

E-sports on track to become \$1B industry

By Colton Lochhead, Las Vegas Review-Journal

Less than two decades ago, e-sports consisted of a few dozen elite gamers gathering in warehouses to compete for modest-at-best prizes.

There were no televised events. No live-streaming or uploading the tournaments to YouTube. And of the fanfare, there was little.

But today, e-sports has climbed out of basements and warehouses and onto major cable networks such as ESPN and TBS and is on the verge of becoming a \$1 billion industry.

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