

## Fast Growing Indonesian E-Sports Platform



**2019**

Founded In

**3000+**

E-Sport Teams

**1.2M**

YouTube Views

### The First & Only E-Sports Platform in Indonesia for:

- E-Sports Competitions
- E-Sports Training Academy

### Incredibly Fast Growth Since Founding in 2019

- 3000+ E-Sports teams
- 400 applicants on the first day of Academy's launch
- 1.2M YouTube views

### Diversified Revenue Streams



- **E-Sport Tournament**  
Tournament registration fee
- **Organizers (Online & Offline)**  
Organizer fee and registration fee
- **Merchants**  
Marketplace transaction margin
- **Sponsors**  
Sponsorship fee and advertisements
- **Gaming Academy**  
Tuition Fee

## Led by an Expert in Handling National Scale Projects

# CEO & Founder

- CISCO Certified Network Professional (CCNP) and Certified Hughes Network System (VSAT System)
- Led the digitalization of Singapore Polytechnic and SG Insurance
- Conducted the Development of the fisheries information system of the Ministry of Maritime Affairs and Fisheries

## E-sport Market in Indonesia

# USD 1.1B

(Newzoo, 2019)

- The most recent research released by Newzoo (2019), put Indonesia in the top spot among the gaming markets in Southeast Asia which generated USD 1.1B in revenue.
- Other studies also show that 55% of the total 43.7M gamers are spenders, which means they are willing to pay a sum of money to purchase in-games items.

## Financial Projections

	Year 1 Projection	Year 2 Projection	Year 3 Projection	Year 4 Projection	Year 5 Projection
Revenue	\$6.23M	\$27.51M	\$61.73M	\$88.05M	\$99.21M
Gross Profit	\$2.46M	\$11.23M	\$26.15M	\$37.34M	\$42.57M