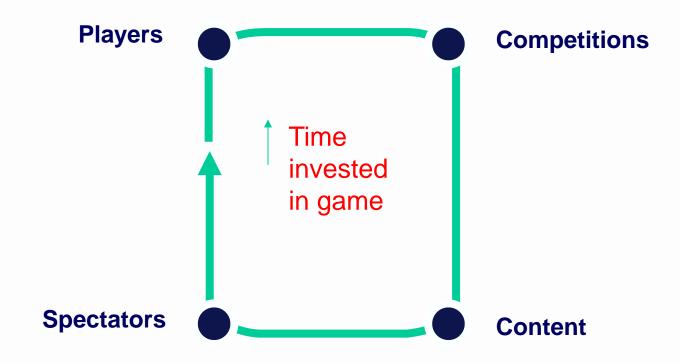




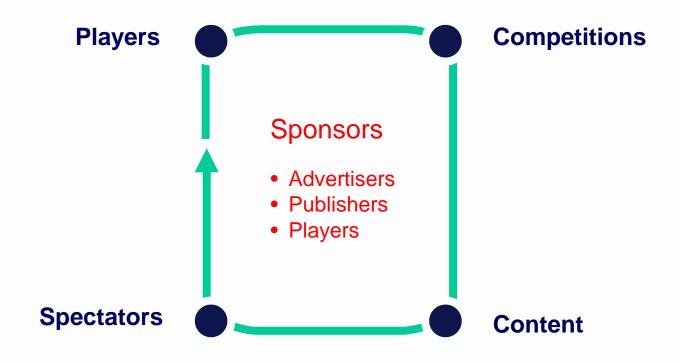




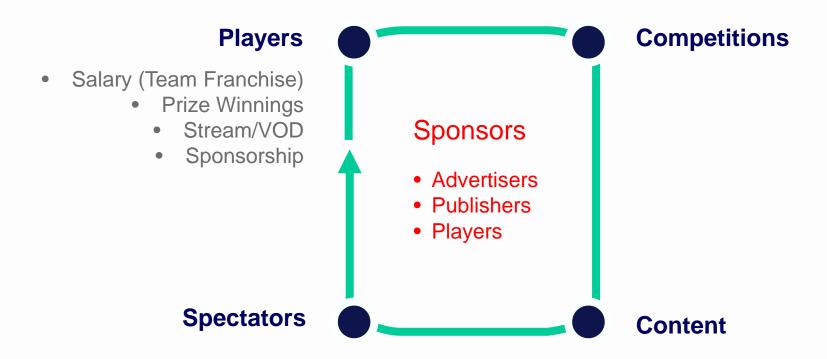




## 2. Economics

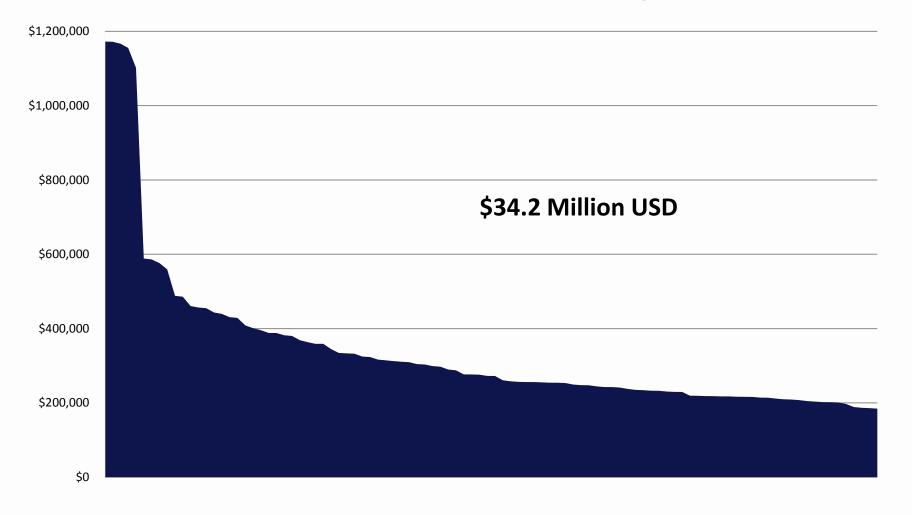


### 2. Economics

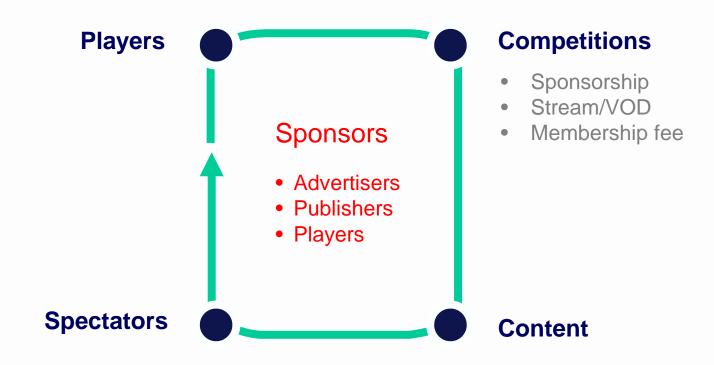




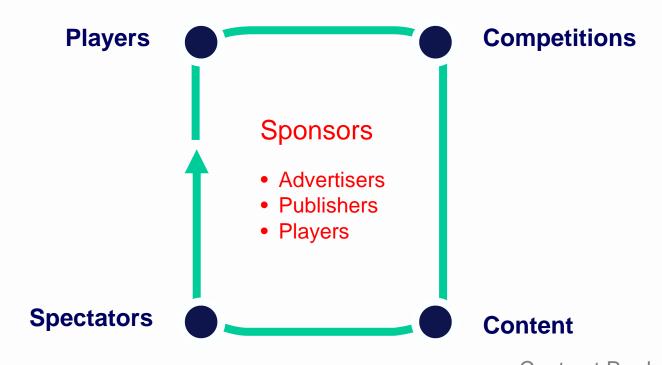
## **Top 100 Prize Winnings**



### 2. Economics



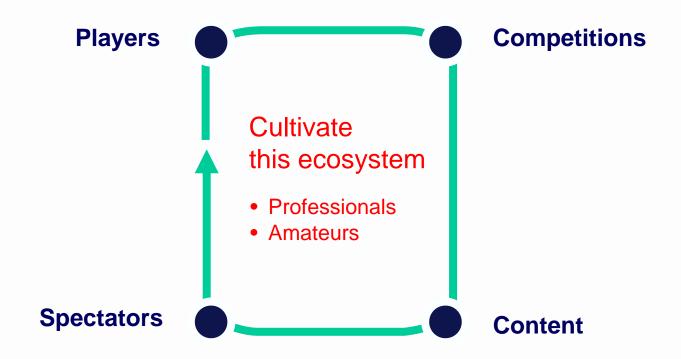
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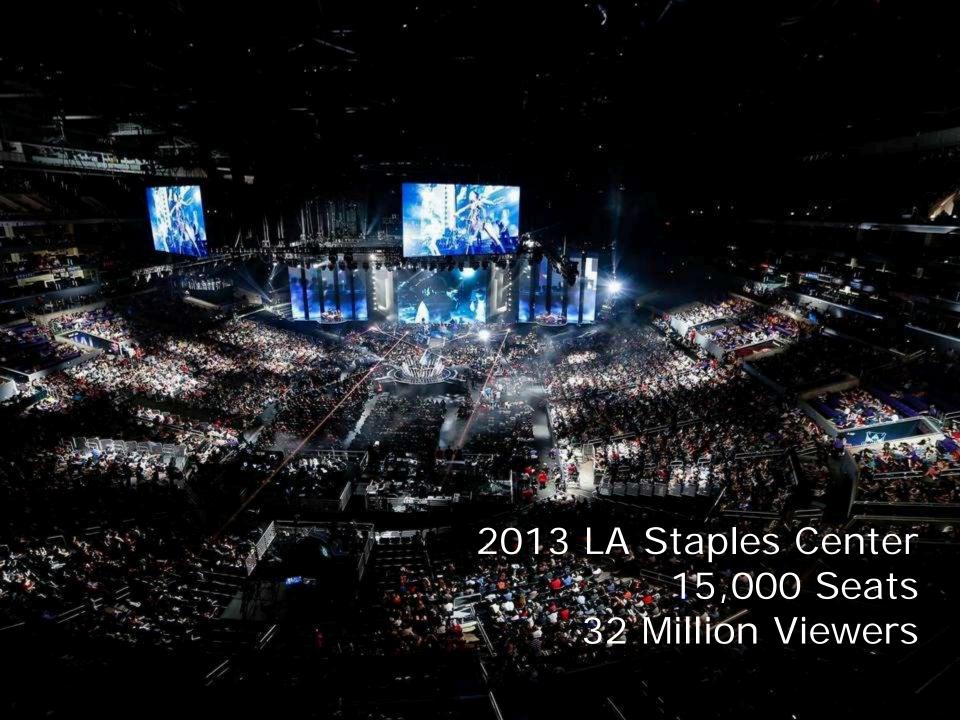


- Contract Production
- Stream/VOD
- Sponsorship



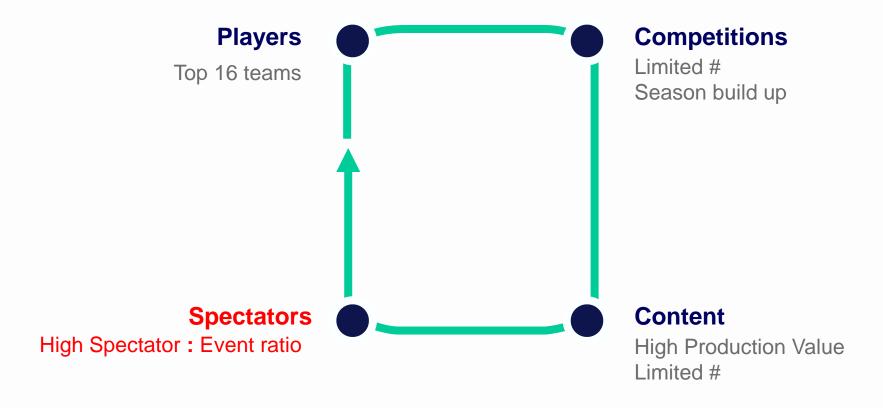
## 3. Strategy: Building eSports





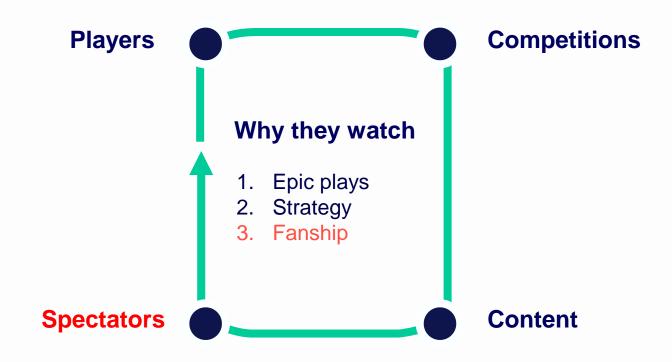
# **Epic Moments**

## **Professional eSports = Viewership**

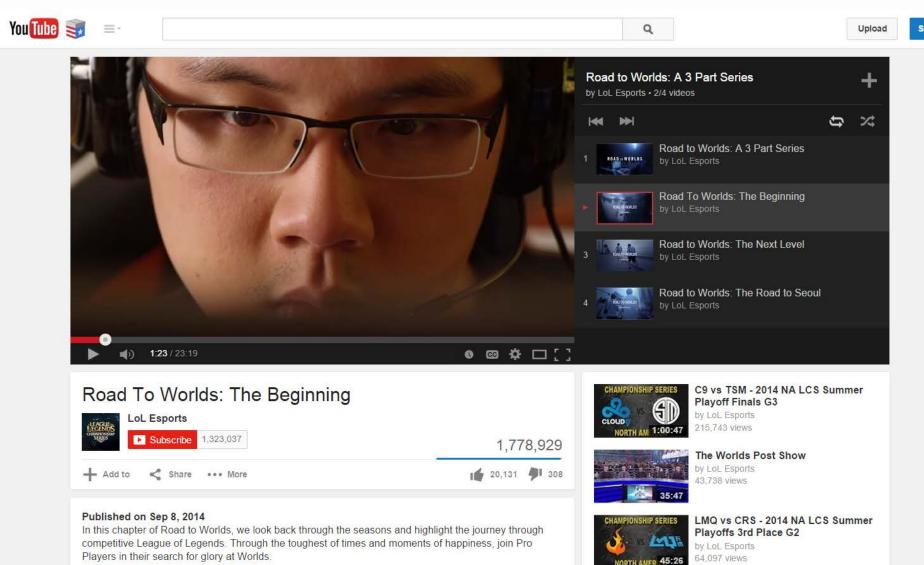




## **Professional eSports = Viewership**



# 1. Build the story for the fans!



## 2. Talk strategy with the pros

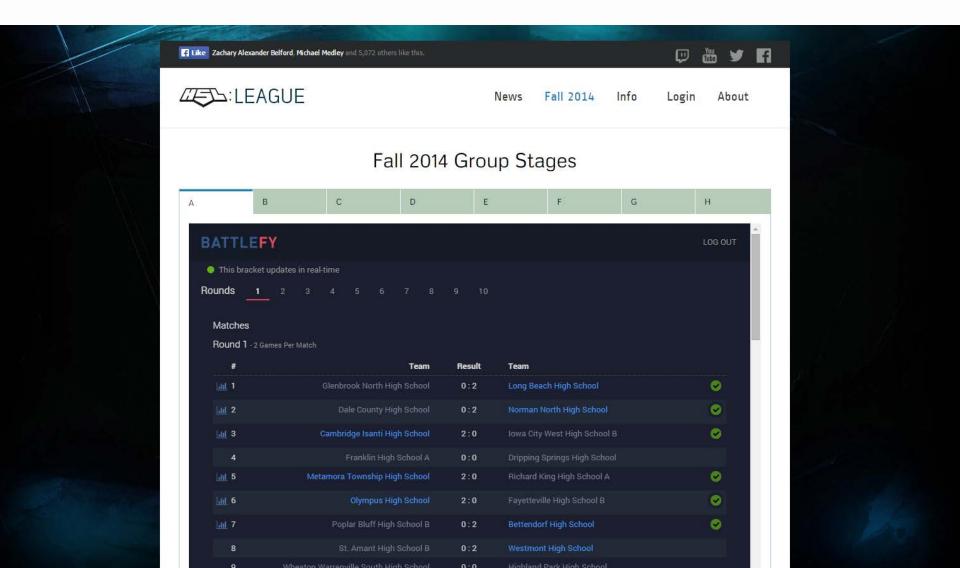




## 3. Curate the epic plays



## **Amateur eSports: Inter-Highschool League**



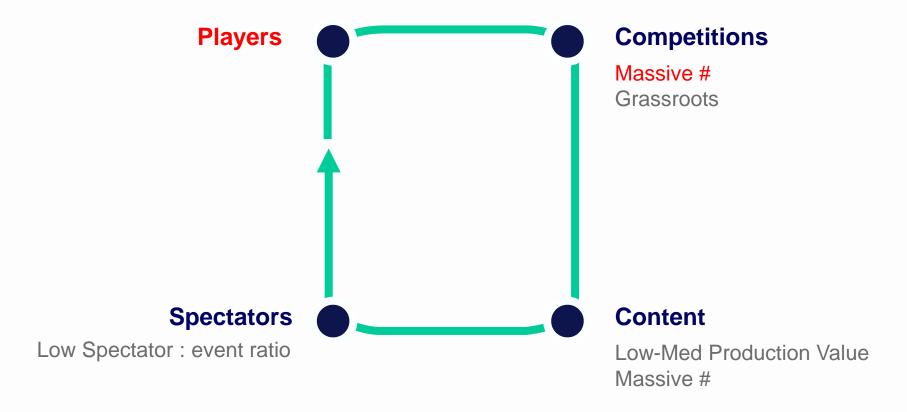
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# All girls league?

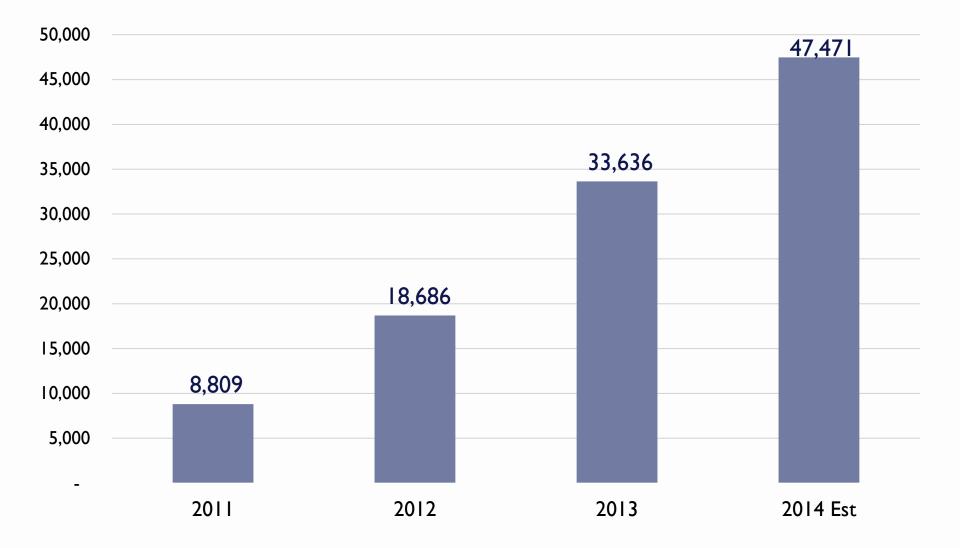


## **Amateur eSports = Playership**

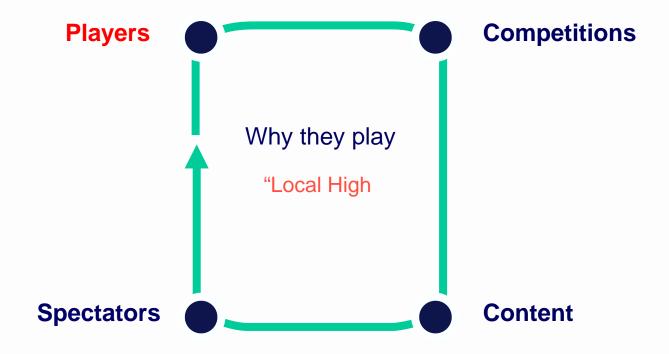




#### **Tournaments in North America**



## **Amateur eSports = Playership**



# Give players a chance at the "Local high" by supporting community competitions

#### 1. Simplify process / Lower their cost

- Provide rules, code of conduct, formats, best practices
- Tools

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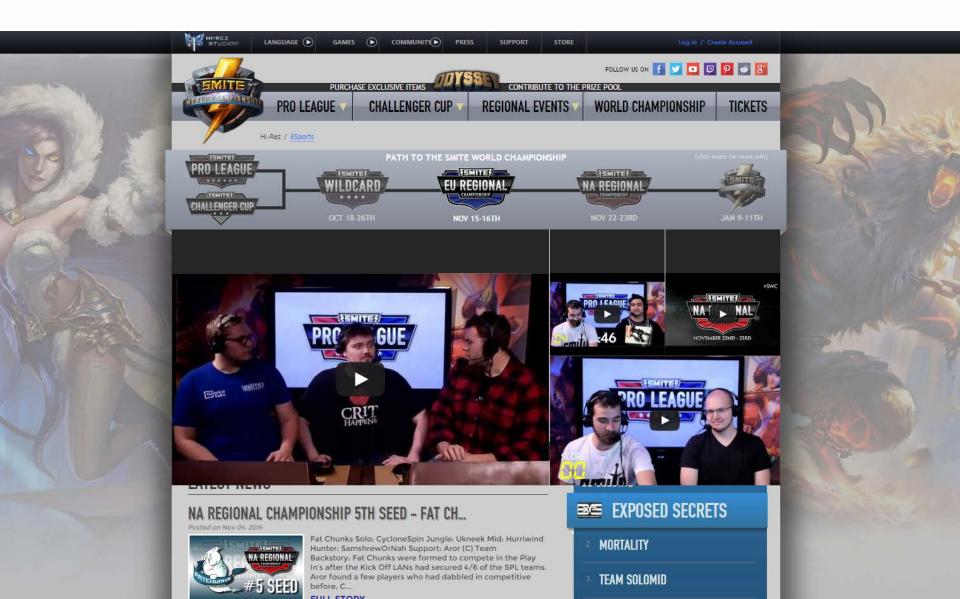
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#### 2. Improve their rewards

- Prized events (ie: Virtual currency rewards)
- Create a road to pro

#### **Road to Pro**



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#### 3. Promote success Stories

- Hub for events
- Leverage reach in game, website, social media to promote

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## Be the Anchor + Amplifier



## **Summary of key strategies**

#### 1. Pro = Viewership

- Build the narrative behind the teams and players
- Distill the epic plays

#### 2. Amateur = Playership

- Create opportunities for "Local High"
- Help communities events by simplifying process, lowering cost, increasing rewards, and promoting successes

#### **ESPORTS IS A SPORT THAT INVOLVES GAMES**

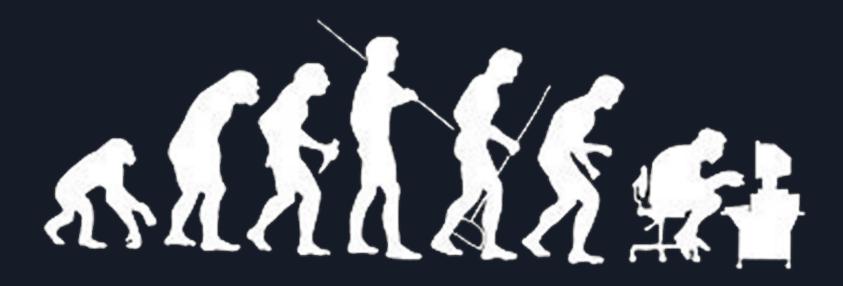
#### A social interaction







#### BATTLEFY



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