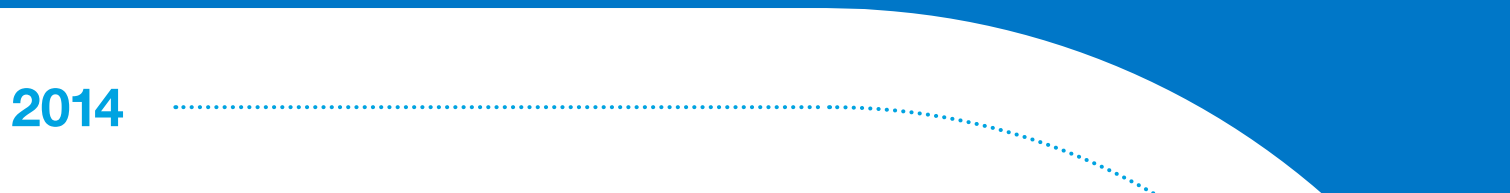


The Esports Boom

Esports viewership is steadily growing



1.2 billion hours spent watching esports worldwide

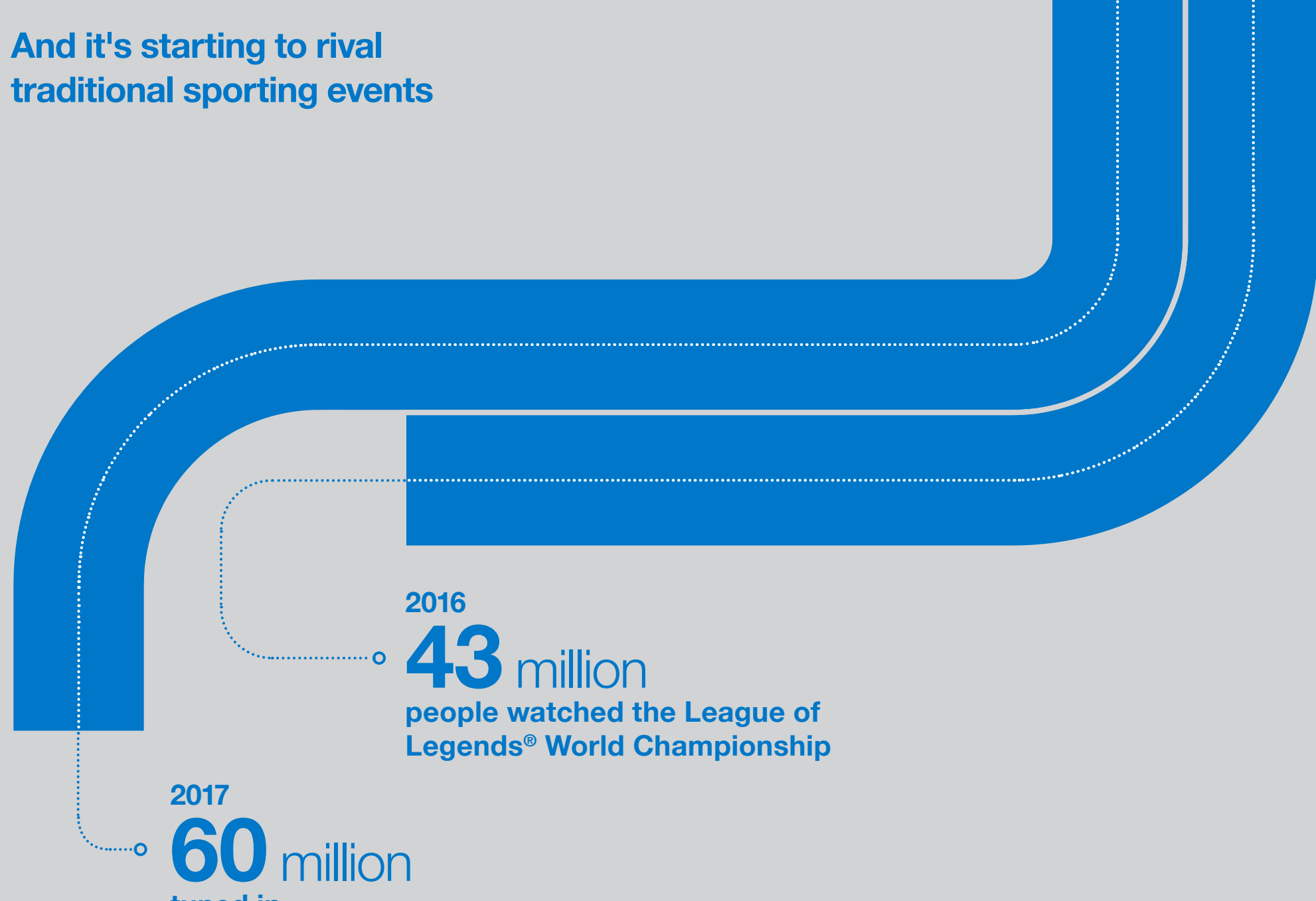


3.7 billion hours spent watching esports worldwide

27 million hours of esports watched each month on Twitch



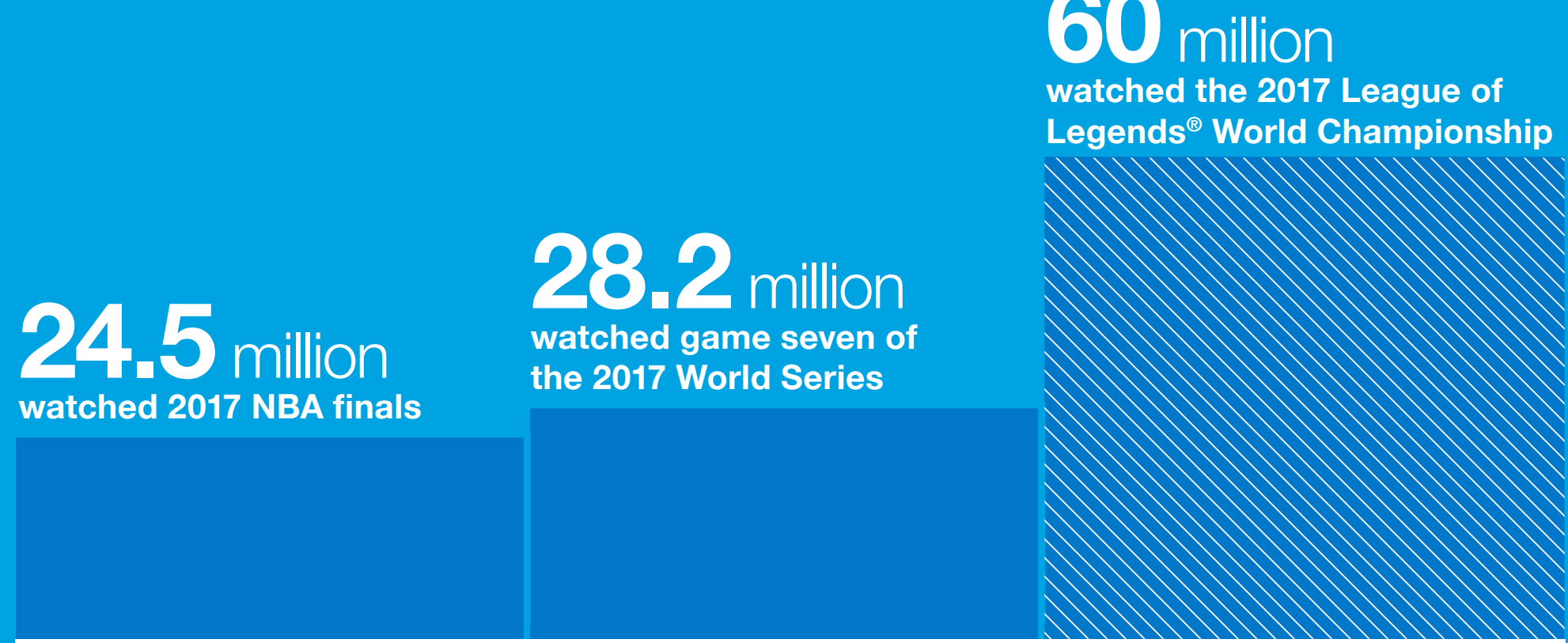
And it's starting to rival traditional sporting events



43 million people watched the League of Legends® World Championship

60 million tuned in

Esports viewership has eclipsed some major sporting events



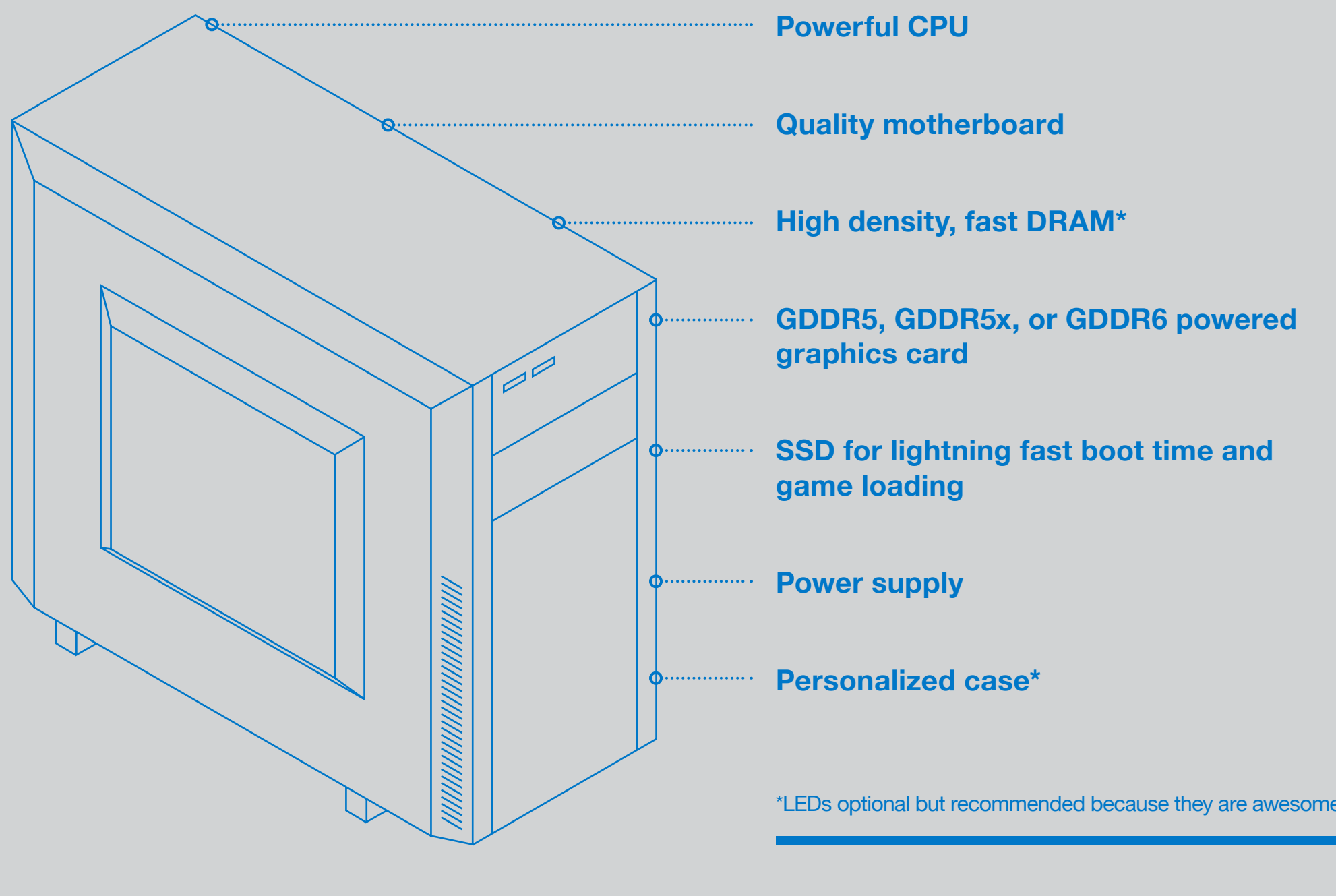
Not only is the viewership for esports huge, so is the money associated with them



\$24 million was amassed for the total prize pool of the "Dota 2®" 2017 tournament

\$20 million 2018 NBA Finals players pool

Gaming System 101

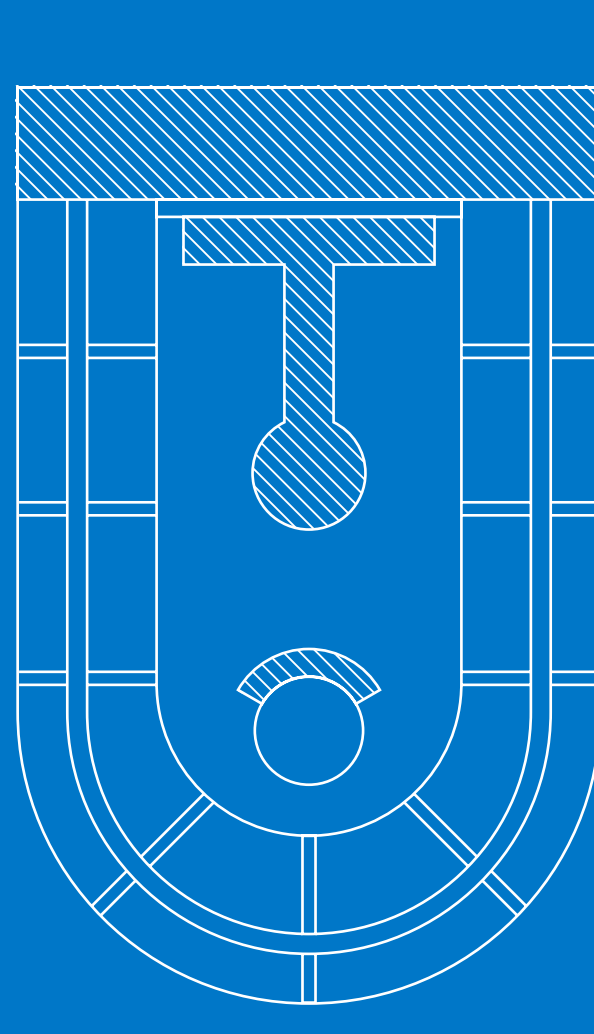


*LEDs optional but recommended because they are awesome

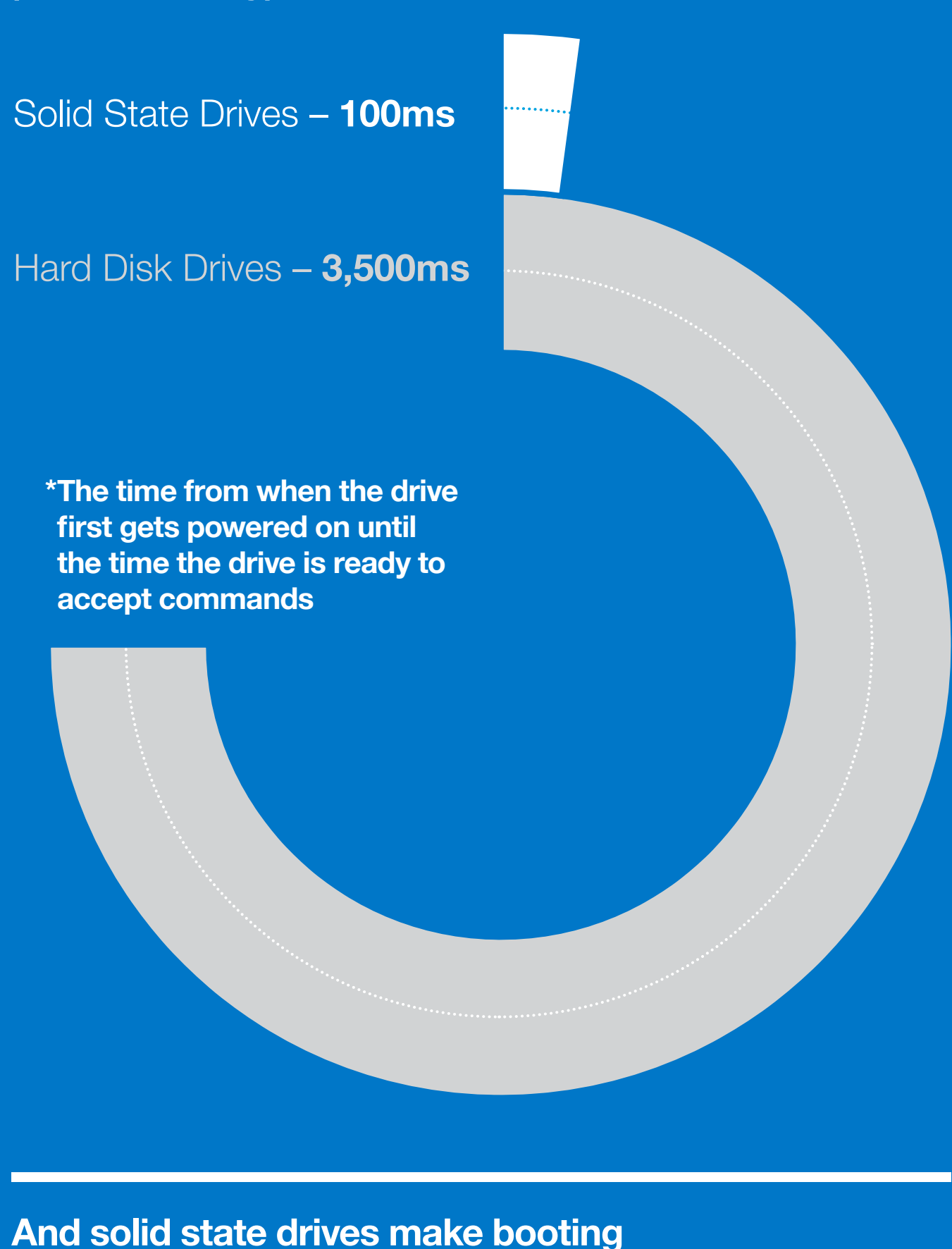
A decent-sized event requires around 40 different people running their own individual computers, tricasters, or other livestreaming devices

Everyone needs DRAM, from the player pressing buttons and the commentator watching from his preview screen to the production guy in the back room directing which screen to swap to

– Patrick Soulliere II, Global eSports and Gaming Marketing Manager, Micron Technology



Average TTR (Time to Ready)*



Solid State Drives – 100ms

Hard Disk Drives – 3,500ms

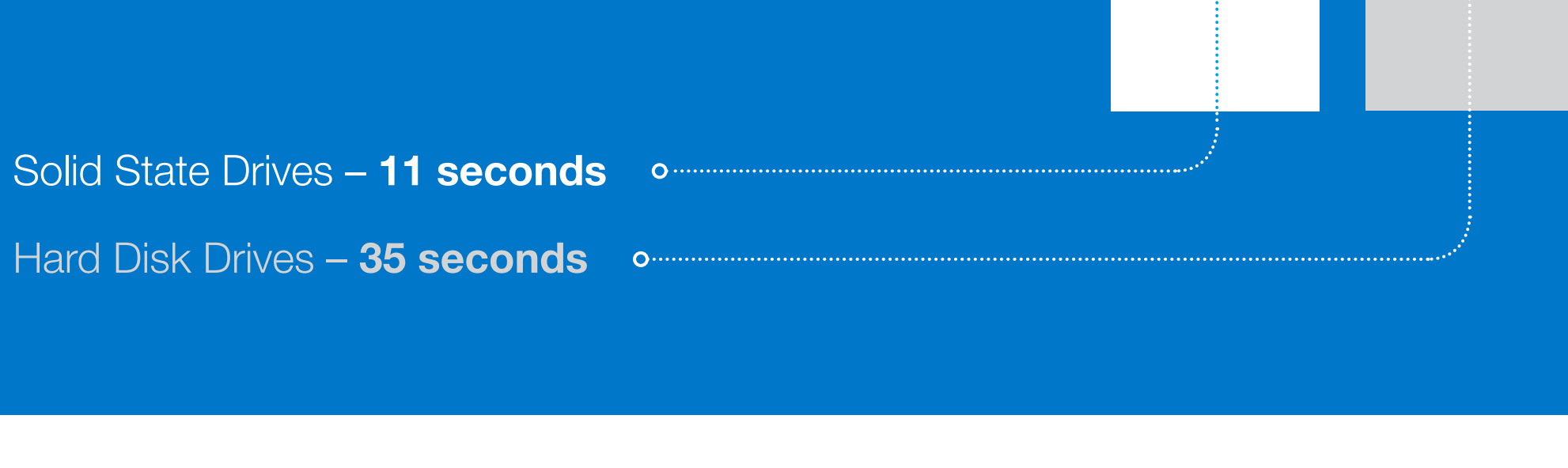
*The time from when the drive first gets powered on until the time the drive is ready to accept commands

Top CS:GO Pro Gamers reaction times are as low as

100 ms

so you need hardware with a reaction time as fast as yours

And solid state drives make booting into Windows quicker



Solid State Drives – 11 seconds

Hard Disk Drives – 35 seconds