

# Toornament report 2022

2022 review and esports tournaments trends worldwide

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# Executive summary

2022 marks another year of esports development. The sector is becoming denser despite a complex geopolitical and economic context. **The figures of 2022 are relatively stable compared to 2021 and 2019**, 2020 having been very disrupted by the COVID-19.

The major international tournaments still attract millions of spectators around the world. **Some of them set new historical peak viewership records**, like on League of Legends and Mobile Legends: Bang Bang. The MOBA, First Person Shooter and Battle Royale games remain extremely popular toward players and brands. These games and their competitions largely dominate the figures for both viewership and prize money distributed in 2022.

The overall prize money distributed is a bit lower than 2021 and 2019 mainly due to a less lucrative The International. Indeed, for the first time since its inception, the Dota2 tournament offered less cash prize money than the year before, mainly due to a major change in its “Battle Pass” release schedule and operation. Despite this, **esports has never had so many multiplayer games played competitively with the support of their respective game developers**. 64 games distributed over \$100K to players and teams each over the year, averaging more than 5 weekly events with \$100K prize money each.

Asia continues to be one of the major drivers of esports, both in terms of viewership and prize money distributed. It owes this in part to the enormous success of mobile games over there. They are now equal to League of Legends, even surpassing historical disciplines like Counter-Strike:Global Offensive or Dota2. Finally, **we are witnessing an even greater globalization of esports in 2022, marked by the rise of the Middle East** led by Saudi Arabia and the United Arab Emirates. The growing number of players and the huge investments made have attracted major international competitions like never before.



# Total prize money and tournaments of 2022



\$217,245,323

Cash prize distributed in 2022

x15 Compared to 2012

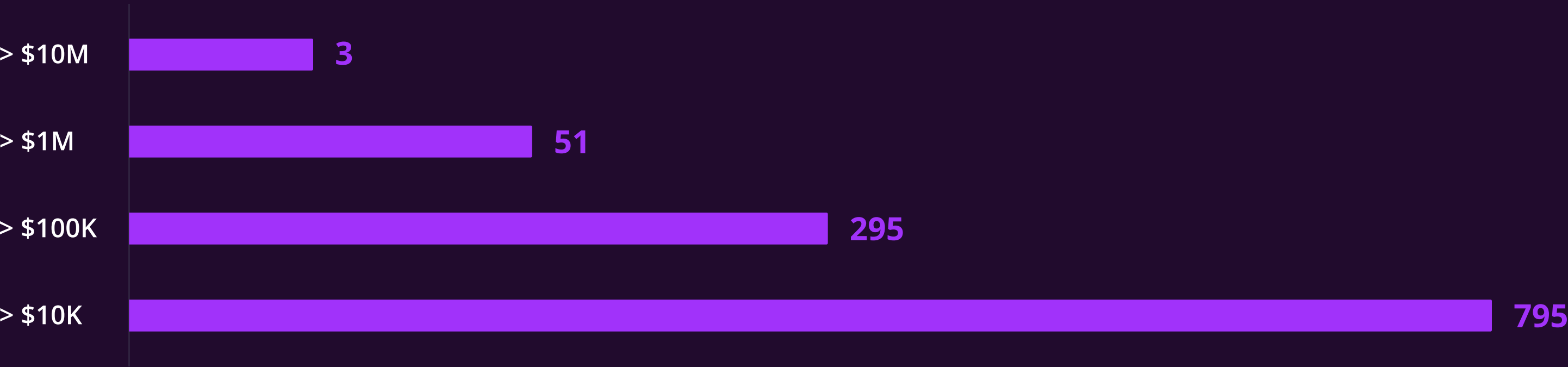


4 257

Tournaments organized

x2 Compared to 2012

## Number of events\* with a cash prize above:



\*One event may consist in more than one tournament.

## Strong dynamics

In 2022, game developers, agencies and brands continued to host a significant number of tournaments and massively reward esports champions around the world. A total of \$217M was distributed among 4,257 esports tournaments, as listed by the community-driven Esportsearning website. **Almost 300 events offering at least \$100K in cash prize took place during the year, averaging more than 5 per week.**

The total cash prize decreased slightly compared to 2021, which can be in part explained by the smaller The International prize funded by the community, that went from \$40M to \$18M.

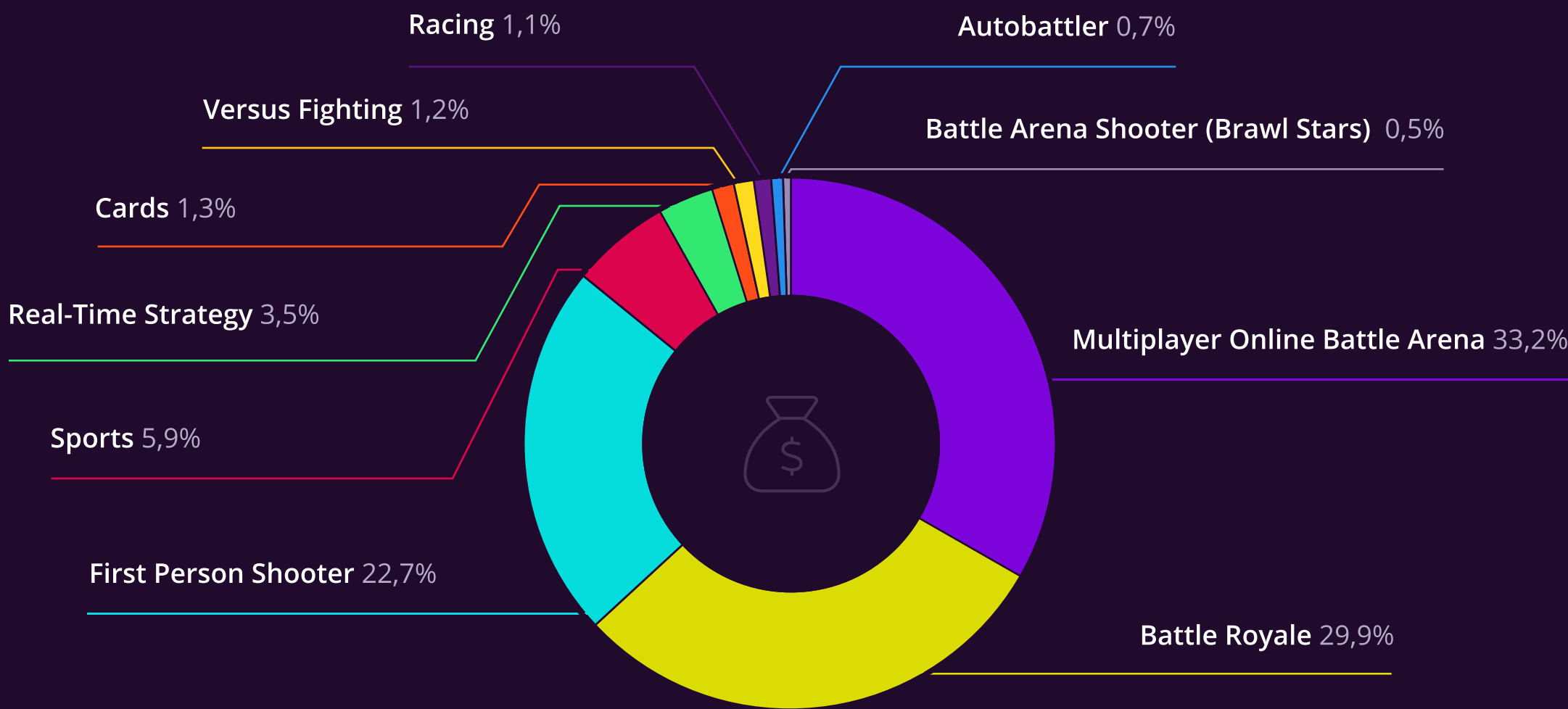
## Asia and MENA at the forefront of esports

The fervor for **mobile games** is not waning and remains one of the driving forces of global esports in 2022. **Asia is the epicenter and has hosted mobile tournaments worth more than \$50M of prize money alone!**

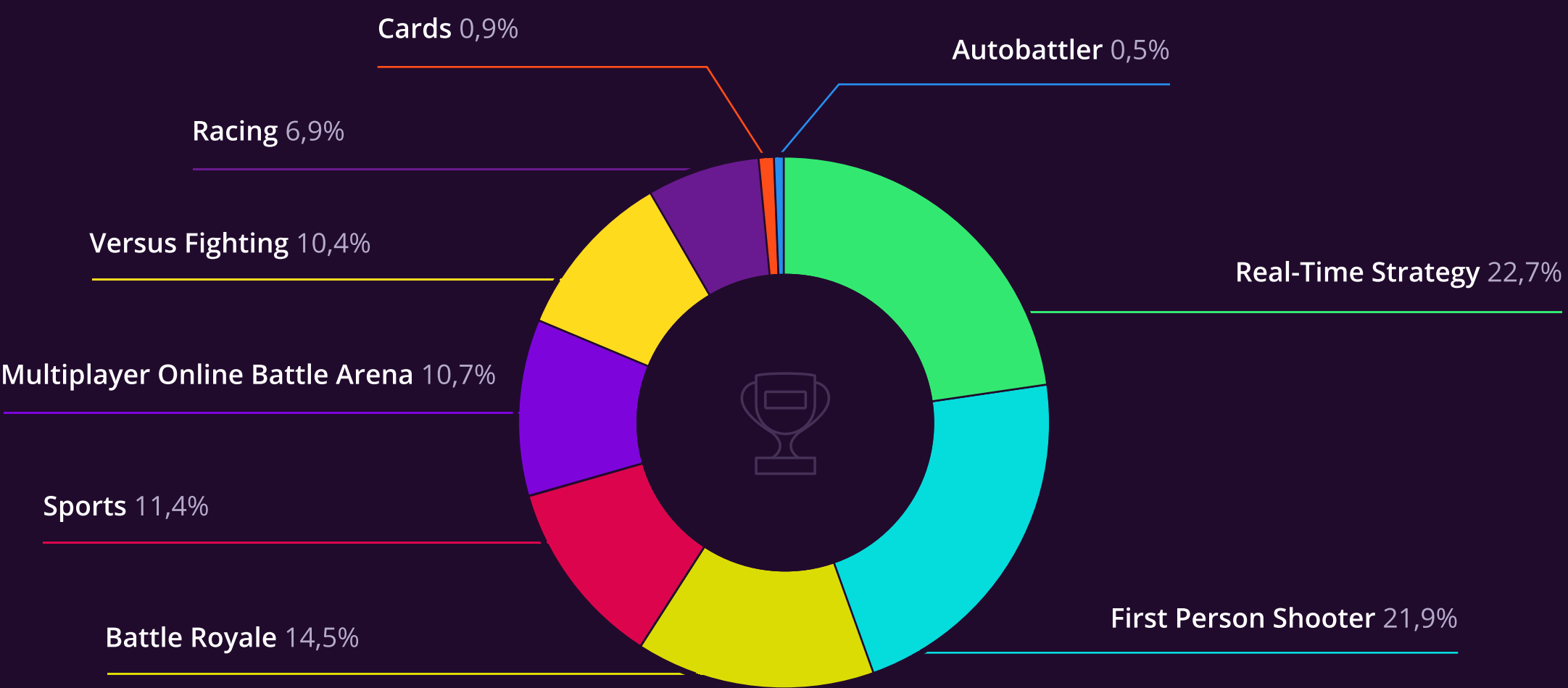
The **MENA zone** has become one of the new centers of gravity and contributors of esports. Countries like Saudi Arabia and the United Arab Emirates organized some of the biggest offline international events in 2022 with nearly \$18M distributed.

# Prize money and tournaments by game type

Percentage of prize money distributed



Percentage of tournament organized

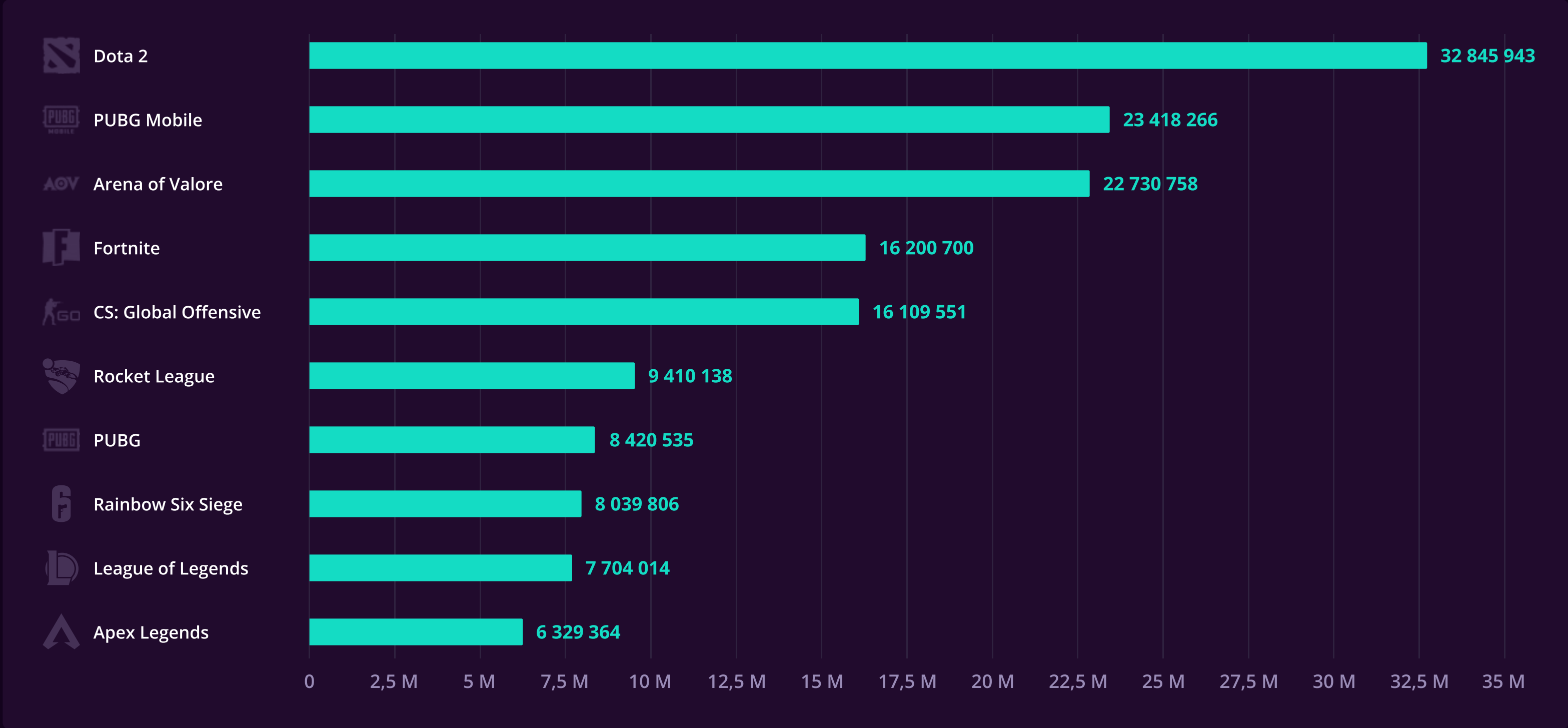


Game type		Prize Money	Games	Tournaments
1	Multiplayer Online Battle Arena	\$72 701 557	7	450
2	Battle Royale	\$65 403 115	9	607
3	First Person Shooter	\$49 693 494	19	916

 Prize money largely focuses on three game types

The **MOBA, First Person Shooter and Battle Royale game types** are largely over represented in the share of prize money with **85% of the total**. It is even more prominent for MOBA games which come up at the top of cash prize distributed with a third of the total, for only 10% of the tournaments organized. This shows the important esports success for these games types that that stay relevant year after year. The number of tournaments by type of game is more diversified which shows that the other games are also played a lot.

# Top 10 games per prize money

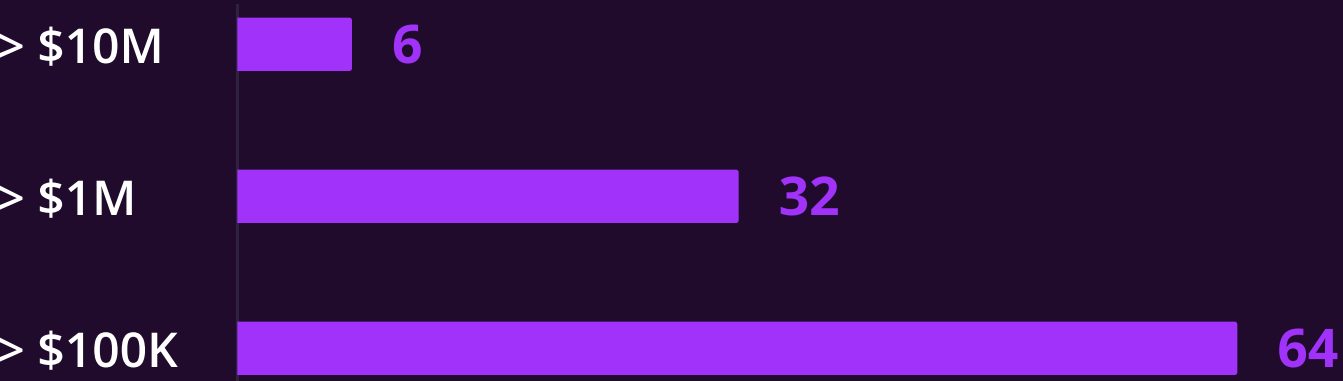


## More and more video games are getting involved in esports

In 2022, 69% of the cash prizes distributed are captured by 10 games out of a total of 145. However, 32 games saw more than \$1M in cash prizes distributed, and 32 others between \$100K and \$1M. **This number is up by 7% compared to 2021, and has been multiplied by 3.5 in 10 years.**

Esports is an increasingly important factor for the growth of multiplayer games. More and more game developers financially support their gaming communities through the organization of official competition circuits. They no longer rely solely on independent organizers and private sponsors.

### Number of games with a cash prize above:



69%

Share of the total cash prize money distributed by the Top 10 games

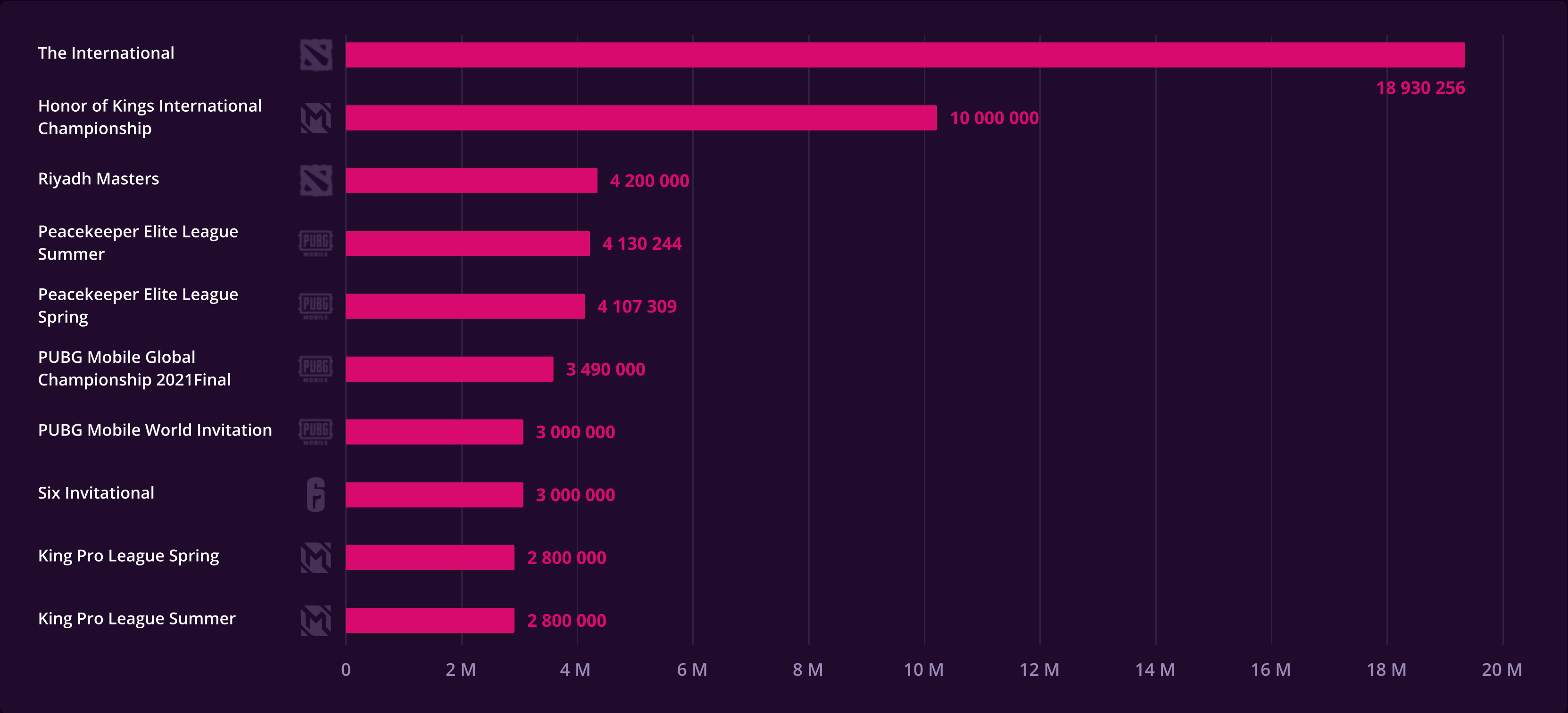


145

The number of games that offered cash prize money in 2022, according to Esportsearnings.com



# Top 10 tournaments per prize money



## 26%

Share of the total cash prize money distributed by the Top 10 events

## 70%

7 out of the 10 biggest events in terms of cash prize were on mobile games











**Mobile games are taking over**

Major international competitions keep on adding 0s to their cash prize figures. The top 10 tournaments contribute more than 25% of the total prize money distributed in 2022. It focuses mostly on MOBA and Battle Royale games. And for the first time, **mobile games are taking over the top 10** with 7 out of 10 tournaments with the biggest prize money! An additional sign of the very strong dynamism of these games carried by their respective game developers.

**Dota2 The International prize money down sharply**

For the first time ever, The International's cash prize has not increased compared to the previous year. It even dropped significantly, as the cash prize is less than 50% of what it was last year. This can be explained by the drop in revenue from the sale of the Battle Pass by Valve. Indeed, 25% of its purchase price by the community goes to the reward of The International. The Battle Pass launched 3 months later than usual, and was split into two parts, one of which was released after The International.

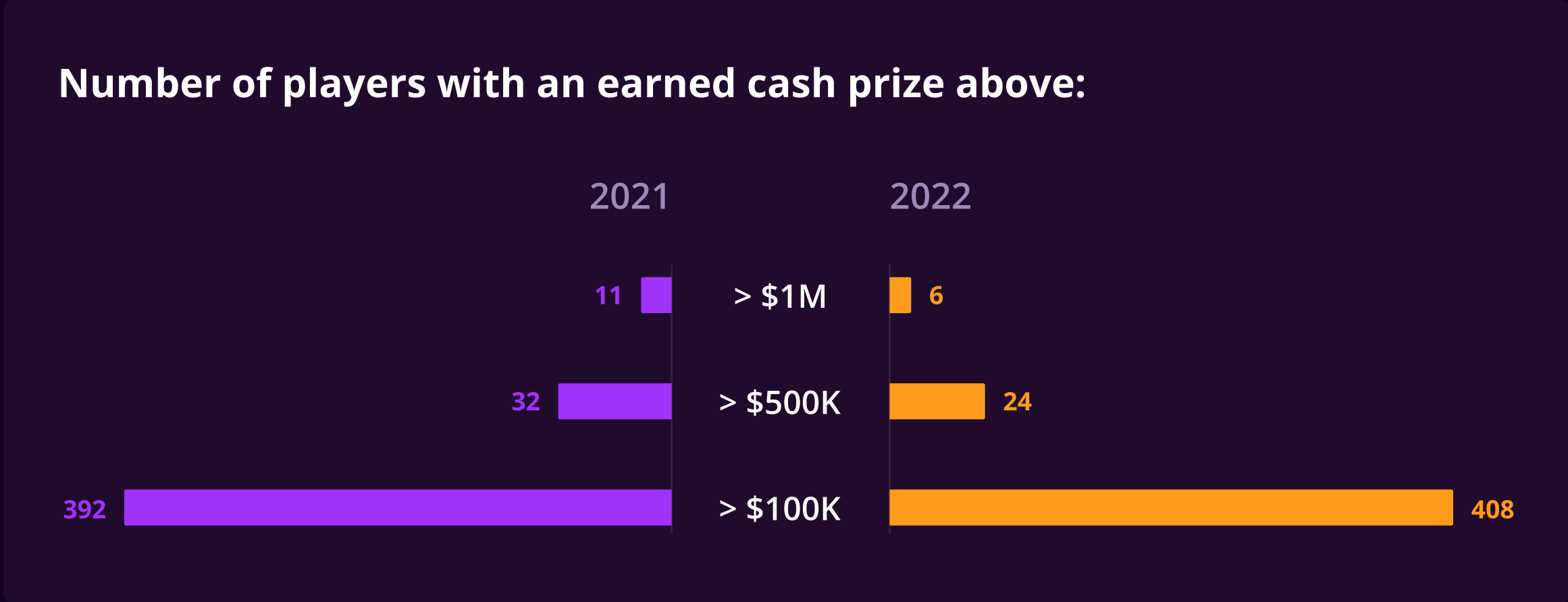
# Most winning players


1		Sneyking	Jing Jun Wu		\$1,778,265
2		Skiter	Olivier Lepko		\$1,778,265
3		Nine	Leon Kirilin		\$1,778,265
4		Saksa	Martin Sazdov		\$1,770,865
5		33	Neta Shapira		\$1,748,265



25166





















Active players who have won a cash prize



 **Titles and prize money mostly won in Asia**

Over 25,000 players have been recorded having received cash prizes in tournaments in 2022. The **number of players having won more than \$100K is slightly increasing**. China wins the total cash prize match over the United States, followed by South Korea, Brazil and Russia. With The International cash prize dropping, 2022 has seen fewer new millionaire players, but the top spots still go to The International winning players.

# Most winning teams

1		Tundra Esports	United Kingdom	\$9,064,878	4 games	16 Tournaments	3 	1 	2 
2		eStar Gaming	China	\$1,778,265	3 games	12 Tournaments	4 	2 	0 
3		Team Liquid	Netherlands	\$1,778,265	16 games	219 Tournaments	39 	28 	35 
4		Nova eSports	China	\$1,770,865	4 games	22 Tournaments	5 	5 	4 
5		FaZe Clan	United States	\$1,748,265	10 games	88 Tournaments	20 	10 	23 



Team Liquid is the only team present in the top 10 since 2016

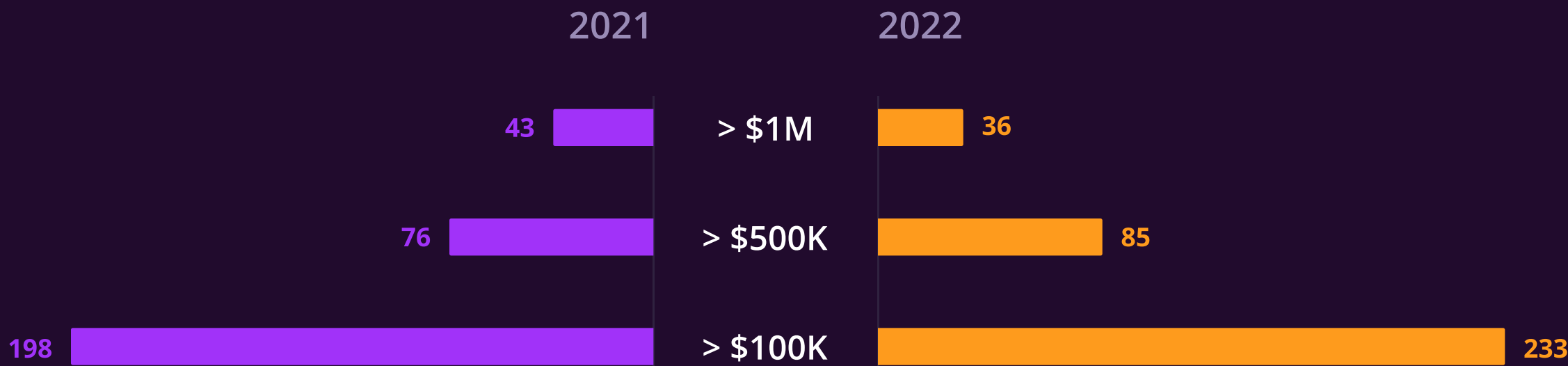


## More winners, fewer millionaires

In 2022, we are witnessing a slight drop in the number of teams having won cash prizes according to Esportsearning.com, going from 771 to 649. The significant drop in the cash prize of The International tournament causes a logical drop in the number of teams that won more than \$1M.

On the other hand, **the number of teams having won more than \$100K and \$500K in 2022 is up by 18% and 11% respectively.**

## Number of teams with an earned cash prize above:

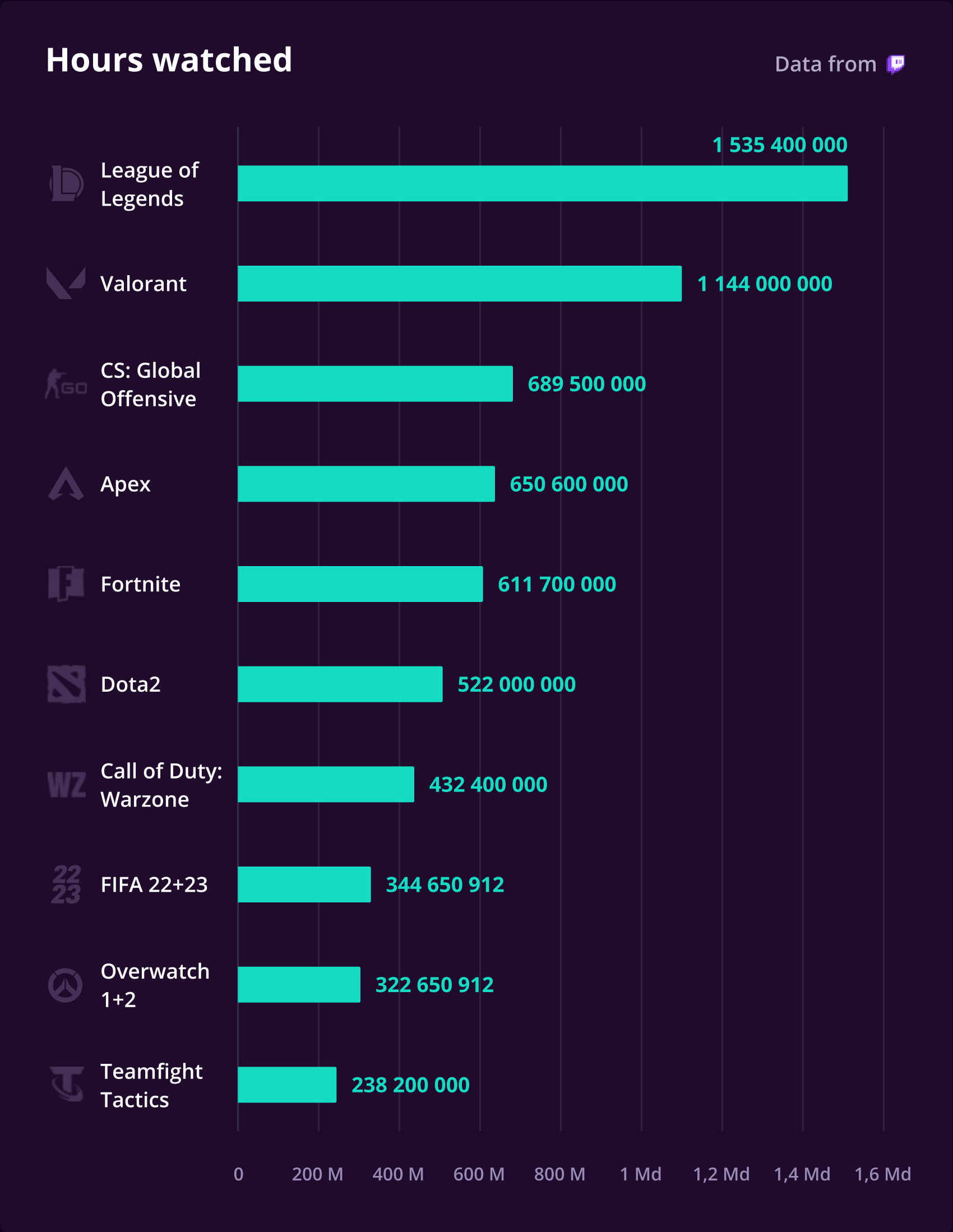
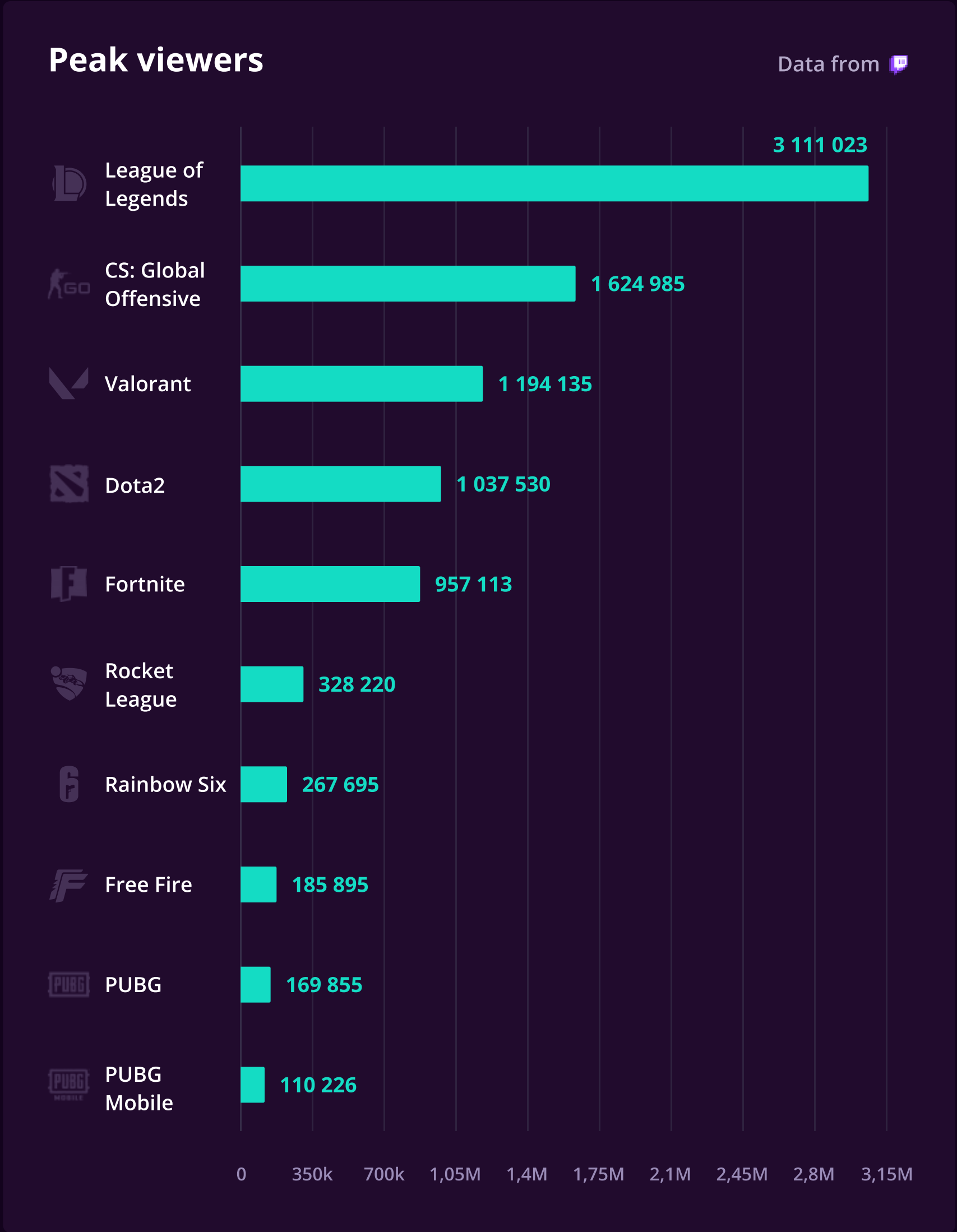


649

Teams who have won a cash prize



# Most popular esports games on Twitch in 2022



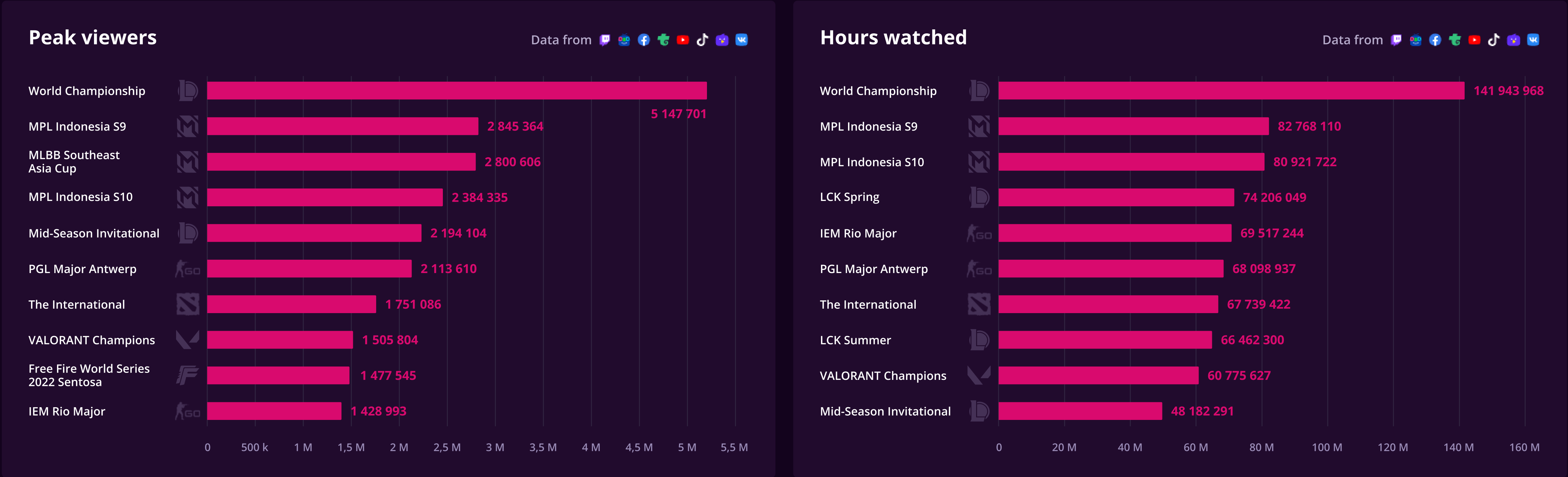
## 29%

The Top 10 esports games represent almost a third of the total hours watched on Twitch in 2022

### Comments

According to Twitchtracker.com, viewers continue to favor esports games, whether to follow competitions or their favorite streamers. Thus, **the 10 esports games with the largest audience alone represent 30% of all hours watched on the platform!** MOBAs, First Person Shooters and Battle Royales occupy the most space in esports games viewed in 2022. Valorant has continued to climb the rankings since its release in 2020, and now settles in second place. Driven by the audience of its international tournaments, CS:GO reached 3rd place, a level it had not reached since 2016 and the arrival of Battle Royale.

# Most popular esports tournaments in 2022



70%

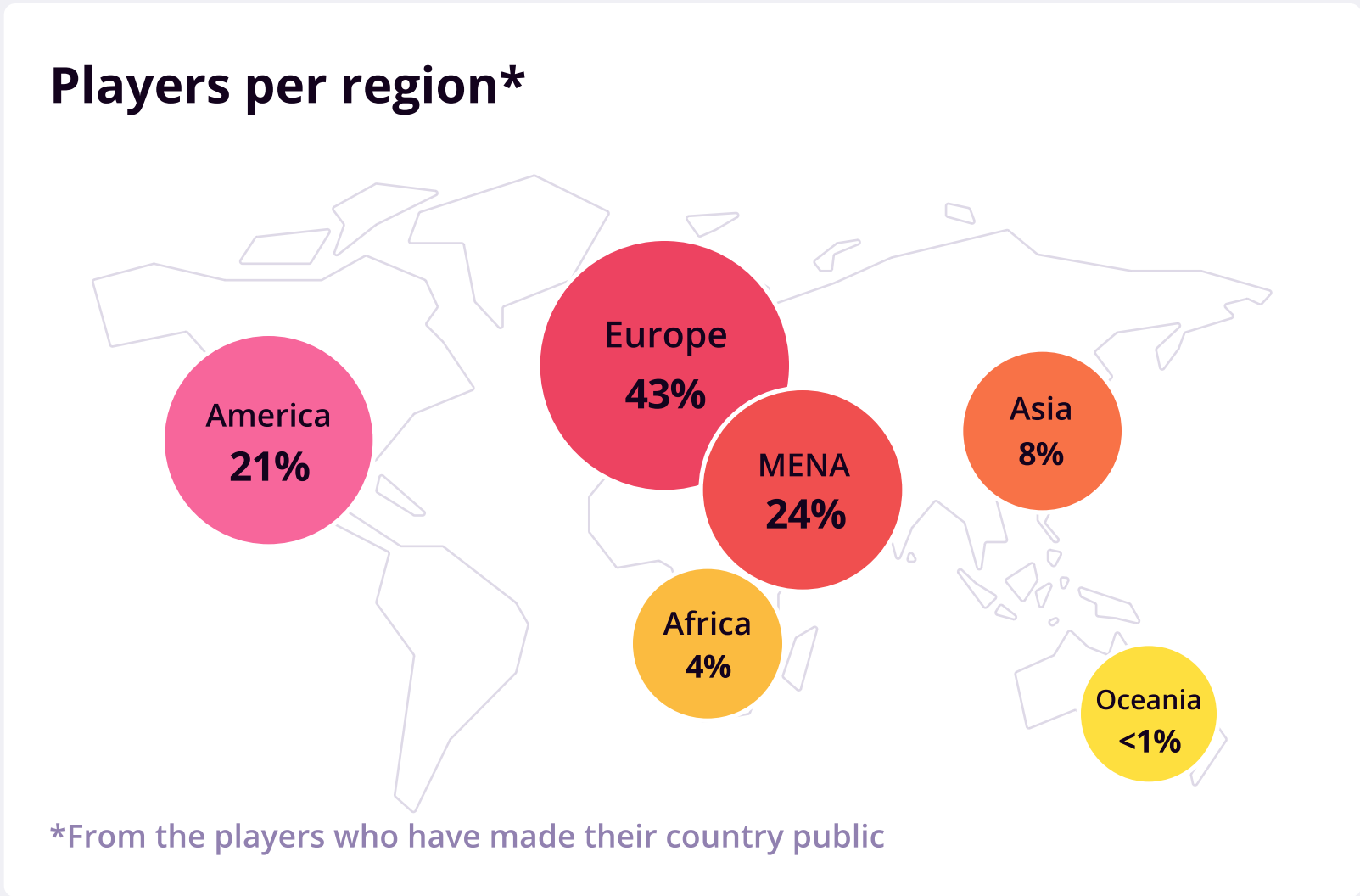
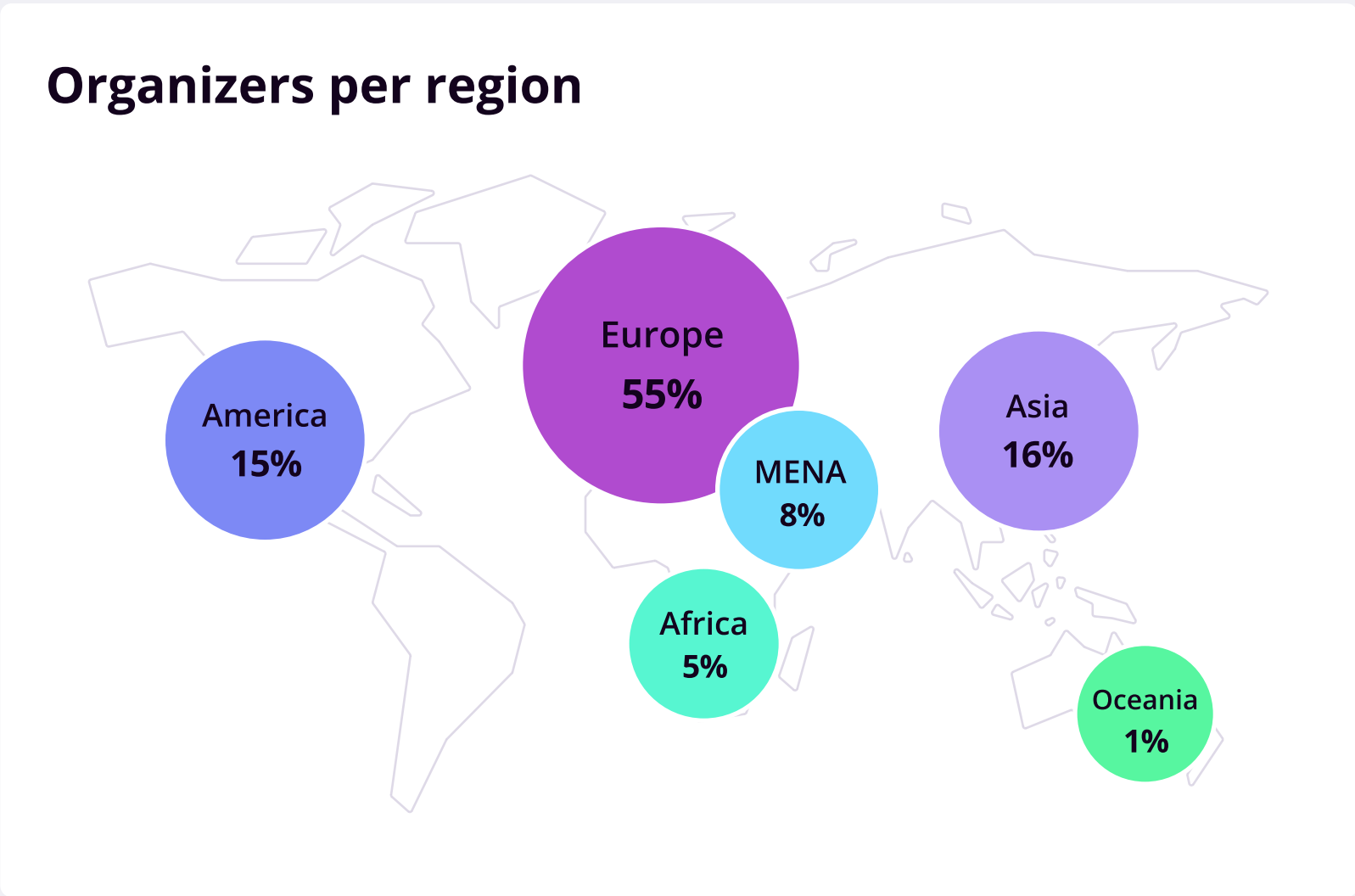
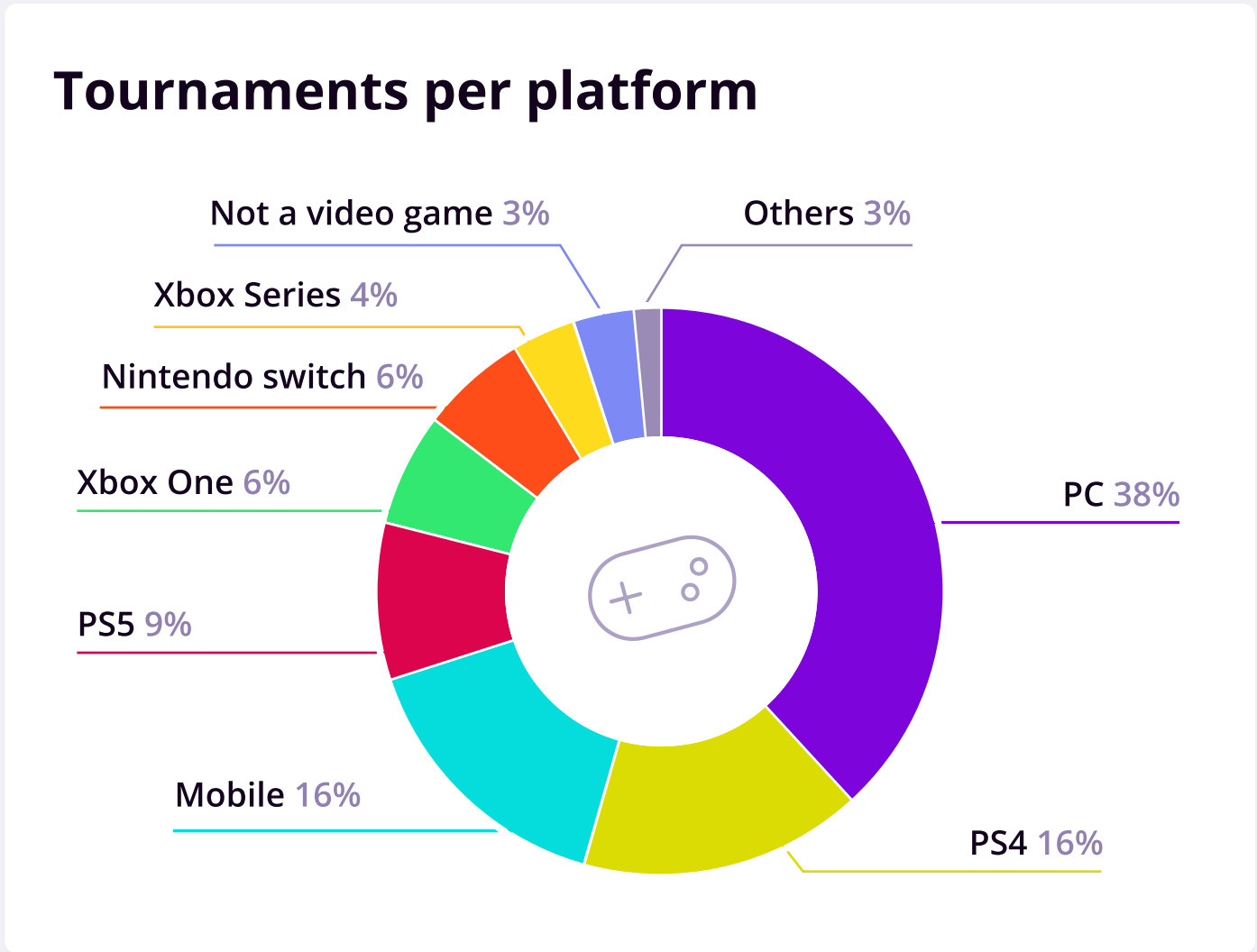
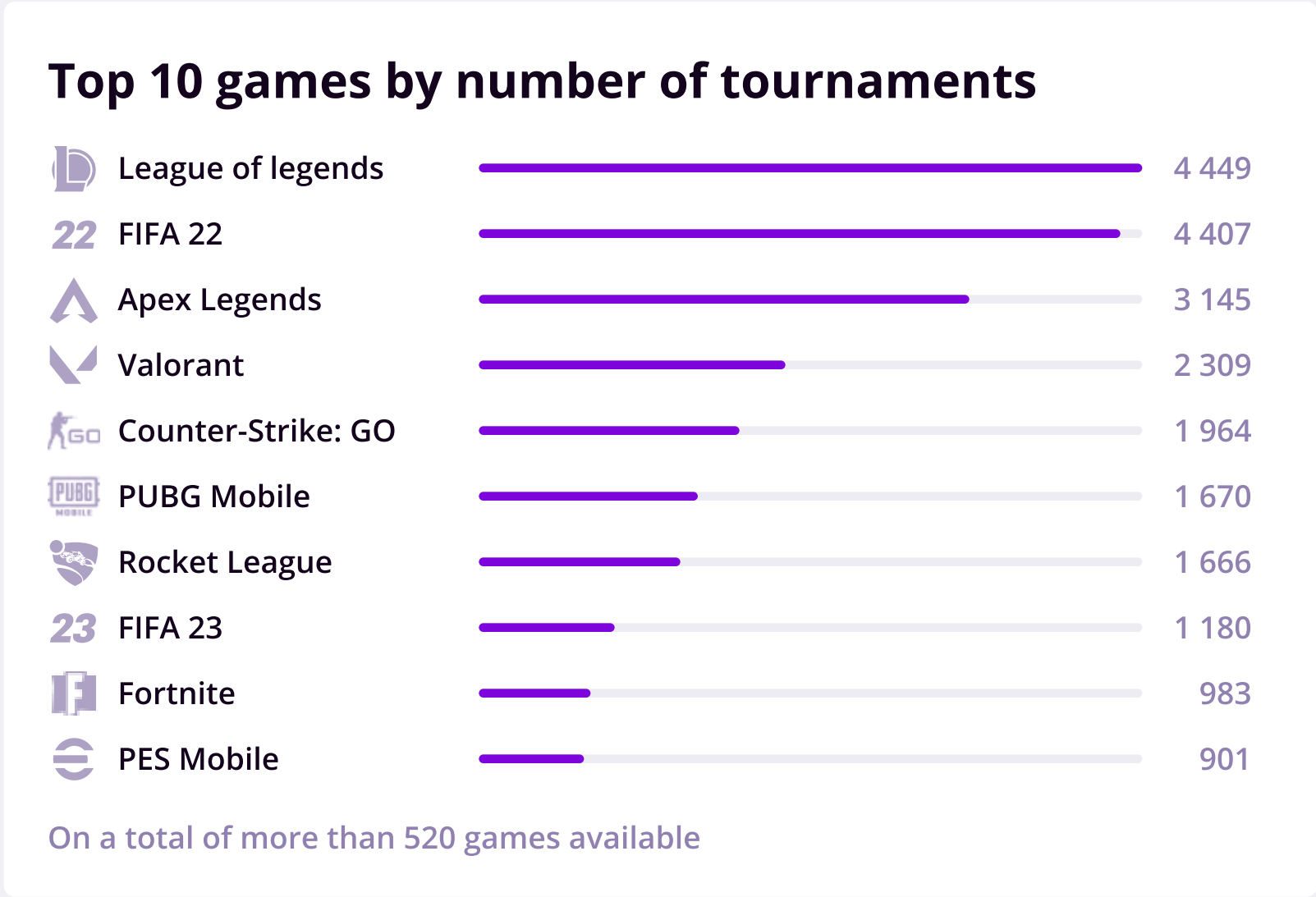
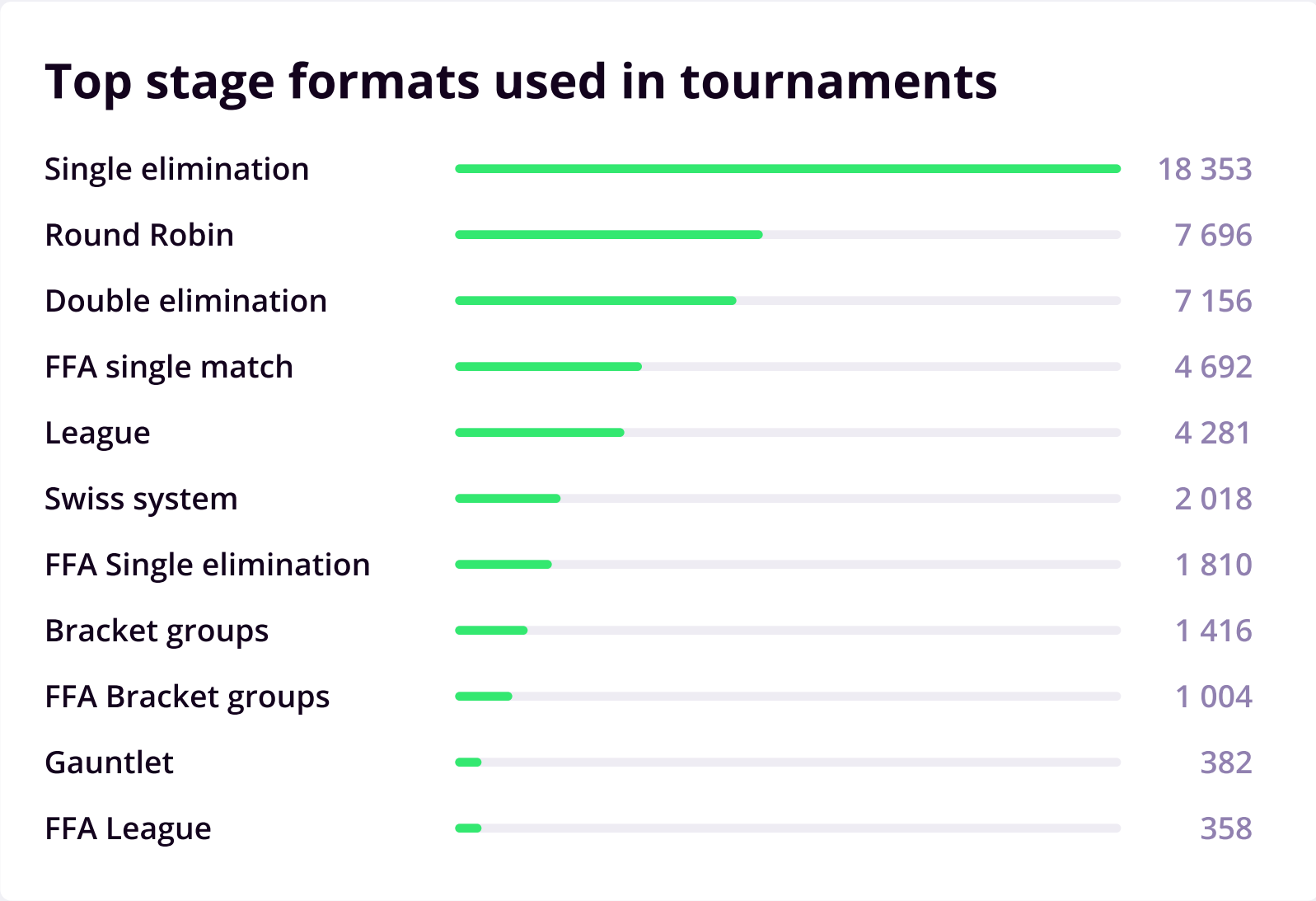
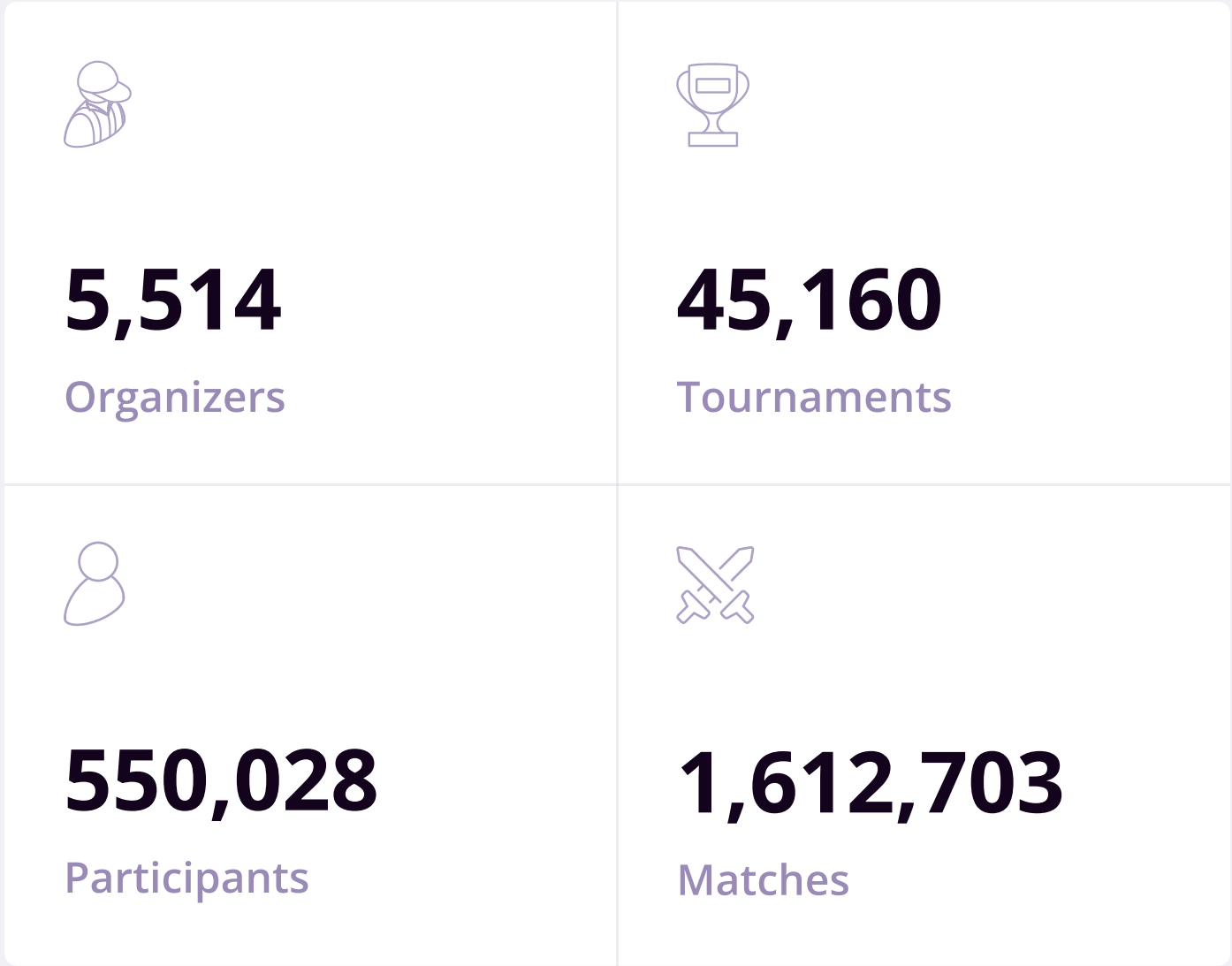
7 out of the 10 biggest audiences by hours watched are from MOBA games



## New audience records broken

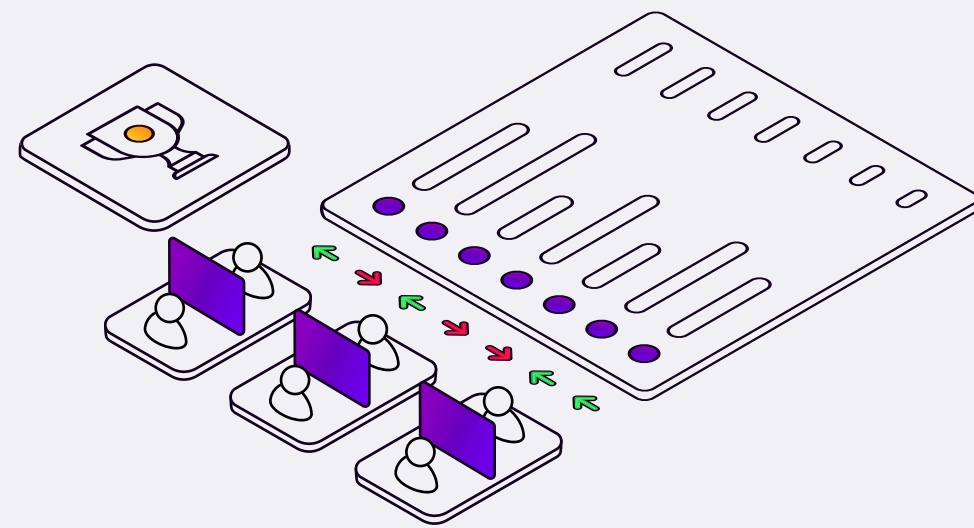
According to Escharts.com international competitions continue to attract spectators by millions and have broken some of their records again in 2022. The **LoL World Championship remains year after year THE most watched esports competition**, both in terms of hours watched and peak of viewers. On the other hand, it is indeed **Mobile Legends which records the highest number of peak viewers in 2022**. The mobile game impresses and even takes 2nd and 3rd place in the tournaments with the most hours watched. FPS games are no exception. The two CS:GO Majors of 2022 enter the top 3 of the best audience peaks in the game's history. At the same time, the Valorant Champion competition has seen its audiences increase significantly compared to 2021.

# Toornament.com activity data in 2022



# About Toornament.com

Toornament is a complete suite of **powerful cloud-based tools** for organizers, agencies, studios and publishers to **empower their tournaments and leagues**.



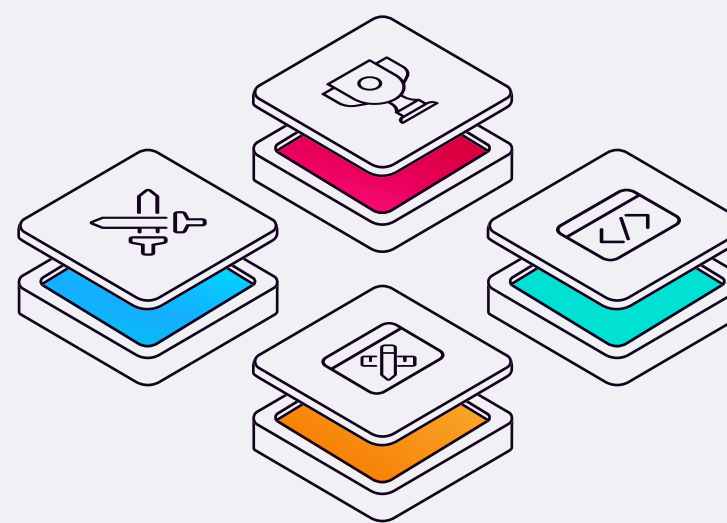
Organize your tournaments whatever their games and structure formats are



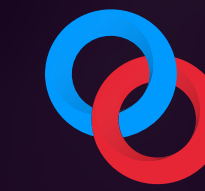
Build your own white-label tournament website or platform



Keep the property and control of your competition data



Take advantage of scalable plans and evoluteve tech



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Want to discuss your next project?

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For more information, visit

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