



Play and stay up-to-date on high school esports

We've all read the headlines

AdAge

Don't Miss The New Coke The Talent Cr

NEW YORK METS AND NEW ENGLAND PATRIOTS BACK ESPORTS LEAGUE

VARIETY

Nielsen Looks to Cash in on eSports Craze With New Research and Consulting Group

CNBC

Why A-Rod and Shaq is betting big on their own eSports team

Forbes

Why eSports Is The Next Big Thing In Marketing

ESPN

College esports is the next big thing in varsity athletics

"The 3 dominant sports in the future are going to be soccer, basketball, and esports."

— Daryl Morey (Houston Rockets GM)

UPROXX

WWE Announces An Official Partnership With Rocket League

PC GAMER

Esports was worth \$1.5 billion in 2017

YAHOO! SPORTS

'It will dwarf the NFL': The NBA's going all-in on esports with the NBA 2K League

WIRED

THE OVERWATCH VIDEOGAME LEAGUE AIMS TO BECOME THE NEW NFL

FORTUNE

ESPORTS

The New York Yankees Are Investing in Competitive Video Gaming With Vision Esports

Cleveland, Golden State Are Among NBA Esports Launch Teams

CNN

Sports +

Live TV

eSports business is booming

A brief history of esports

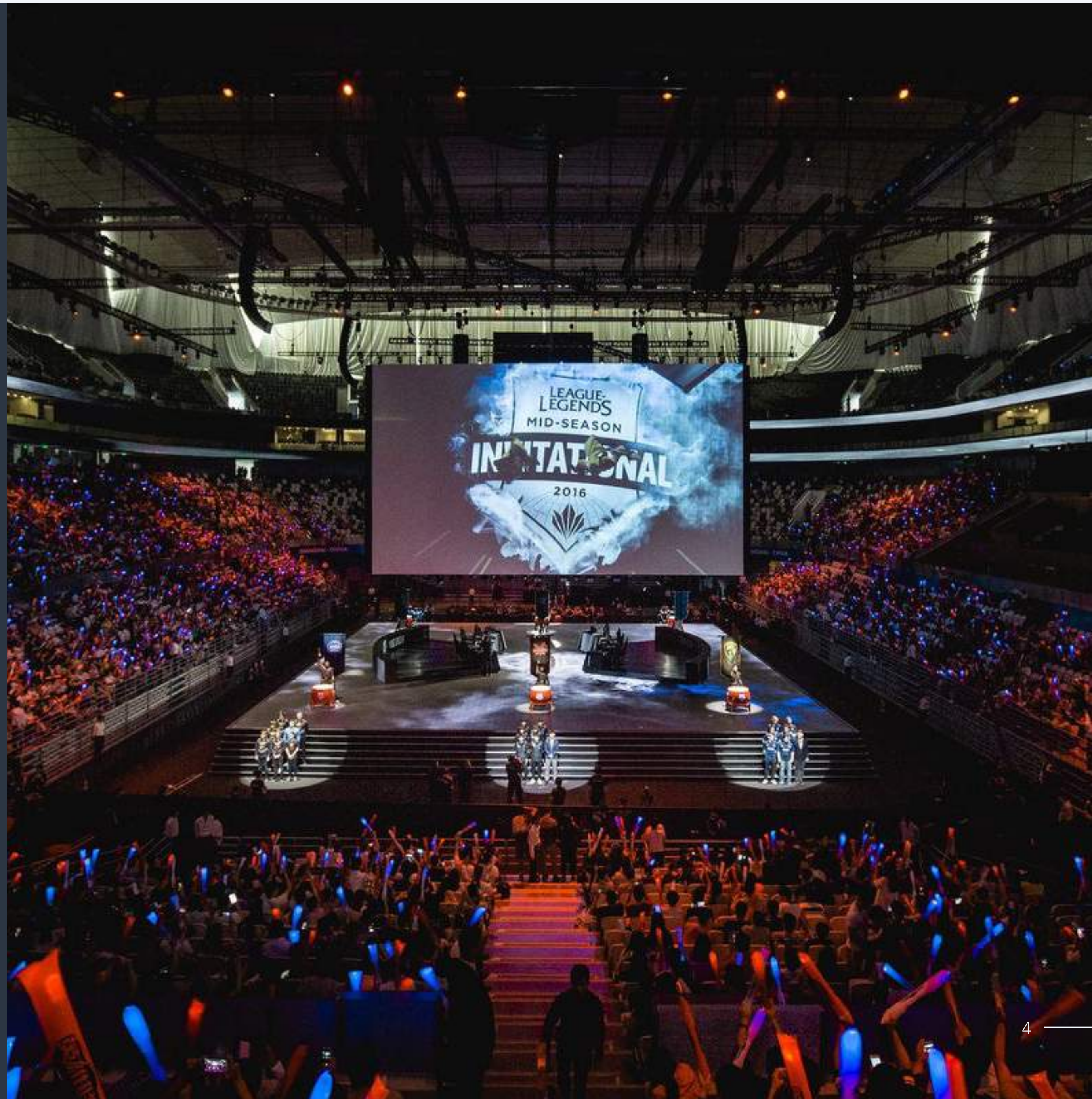
Esports is a term for organized video game competitions but competitive gaming has existed almost as long as video games themselves.

In 1980, Atari held the Space Invaders Championship, which attracted more than 10,000 participants. It was the first major video game competition and sowed the seeds for what esports would become.



The esports landscape today

Today, esports is booming with a global audience of nearly 400M fans who regularly pack out arenas. There are pro leagues that mirror the NBA and NFL, team owners include the Golden State Warriors and New York Yankees, over 50 colleges sponsor varsity scholarships, and the NCAA is exploring their involvement.



Industry by the numbers

01.

72%

of American teens play video games regularly.

02.

8.2 hours

spent playing video games per week.

03.

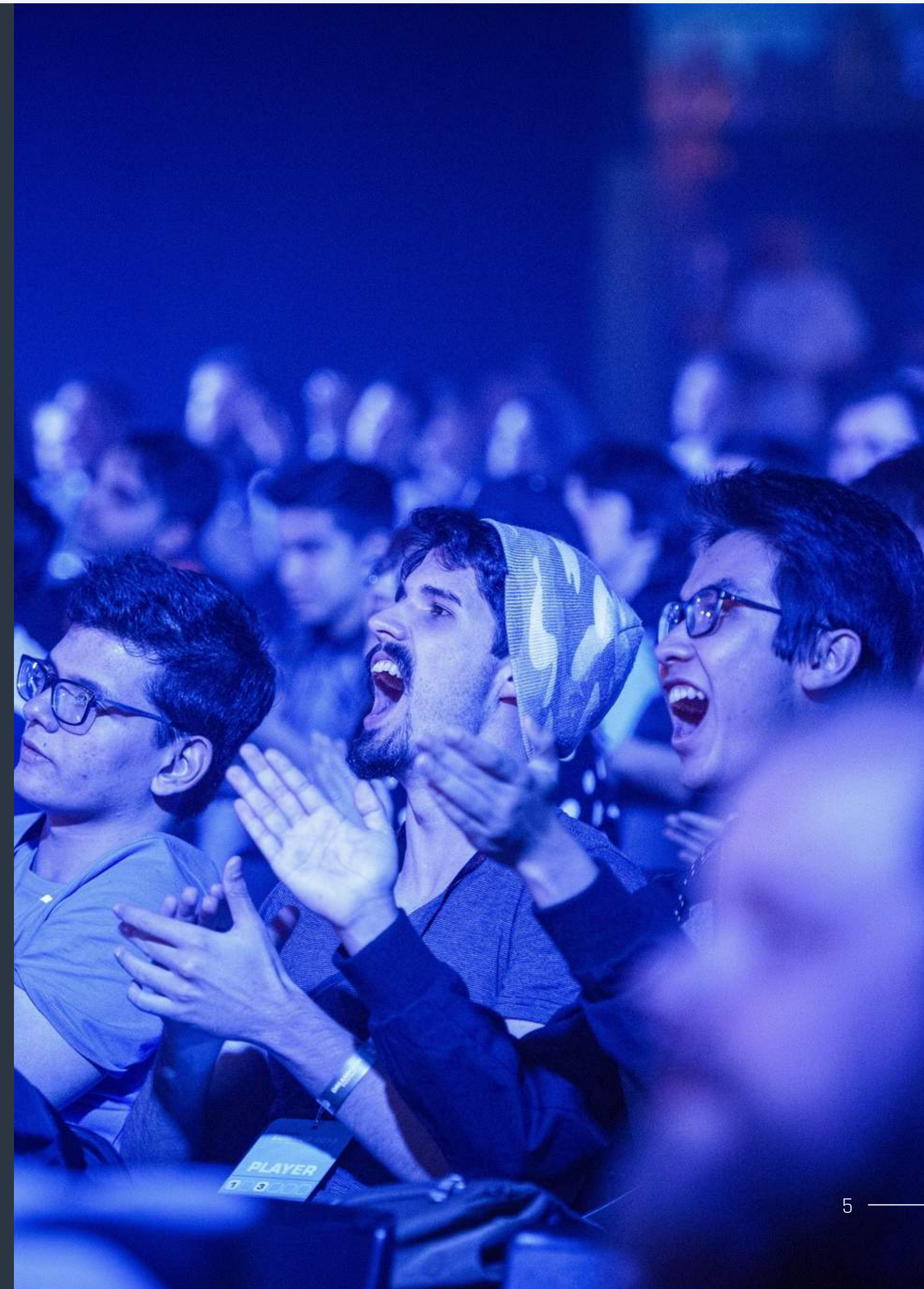
600+

brand sponsorship deals since 2016.

04.

\$110M

total prize money awarded in 2017.





OUR LAME



Dota 2 – The International 2017

PRIZE POOL

\$24.8M

VIEWERSHIP

5M concurrent viewers



League of Legends – 2017 World Championship

PRIZE POOL

\$5M

VIEWERSHIP

80M unique viewers at peak



Smite – World Championship 2017

PRIZE POOL

\$1M

VIEWERSHIP

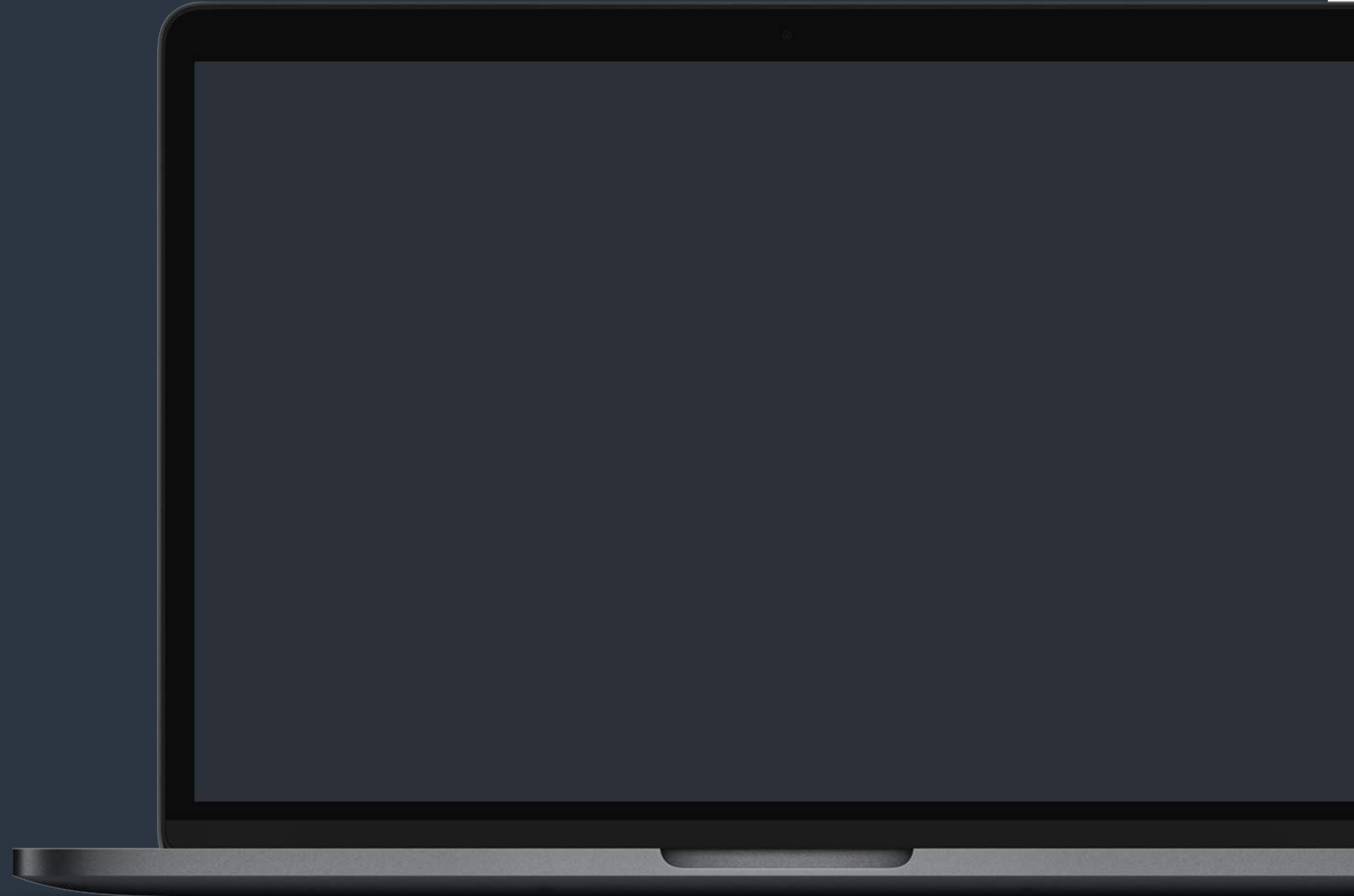
109K peak viewers

What are we building?

Infrastructure for high school esports

Kids are growing up digital, taking esports seriously as a form of entertainment and sport. Until now, there has been no system where players can hone their skills and be recognized.

We are building an online platform that allows players to compete in leagues, get ranked, see leaderboards, read news, and more.





Multiplayer Online Battle Arena

MOBA games are played between two opposing five-person teams playing as heroes with unique abilities, strengths, and weaknesses, in an effort to destroy their opponent's main base.



Fighting Games

Fighting games are when teams duke it out over a predetermined time period. The team with the most KOs and least map falls win.



Sports Games

Games that emulate various sports, but with teams using created players or characters. The team with the highest score at the end of regulation wins.



League system and benefits

Regular season runs over 2 months, with each team playing 14-games. Top teams advance to regional championships played in a single-elimination bracket. Winners of regionals move on to compete for a state championship.

Matches will be played online with the exception of key playoff and state championships.



No-cut

Open to all skill levels; no limits on the number of teams that can represent a school.



Coed

Any student can participate. Teams are not specific to gender.



Fair play

We match teams with equal win records each week to create the most competitive match-ups.



Life skills

Promotes the same positive youth development and life skills as other activities and sports.



Alignment with HS values

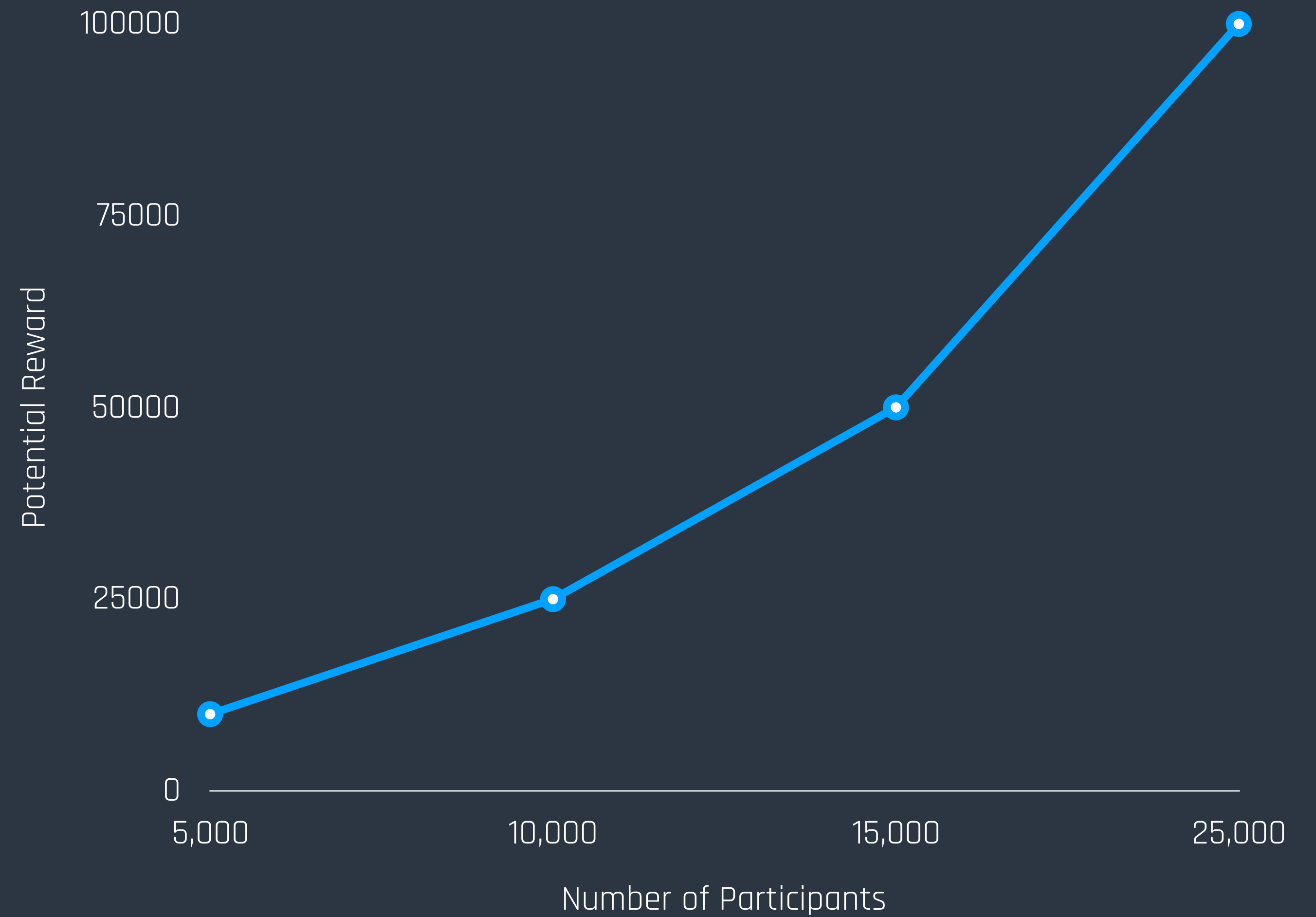
Students deserve the opportunity to learn life skills by solving real-world problems. The competitive environment of esports teaches teamwork, critical thinking, and technology skills.

Within the PlayVS platform, students will learn these valuable skills and more.



Pay to participate model

We charge \$16 per month/per student for participation.



How we envision growth



Phase 1

Remote; online competition.



Phase 2

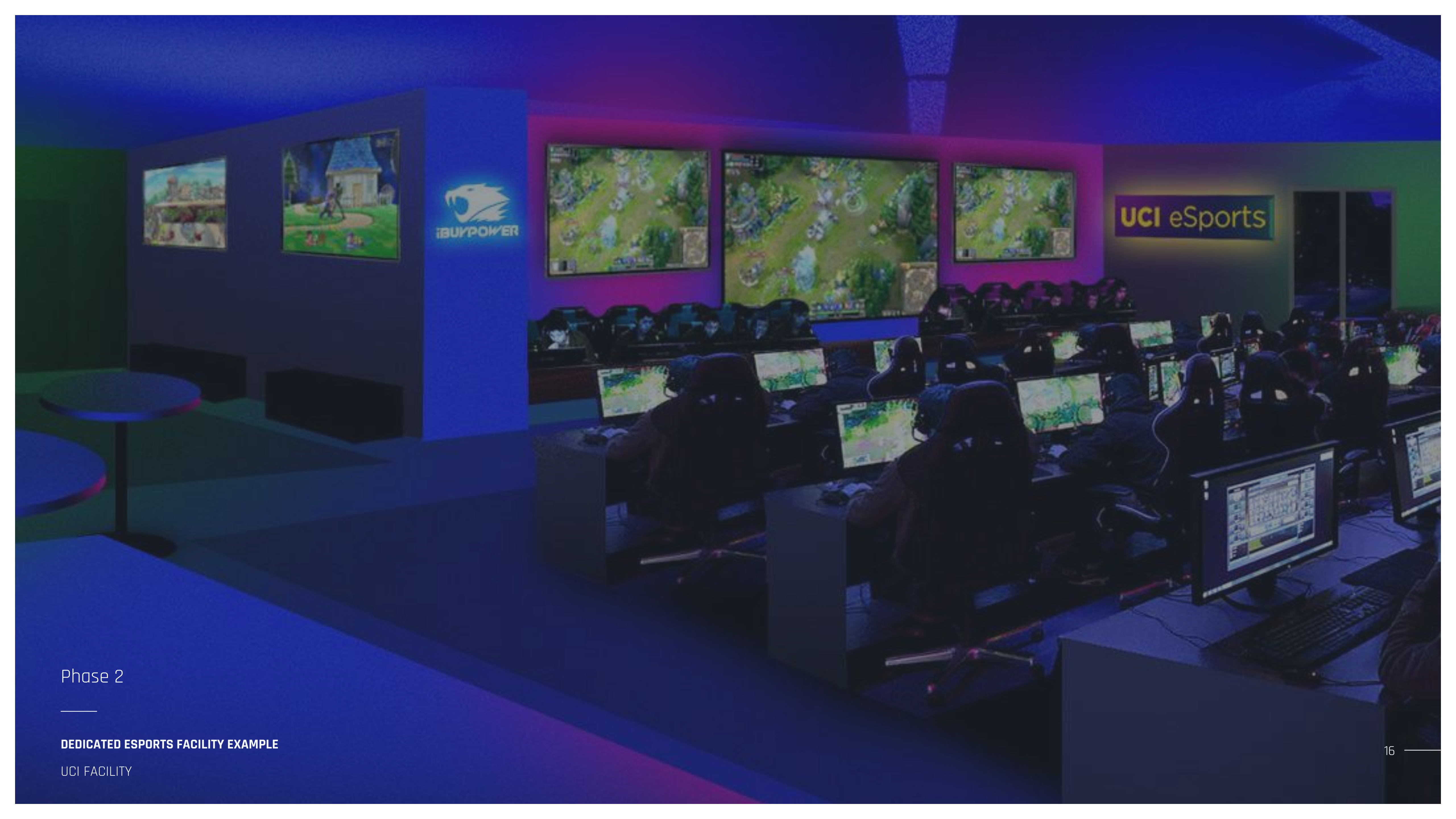
Help schools build dedicated facilities.



Phase 3

Enable schools to host events.





Phase 2

DEDICATED ESPORTS FACILITY EXAMPLE

UCI FACILITY



Phase 3

SCHOOL ORGANIZED EVENT EXAMPLE

UNKNOWN



Exclusive partnership to create esports leagues that are regulated and governed.

01.

SANCTION ESPORTS

State association sanction esports as a state championship activity.

02.

SUPPORT PARTICIPANTS

Schools extend esports players the same resources and support as other athletes.

03.

TURNKEY SOLUTION

We coordinate online and offline competitions at no cost to state associations.

04.

PARTICIPATION REWARD

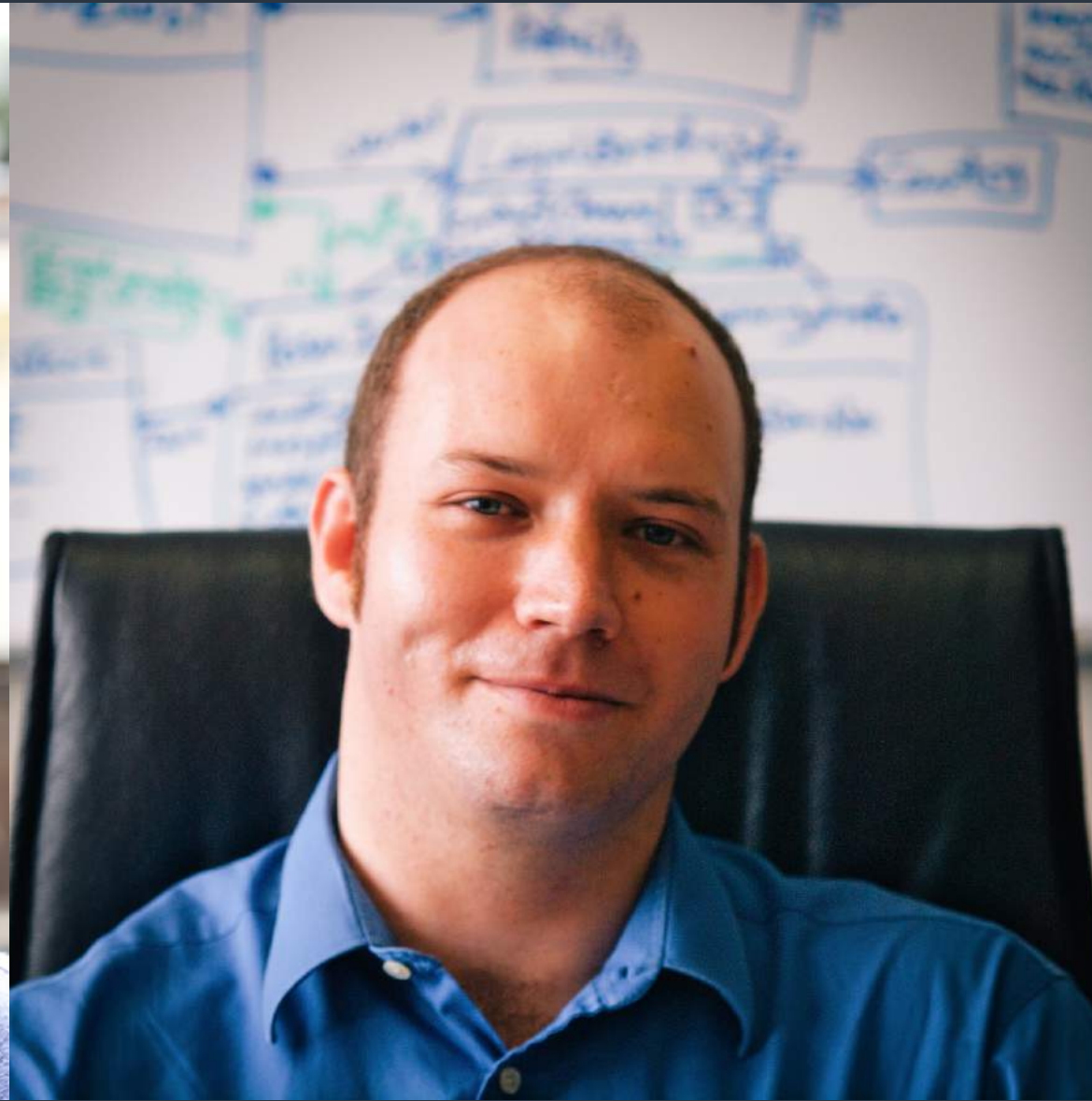
State receives \$10,000 to \$100,000 in monetary reward based on total unique participants.





Delane Parnell

Sold an esports team to Team Solomid.
Former early-stage vc.



Dawid Loubser

Founded a successful dev studio.
20+ years of engineering experience.



Mike Jones

Experienced executive and angel
investor with over \$2bn in exits.



Peter Pham

Experienced executive and angel investor.
He has raised over \$1bn for startups.

+ 12 Full-time Employees

The right mix of passion and experience



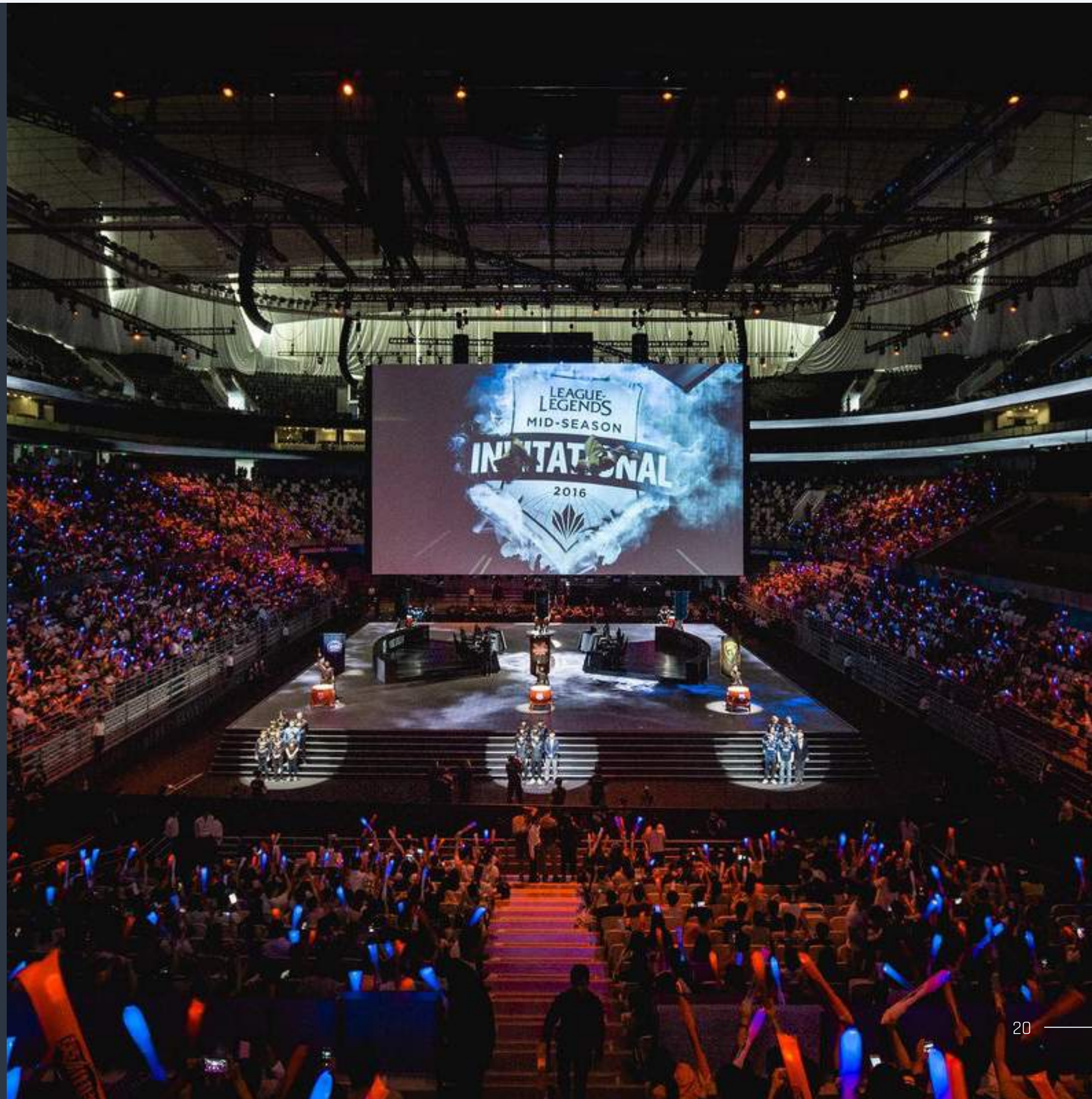
What are the next steps?

01 Next week

Early next week we're sending an email to identify interested states and POCs for our first cohort.

02 Next month

On February 1st, we're hosting a planning session with our first cohort of states in either Atlanta or LA – TBD soon.





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delane@playvs.com