GGLeagues

Connecting your community through gaming

Good Gamers

Better People

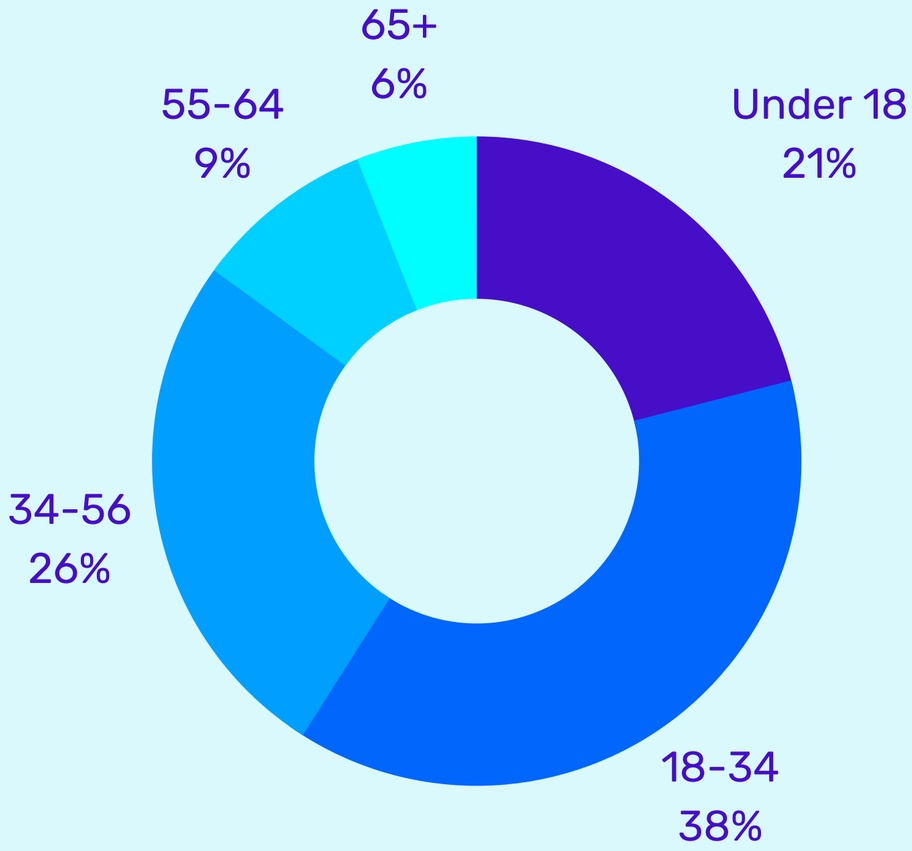
WHERE RECREATION MEETS ESPORTS

YOUR COMMUNITY IS ALREADY GAMING

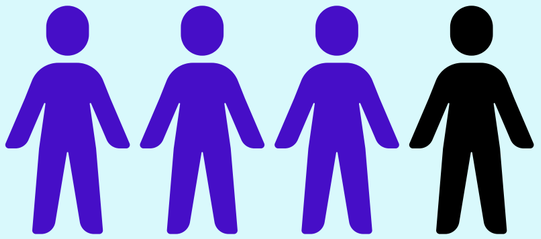
- 75% of Americans have at least one video game player in their household
- 70% of kids under 18 are video game players
- 65% of gamers play with others, either in-person or online

RISE OF ESPORTS: U.S. GAMERS

The average gamer spends 8 hours and 27 minutes a week gaming

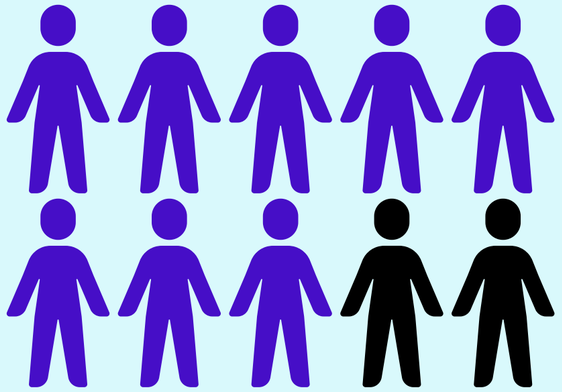


U.S. Gamers by age



3 in 4

3 out of 4 Americans are playing video games or 244 Million people

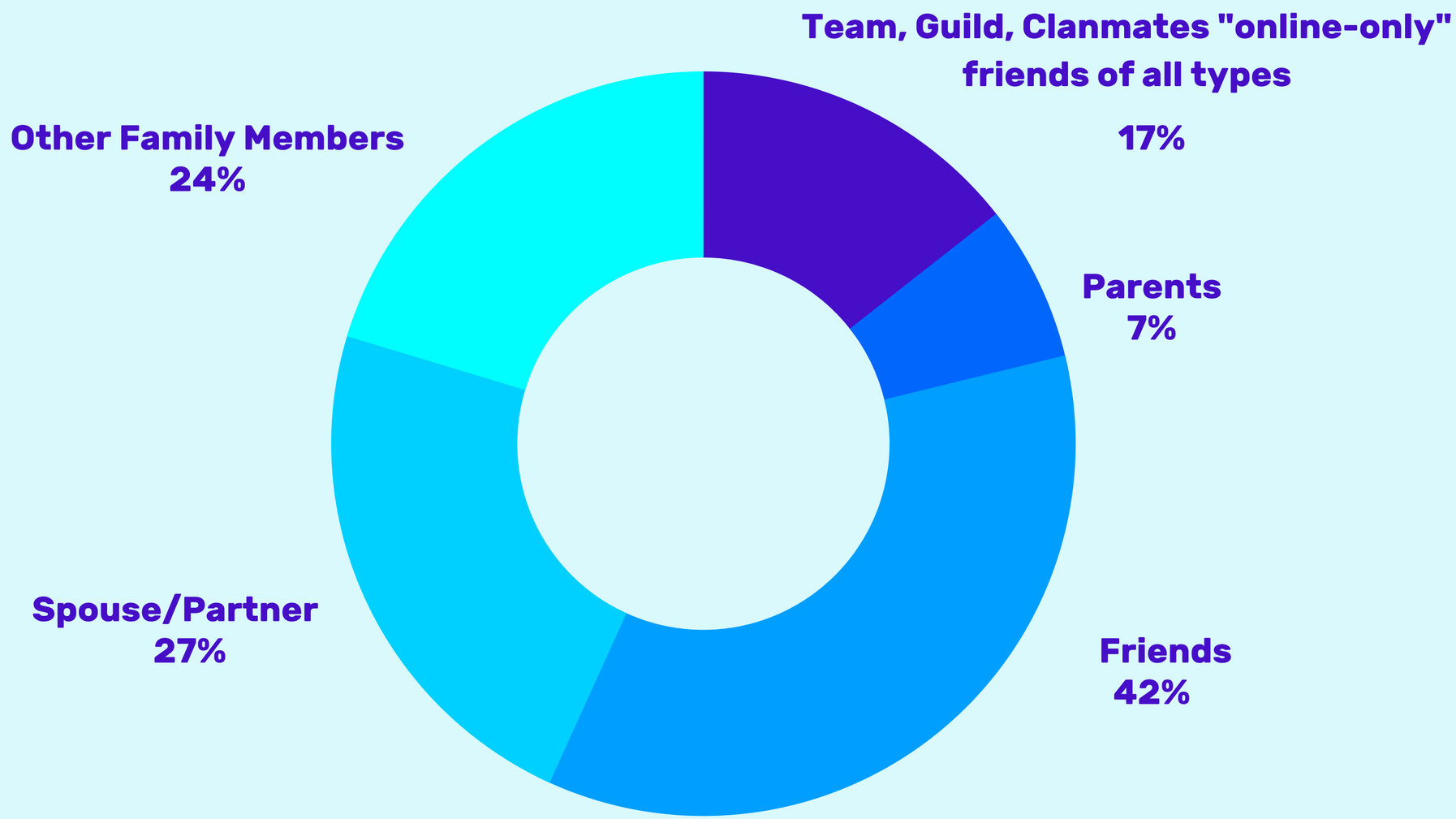


8 in 10

More than 84% of teens own or have access to a game console at the home. Out which, 55% are boys and 44.9% are girls.

WHY WE PLAY

Gaming keeps us together!



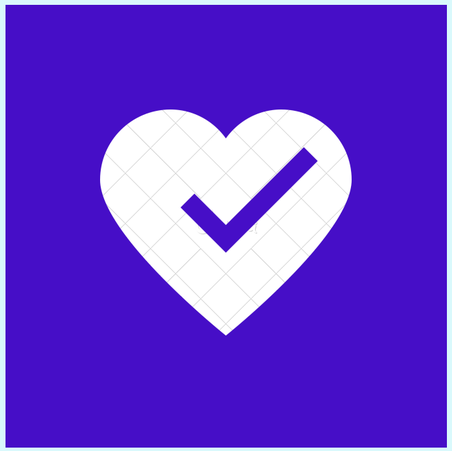
*ESA Research 2020

WHY RECREATION ESPORTS MATTERS

Build toward the future

RECREATIONAL SUCCESS

ESPORTS: YOUTH AND TEENS



HEALTHY AND FUN HABITS

- Problem Solving & Preparedness
- Health and Mindfulness
- Social Skills & Self-Confidence

RECREATIONAL SUCCESS

STAY ENGAGED

- **70% of kids** stop playing sports by age 13, while **gaming engages 90% of kids** ages 12-17
- Provides a healthy outlet for children to participate in an activity they love
- Esports, similarly to traditional sports, teach children:
  - Leadership & Teamwork Skills
  - Mentorship
  - Time Management
  - Accountability and Responsibility
  - Improve their Academics

RECREATIONAL SUCCESS

ESPORTS: UNIVERSITIES WHO INVEST IN GAMING

HIGHER LEARNING

- Over 170 Esports University Programs
- Esports Based Majors and Minors
- $20 Million in Esports Scholarships

"62% of the players on Collegiate League of Legends teams in 2018 were STEM majors"- Michael Sherman Riot Games' Director of Collegiate Esports

WHY GGLEAGUES

Fully Managed

GGLeagues takes all the work out of esports.

We manage registration, schedule creation, game reminders, standings, and offer referees and admins to run all your competitions.

Safe

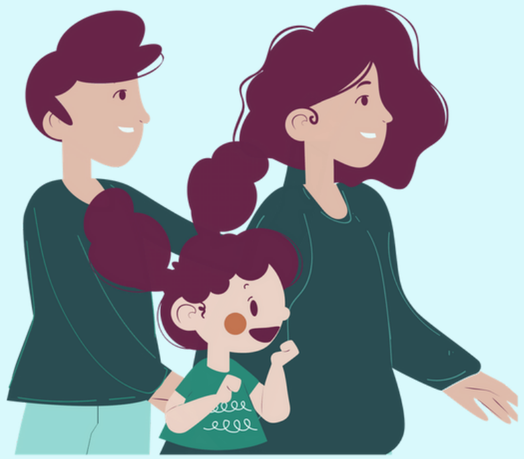
A safe online experience for all players with a code of conduct and built-in monitored web-based communication.

Educational

Educational seminars for parents and kids to learn about opportunities in esports.

WE ARE A TRUSTED PARTNER

GGLeagues is the leader in working with recreational agencies

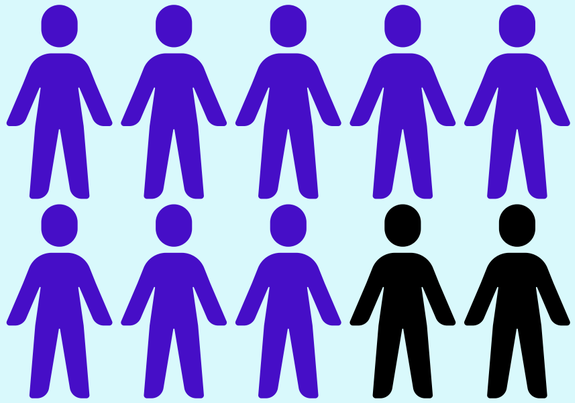


Trusted by over 300 partners nationwide

10,000+ Matches Ran

100,000 Moderated Chats

ESPORTS HABITS: TEENAGERS AND GAMING



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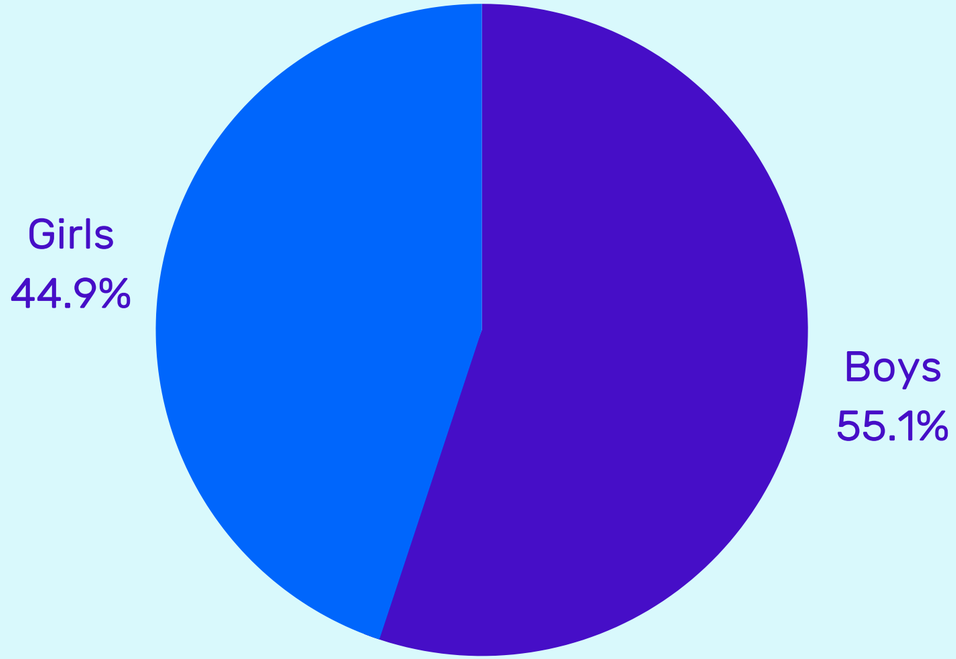
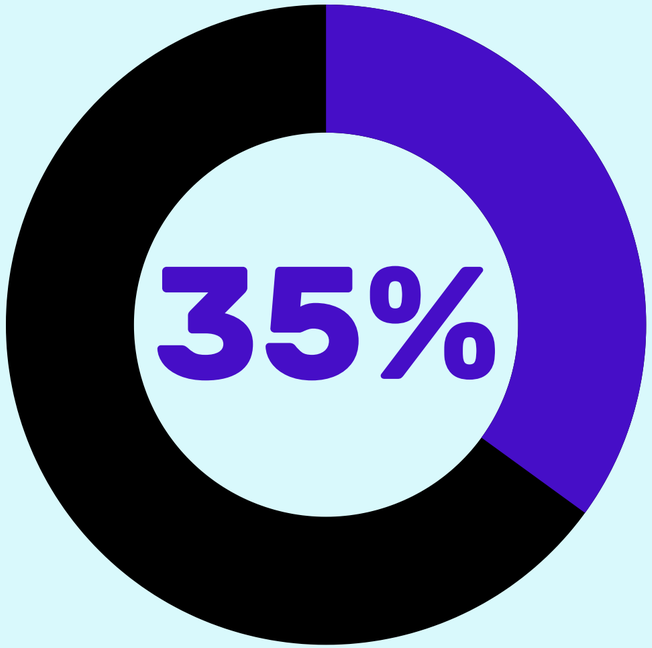


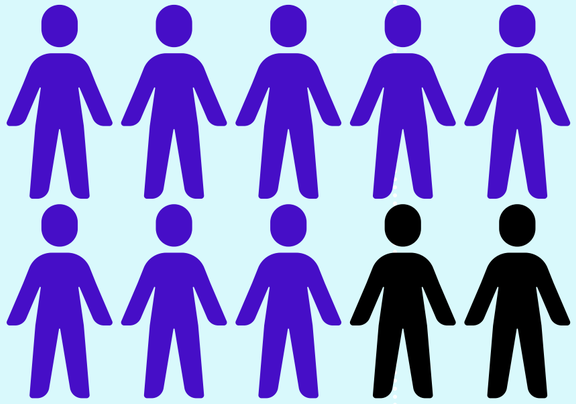
Teen boys and girls who have access to a gaming console in the home

ESPORTS HABITS:

TEENAGERS AND GAMING



Generation Z Identify as Esports Fans



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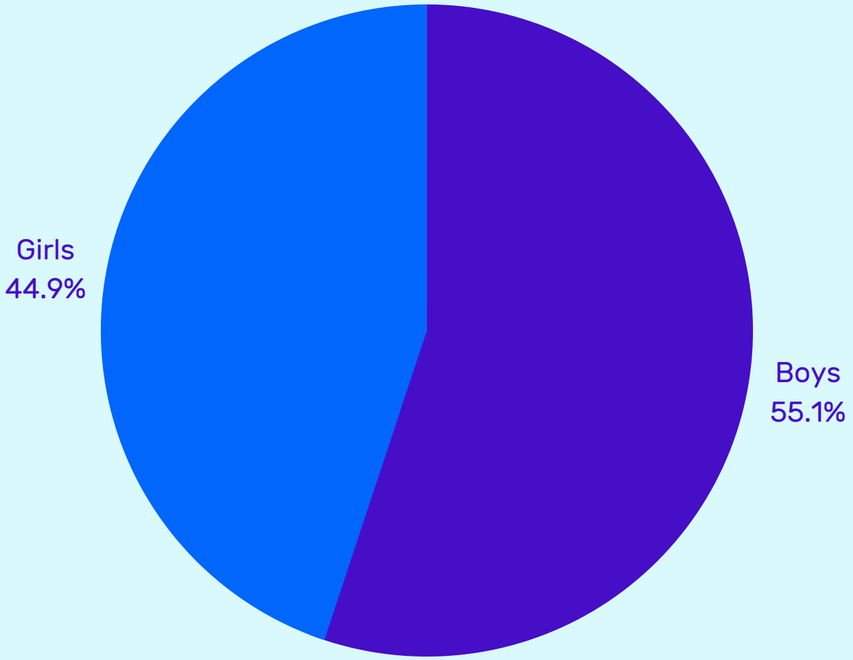


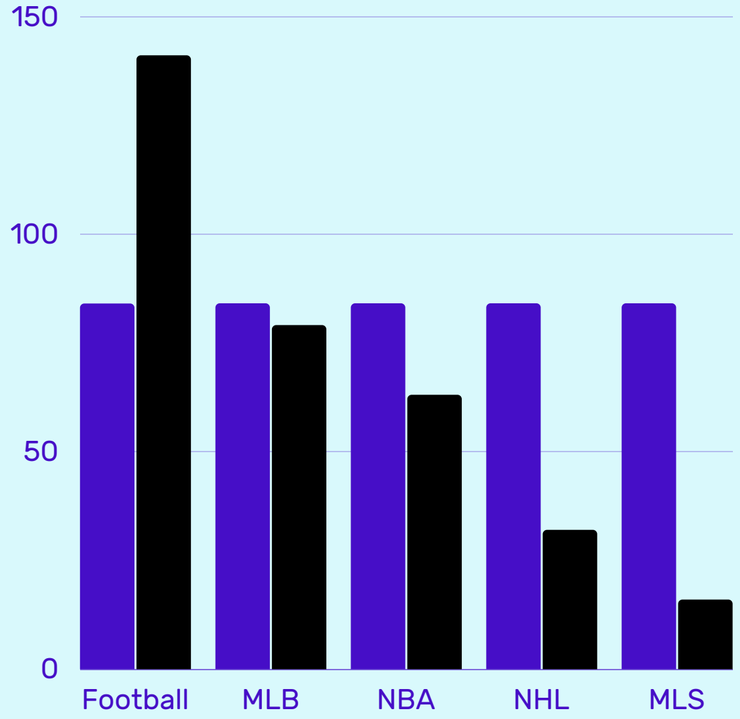
Teen boys and girls who have access to a gaming console in the home

RISE OF ESPORTS

Redefining sports, recreation, entertainment and the community

Gaming and Esports during COVID-19 kept provided billions of hours of entertainment and connected us together. Our relationship with gaming and esports is evolving this is not a fad it is a lifestyle.

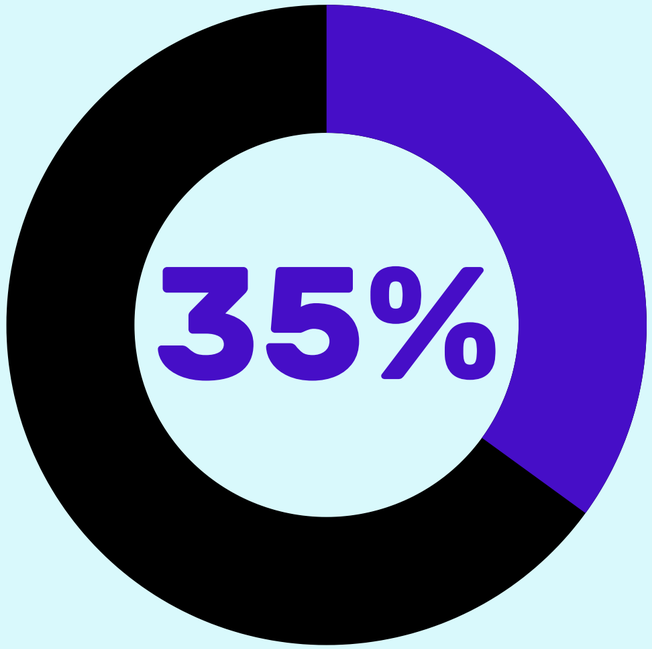
- Globally 27.9 Billion hours were watched across Twitch, Youtube Gaming, and Facebook Gaming in 2020
- 12.3 Million People Watching Fortnight's Travis Scott's New Song
- Millions tuned in on Youtube to watch Post Malone's Virtual 25 Years of Pokémon Concert
- Viewers preferring to watch esports over traditional sports



Viewers in the US in the millions for 2021, Esports displayed in Purple

"The growth in both the number of players across all gaming segments, as well as time spent gaming or watching gaming-related content, reflects the variety and depth of gaming experiences available regardless of device preferences, gaming interests or budget." - Mat Piscatella, US Games

ESPORTS HABITS: YOUTH AND YOUNG ADULTS



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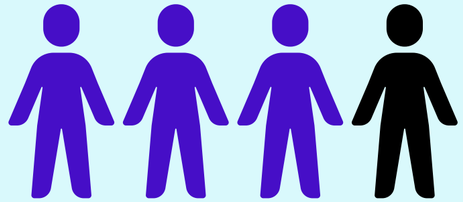

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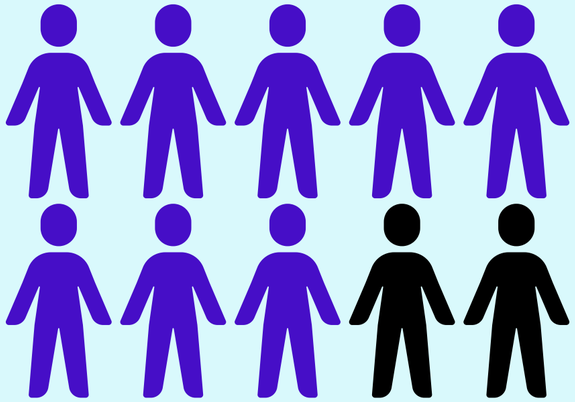

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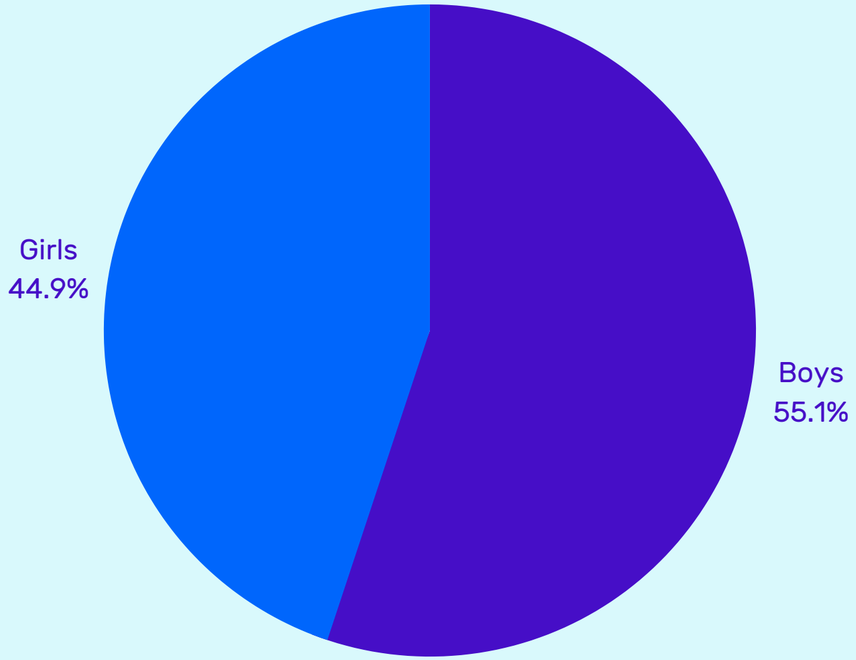

Teen boys and girls who have access to a gaming console in the home

YOUR COMMUNITY IS ALREADY GAMING

- An average gamer spends 8 hours and 27 minutes a week gaming
- 66% of the US population are gamers
- 21% of US gamers are under 18, 38% are ages 18-34, and 26% are ages 34-56
- 62% play with others, either in-person or online
- Gamers are 55% male and 45% female

COMMUNITY MEMBERS MUST-HAVES

Their Own Equipment

- Games
- Consoles
- Online subscriptions that allow online gaming

Stable Internet Connection

PC

Xbox

Playstation

Nintendo

The Selections

GGLeagues supports PC, Xbox One, Xbox Series X, PS4, PS5, and the Nintendo Switch. We also support 12 game titles including Madden, Fortnite, Rocket League, Smash Bros Ultimate, and more!

PARTNERS

GGLeagues has over 300 Recreational Partners and Growing!

"I've got kids [and] I know they're playing a lot of games. I know it's a popular sport. It's really growing."

City of Green Bay, Recreation Supervisor Jeremy Crees, Wisconsin

"Esports are growing nationally, and particularly in our area, we're starting to see more interest in that."

Windham Parks and Recreation, Youth & Family Programs Coordinator Sarah Davenport

Titletown, USA
PARKS, RECREATION & FORESTRY

Naperville Park District

CITY OF DES MOINES

BEAUMONT CALIFORNIA

DANVILLE

Jaffrey New Hampshire
Home of Mount Monadnock

Little Chute EST. 1848

Recreation Andover

City of Conroe
Parks and Recreation

Windsor Recreation

Town of Chester, N.H.

Hampton Parks & Recreation

SOURCES

- Dot Esports
- NPD Group
- Tech Republic
- Statista
- Entertainment Software Association
- Forbes
- Exploring Application, Attitudes, and Interaction of Video Games: MinecraftEdu in Middle School by José-Manuel Sáez-López, John Miller, Esteban Vazquez-Cano and M.C. Dominquez-Garrido
- eSports in K-12 and Post-Secondary Schools by Gregory Rothwell and Michael Shaffer
- Syracuse
- National Recreation and Park Association

GOOD GAMERS

BETTER PEOPLE

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