**PART I: THE GAMER PERSPECTIVE**

**1.1. What Are ESports?**

**1.2. Revenue Trends**

**1.3. Organizations and Structure**

**DISCUSSION QUESTION #1**

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| **Are ESports sports?**   1. Yes 2. No 3. It depends |

**PART II: THE CORPORATE PERSPECTIVE**

**2.1. Securities Filings**

**2.2. Commercial Issues**

**2.3. Case Study: Twitch**

**DISCUSSION QUESTION #2**

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| Your analytics provider reports that when streamers are suspended for controversial issues their viewership and donations spike. This becomes well known among streamers.  The inappropriate behavior is escalating. One user with the gamer tag VanDoghta has cut off their own ear during a live stream after losing a match on Dota. She has been suspended on Twitch, but her Twitter, Instagram and Snap Chat followers have reached millions. Her line of ear muffs is wildly successful on Amazon (the parent company of Twitch).  The Board of Directors is seeking your counsel. Allowing her to stream will increase sales of the lucrative ear muffs but more streamers may continue to breach community guidelines.  **What advice would you give to the Board of Directors?**   1. Lift the ban 2. Enforce the guidelines 3. Alternative solution |

**PART III: THE COUNSEL PERSPECTIVE**

**3.1. Governance Organizations**

**3.2. Corporate Social Responsibility**

**3.3. Guest Interview**

**DISCUSSION QUESTION #3**

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| **"As legally trained professionals, are you skeptical or optimistic about the state of ESports? Why?"** |