Deloitte Global predicts that eSports will generate global revenues of $500 million in 2016, up 25 percent from $400 million in 2015.

Deloitte Global predicts that eSports may have an audience of regular and occasional viewers nearing 150 million people. Large growth in popularity in the near future could make the numbers of viewers comparable to established major sports events.

Deloitte

www.deloitte.com/TMTpredictions

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