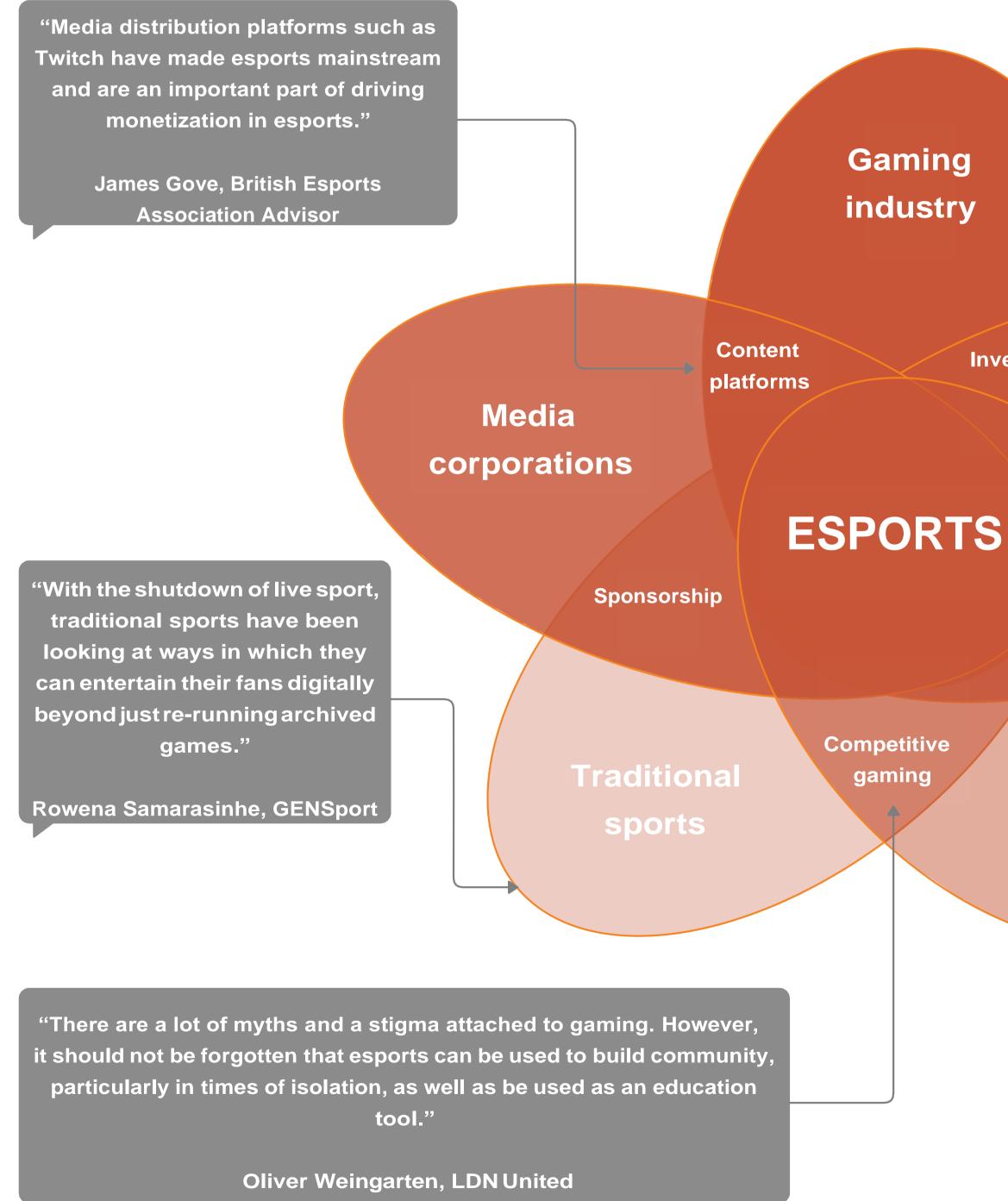
## The world has moved indoors, is now the moment that Esports goes mainstream?



## HUMPHREYS LAW

"Esports is a subset of the broader gaming industry, but for the most part looks and feels more like traditional sports than technology."

Sean Hung, HZL Capital

**Investment** in tech

## **VC** investors

VC £££ ≠ teams

**Pro Esports** teams

"We haven't, historically, been interested in investing in teams because they feel similar to investing in traditional sport teams; they require lots of cash without generating real profitability and revenue. However, we need to do more work to see if this is actually the case."

Oli Hammond, Fuel Ventures