



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 2016 League of Legends Master Series (LMS) Summer Playoffs Grand Final was the first such event to be staged in Hong Kong, and served as one of five regional qualifiers for the League of Legends (LOL) World Championships.



Challenge

Most Internet service providers place emphasis on bandwidth, but low latency is top priority for gamers. Lag and other connectivity issues make all the difference between success or failure for professional eSports gamers, whose decision-making skills are 25% faster than those of most people.



Solution

The link from Hong Kong to gaming servers in Taiwan via ultra-low latency and highly-responsive connectivity was made possible by two dedicated fibre connections delivered in less than 10 days from design to operation. The 1,000 Mbps capacity made available enabled gamers to perform at the highest levels for five hours – to the delight of more than 1 million live-streaming viewers.

Key figures in eSports?



A professional eSports gamer can perform 300+ commands per minute

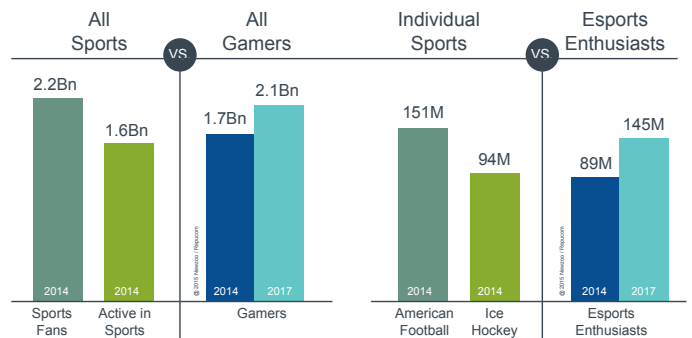


36 million online viewers



US\$ 20,770,640
(Largest prize pool for single tournament)

Their playing field? The Internet



Source: The Global Growth of Esports – Newzoo 2015

Results

The 22ms RTD achieved gave gamers the kind of experience they would enjoy if actually sat next to the host servers while playing.

22ms RTD

PCCW Global's best-of-breed high quality, jitter-free, low-latency connectivity has what it takes to support the eSports industry