

## eSports Solutions for Gaming

### eSports

It's no longer just a game. It's a global phenomenon! eSports is growing fast, with the scale of prize pools, viewership, sponsorship and tournaments equalling or even exceeding traditional sports. Professional eSports gamers train all day every day to be world champions that take home millions of dollars in prize money.



### Case Background

The Hong Kong Tourism Board (HKTb) decided to host an international eSports tournament to boost tourism and attract young viewers to Hong Kong. Their plan was to bring world champions to HK competing in a 'Return of the Legends', while also providing an interactive gaming zone for the attendees.



### Challenge

eSports is a new market and few people have the depth of experience in building a professional eSports event. HKTb was looking for a knowledgeable as well as technically capable partner to set up an eSports tournament with the highest international standards.



### Solution

PCCW Global's offered its existing Wide Area Network (WAN) solutions for gaming, complemented with eSports consultancy services and Local Area Network (LAN) solutions. On the WAN side, PCCW Global provided ultra low latency point to point connectivity and live streaming capabilities, while the LAN side provided on site cabling, wi-fi connectivity, router & firewall management, and project management services. This gave a complete solution to solve all their connectivity requirements.

**PCCW Global's best-of-breed high quality, low latency, bespoke turnkey solution is ready to provide eSports organisers with all their connectivity needs**

### Key figures in eSports?



A professional eSports gamer can perform 300+ commands per minute

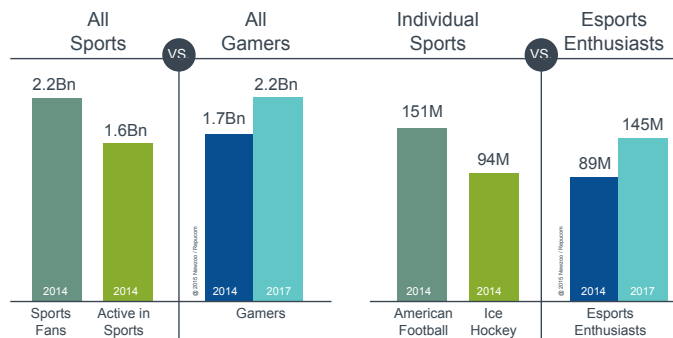


60 million online viewers (Largest viewership for single match)



US\$ 24,678,919 (Largest prize pool for single tournament)

### Their playing field? The Internet



Source: The Global Growth of Esports - Newzoo 2015

### Results

A flawless 3 day event including eSports professionals having consistent 22ms RTD to the gaming servers, streaming capabilities to reach the 5 Million viewers, and connectivity at the interactive gaming zone for 12,000 attendees.

**22ms RTD**