



Background Information

Electronic Sports League

Current facts and figures

- The Electronic Sports League (ESL) has over 2,600,000 members
- Established: December 2000
- Co-operation with Intel since May 2001
- Prize money of Intel Extreme Masters season V: 400,000 US-Dollar
- Up to now distributed Prize money of Turtle Entertainment: nearly 4,0 million Euro
- Registered teams in the ESL: over 640,000
- Played matches per month: nearly 400,000
- The official website of the ESL achieves monthly over 1,6 million unique visitors
- Spectator numbers of an Intel Extreme Masters live event: depending upon location, about 150,000 – 200,000 people.
- Each year over 100 eSports events are conducted by the Electronic Sports League worldwide.
- Average number of spectators of a 'Finals-Weekend' is 80,000 (over TV, visitors on site, ESL live news ticker). On such a weekend, it adds up to about 15 Terabyte of data traffic.
- Traffic Volume of the ESL Youtube-Channel during the Intel Extreme Masters Finals (CeBIT 2009): 73 Terabyte.

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