

Esports Connect Asia 2022

Esports Connect Asia 2022, serves as a platform for networking and business engagement with the entire international esports value chain. It provides its community and industry leaders with an ideal event to view and share the latest products and trends, while conducting business. Esports Connect Asia will play a crucial role in transforming sports of the digital generation into the future of entertainment via the most efficient market solutions.

Tap into the Growing Esports Market

Esports is expected to grow at a compound annual growth rate of 22.3% from 2017 to 2022, reaching US \$1790 million, the total esports audience will reach 453.8 million. Asia-Pacific region will account for 57% of all esports enthusiasts.

Source: finance.yahoo.com/news/shadow-gaming-esports-subsiary-sports-123010337.html

Who Should Exhibit?

- | | | |
|---------------------------|---------------------------|--------------------|
| • Hosting Services | • Game Consoles | • Operators |
| • Esports Hardware | • Energy Food & Drinks | • Esports Teams |
| • Software Development | • Sports Goods | • Esports Leagues |
| • Cloud Service Providers | • Media & Broadcasting | • AV & Audio |
| • Streaming Platforms | • Advertising & Promotion | • Game Furniture |
| • Data Analytics | • Stadium Owners & | • Financial Sector |
| • Mobile & Devices | | |



Who should attend?

- | | | |
|-------------------------|-----------------|---------------------|
| • Game Publishers | • Esports Teams | • Investors |
| • Media Platforms | • Venues | • Brands & Agencies |
| • Tournament Organizers | | |

Esports Connect Asia Event Highlights:

- **Esports Connect Forum & Networking Program:** Designed to help participants further develop their business strategy and grow their expertise
- **Interactive Demo Space & Showcases:** Presenting exhibit and sponsorship opportunities for forging new business
- **One-on-One:** Pre-arranged and customized, face-to-face matchmaking meetings

Esports Connect Asia 2022, will bring together Asian and international leaders in the field of esports to capture the rapidly growing digital sports market segment.