

Press Release

VanEck's esports ETF breaks the 100 million euro barrier

- **Since its launch in June 2019, VanEck Vectors Video Gaming and eSports UCITS ETF has amassed 100 million euros**
- **The video game and esports market is defying the current volatile climate to experience rapid growth in user numbers**

22 April 2020 – Around 10 months after the launch of VanEck Vectors Video Gaming and eSports UCITS ETF in Europe, the ETF has already amassed over 100 million euros. The volume shows a strong demand for innovative and future-oriented investment products - including in the context of current market volatility in the face of the coronavirus pandemic.

"The performance of our esports ETF to date shows that investments in the company, for example in software developers or streaming providers, are seen as interesting investment opportunities and a growing trend. In the light of the current coronavirus pandemic in particular, we expect significant growth in the global video and esports industry. The Steam gaming platform (which is not currently part of the portfolio) reached a record number of simultaneous users on 15 March with 20 million online and 6.2 million in-game users - and the trend is rising," said Martijn Rozemuller, Head of Europe at VanEck. At the same time, the risks associated with investing in video game and esports companies should not be ignored: these companies are heavily dependent on patent protection and may be subject to regulatory restrictions in terms of cybersecurity and data protection.

Esports attract significant television audiences

Due to the suspension of the regular NASCAR racing series, US television station FOX Sports took the decision to broadcast a virtual eNASCAR race, attracting more than 900,000 viewers. This makes it the most-watched television event in the history of esports in the United States. FOX is committed to reporting on the rest of the digital racing season on television. "As traditional sports leagues and tournaments look likely to remain closed for some time to come, we expect more and more traditional sports organisations such as Formula 1 to increasingly embrace the esports ecosystem," says Ed Lopez, Head of ETF Product at VanEck.

Almost a billion people around the world are already watching video game content in general, with Asia playing an increasingly important role. The internationally leading provider of gaming and esports analysis Newzoo assumes that the global audience for esports in particular will grow from 395 million in 2018 to 645 million by the end of 2022, a figure that does not include the additional growth since the coronavirus pandemic.¹ "All over the world, people are making digital contact through video games instead of meeting face-to-face. Even when the coronavirus becomes a thing of the past at some point, the industry will have greater acceptance after the crisis and thus further potential for growth," says Martijn Rozemuller.



The VanEck Vectors Video Gaming and eSports UCITS ETF offers investors the opportunity to track the overall performance of businesses that are mainly active in the area of video gaming and/or esports. It aims to replicate the performance of the MVIS® Global Video Gaming and esports Index as precisely as possible in terms of price and yield (before costs and fees). The index tracks the performance of the global video game and esports industry and, as a pure play concept, only includes companies that generate more than 50 percent of their revenue from video games and/or esports at the time of inclusion.

In yesterday's webinar, Ed Lopez, Head of ETF Product at VanEck, John Patrick Lee, CFA and Product Manager at VanEck and Nicole Pike, Managing Director at Nielsen Esports, discussed the video gaming and esports scene and the new technologies used by video game publishers. The experts talked about how demand in emerging markets is shaping the industry and what investors should look out for when investing in the video game and esports industry. The webinar replay can be found [here](#).

ETF	VanEck Vectors™ Video Gaming and eSports UCITS ETF
Index name	MVIS® Global Video Gaming and eSports Index
ISIN	IE00BYWQWR46
Ticker Xetra / Bloomberg	ESPO
Management Company	VanEck Investments Ltd
Investment Manager	VanEck Asset Management B.V.
Company domicile	Ireland
Base currency	USD
Index provider	MV Index Solutions GmbH
Rebalancing	Quarterly
Product structure	Physically replicating
Launch date	24 June 2019
Total Expense Ratio	0.55 % p.a.
Appropriation of income	Re-invested income



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About VanEck:

About VanEck: Since its foundation in 1955, VanEck has been driven by innovation and stands for intelligent, forward-looking investment strategies. The asset manager currently manages around USD 48 billion* worldwide, which includes ETFs, active funds and institutional accounts. With more than 90 ETFs around the world, the investment company offers a comprehensive portfolio that covers numerous sectors, asset classes and smart-beta strategies. VanEck was one of the first asset managers to offer investors access to global markets. Its objective has always been to identify new trends and asset classes – such as gold investments (1968), emerging markets (1993) and ETFs (2006), which have shaped the entire investment industry to this day. VanEck is headquartered in New York. It also has offices in locations worldwide, including branches in Frankfurt (Germany, Madrid (Spain), Pfäffikon (Switzerland), Amsterdam (Netherlands), Sydney (Australia) and Shanghai (China).

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For more information about VanEck and the fund, go to www.vaneck.com or the blog www.vaneck.com/etf-europe/blog.

¹ <https://newzoo.com/insights/articles/newzoo-global-esports-economy-will-top-1-billion-for-the-first-time-in-2019/>

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