

# ESPO VanEck Video Gaming and eSports UCITS ETF



31 May 2026

## Fund Details

|                           |  |
|---------------------------|--|
| Base Currency             | USD  |
| Inception Date            | 24 June 2019   |
| Domicile                  | Ireland  |
| Net Assets                | USD 616.0M   |
| Shares Outstanding        | 10,450,000   |
| Total Expense Ratio       | 0.55%  |
| Product Structure         | Physical (Full Replication)  |
| UCITS Compliant           | Yes  |
| Rebalance Frequency       | Quarterly  |
| Distribution Frequency    | None   |
| Income Treatment          | Reinvestment   |
| Countries of Registration | AT, CH, DE, DK, ES, FI, FR, IE, IS, IT, LU, NL, NO, PL, PT, SE, SG, UK |

## Index Information

|                     |                           |
|---------------------|---------------------------|
| Index Provider      | MarketVector Indexes GmbH |
| Index Type          | Total Return Net          |
| Currency            | USD                       |
| Inception Date      | 22 Jul 2022               |
| Rebalance Frequency | Quarterly                 |
| Bloomberg Ticker    | MVESPGTR                  |
| Reuters Ticker      | .MVESPGTR                 |

## Fund Data

|                       |           |
|-----------------------|-----------|
| Number of Holdings    | 25        |
| Price/Earnings Ratio* | 18.95     |
| Price/Book Ratio*     | 2.91      |
| Weighted Avg. MCap    | USD 55.1B |

\* Last 12 Months

## Country Breakdown

|               |        |
|---------------|--------|
| United States | 29.21% |
| Japan         | 23.98% |
| China         | 19.95% |
| Taiwan Region | 7.91%  |
| South Korea   | 7.01%  |
| Australia     | 5.80%  |
| Other/Cash    | 6.13%  |

## Fund Description

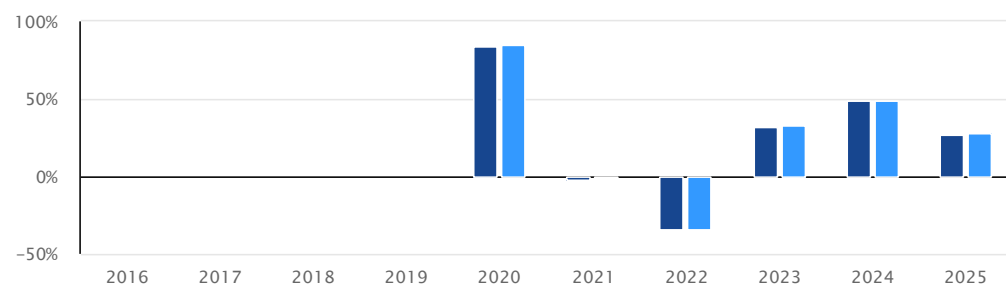
The VanEck Video Gaming and eSports UCITS ETF (ESPO) is a UCITS-compliant exchange-traded fund that invests in a portfolio of equity securities with the aim of providing investment returns that closely track the performance of the MarketVector Global Video Gaming & eSports Screened Index (MVESPGTR).

The MarketVector Global Video Gaming & eSports ESG Index that tracks the performance of the global video gaming and esports segment. The index includes companies with at least 50% (25% for current components) of their revenues from video gaming and/or esports.

## Performance History (%)

| Month End as of 31 May 2026 | 1 MO* | 3 MO* | YTD*   | 1 YR   | 3 YR  | 5 YR | 10 YR | INCEPTION | ETF   |
|-----------------------------|-------|-------|--------|--------|-------|------|-------|-----------|-------|
| ETF                         | -2.44 | -5.49 | -13.99 | -10.19 | 20.75 | 6.46 | --    | --        | 16.86 |
| MVESPGTR (Index)            | -2.92 | -5.89 | -14.28 | -10.22 | 21.23 | 7.00 | --    | --        | 17.54 |

## Past Performance as of 31 Dec 2025



- VanEck Video Gaming and eSports UCITS ETF
- Benchmark Index (MarketVector Global Video Gaming & eSports Screened Index)

|   | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022  | 2023 | 2024 | 2025 |
|---|------|------|------|------|------|------|-------|------|------|------|
| VanEck Video Gaming and eSports UCITS ETF                                   |      |      |      |      | 83.7 | -1.9 | -34.1 | 31.7 | 48.6 | 27.4 |
| Benchmark Index (MarketVector Global Video Gaming & eSports Screened Index) |      |      |      |      | 84.7 | -1.3 | -33.7 | 32.7 | 49.5 | 28.1 |

**Past performance does not predict future returns.** Performance quoted represents past performance. Current performance may be lower or higher than average annual returns shown. Performance data is displayed on a Net Asset Value basis, in Base Currency terms, with net income reinvested, net of fees. Brokerage or transaction fees will apply. Returns may increase or decrease as a result of currency fluctuations. Investors must be aware that, due to market fluctuations and other factors, the performance of the ETFs may vary over time and should consider a medium/long-term perspective when evaluating the performance of ETFs. **Investing is subject to risks, including the possible loss of principal.** Source: VanEck.

\*Reference periods indicate cumulative performance, not annualized.

# ESPO VanEck Video Gaming and eSports UCITS ETF



## Top 10 Holdings

31 May 2026

|                                   |         |
|-----------------------------------|---------|
| NETEASE INC                       | 7.83%   |
| UNITY SOFTWARE INC                | 7.18%   |
| ELECTRONIC ARTS INC               | 6.88%   |
| TENCENT HOLDINGS LTD              | 6.49%   |
| TAKE-TWO INTERACTIVE SOFTWARE INC | 6.13%   |
| NINTENDO CO LTD                   | 6.03%   |
| ARISTOCRAT LEISURE LTD            | 5.80%   |
| INTERNATIONAL GAMES SYSTEM CO LTD | 5.00%   |
| ROBLOX CORP                       | 4.92%   |
| KONAMI HOLDINGS CORP              | 4.39%   |
| SUBTOTAL - TOP 10                 | 60.65%  |
| REMAINING HOLDINGS                | 38.92%  |
| OTHER/CASH                        | 0.43%   |
| TOTAL                             | 100.00% |

For a complete up-to-date listing of Fund holdings, please visit [www.vaneck.com](http://www.vaneck.com)

## Trading Information

| EXCHANGE              | TRADING CURRENCY | ISIN         | EXCHANGE TICKER | BLOOMBERG TICKER | REUTERS TICKER | SEDOL    | IOPV SYMBOL |
|-----------------------|------------------|--------------|-----------------|------------------|----------------|----------|-------------|
| LONDON STOCK EXCHANGE | USD              | IE00BYWQWR46 | ESPO            | ESPO LN          | ESPO.L         | BJYHVS4  | ESPOUSIV    |
| LONDON STOCK EXCHANGE | GBP              | IE00BYWQWR46 | ESGB            | ESGB LN          | ESGB.L         | BJYHVT5  | ESPOUSIV    |
| DEUTSCHE BÖRSE        | EUR              | IE00BYWQWR46 | ESPO            | ESPO GY          | ESPO.DE        | BKFFVBB5 | ESPOEUIV    |
| SIX SWISS EXCHANGE    | CHF              | IE00BYWQWR46 | ESPO            | ESPO SE          | ESPO.S         | BJLT213  | ESPOUSIV    |
| BORSA ITALIANA        | EUR              | IE00BYWQWR46 | ESPO            | ESPO IM          | ESPO.MI        | BKF2WP9  | ESPOEUIV    |

## Key Risks

**Equity Market Risk:** The prices of the securities in the ETF are subject to the risks associated with investing in the securities market, including general economic conditions and sudden and unpredictable drops in value. Thus, an investment in the Fund may lose money.

**Industry or Sector Concentration Risk:** The Fund's assets may be concentrated in one or more particular sectors or industries. An eSports ETF may be subject to the risk that economic, political or other conditions that have a negative effect on the relevant sectors or industries will negatively impact the Fund's performance to a greater extent than if its assets were invested in a wider variety of sectors or industries.

**Risk of Investing in Smaller Companies:** The securities of smaller companies may be more volatile and less liquid than the securities of large companies. Smaller companies, when compared with larger companies, may have a shorter history of operations, fewer financial resources, less competitive strength, may have a less diversified product line, may be more susceptible to market pressure and may have a smaller market for their securities. This is a risk factor of an eSports ETF.

For more information on risks, please see the "Risk Factors" section of the relevant Fund's prospectus, available on [www.vaneck.com](http://www.vaneck.com).

## IMPORTANT INFORMATION

This is marketing communication. Please refer to the prospectus of the UCITS and to the Key Information Document ("KID") before making any final investment decisions. These documents are available in English and the KIDs in local languages and can be obtained free of charge at [www.vaneck.com](http://www.vaneck.com), from VanEck Asset Management B.V. (the "Management Company") or, where applicable, from the relevant appointed facility agent for your country.

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VanEck Video Gaming and eSports UCITS ETF (the "ETF") is a sub-fund of VanEck UCITS ETFs plc, an open-ended variable capital umbrella investment company with limited liability between sub-funds. The ETF is registered with the Central Bank of Ireland, passively managed and tracks an equity index. For details on the regulated markets where the ETF is listed, please refer to the Trading Information section on the ETF page at [www.vaneck.com](http://www.vaneck.com). Investing in the ETF should be interpreted as acquiring shares of the ETF and not the underlying assets.

MarketVector Global Video Gaming & eSports Screened Index is the exclusive property of MarketVector Indexes GmbH (a wholly owned subsidiary of Van Eck Associates Corporation), which has contracted with Solactive AG to maintain and calculate the Index. Solactive AG uses its best efforts to ensure that the Index is calculated correctly. Irrespective of its obligations towards MarketVector Indexes GmbH ("MarketVector"), Solactive AG has no obligation to point out errors in the Index to

third parties. VanEck's ETF is not sponsored, endorsed, sold or promoted by MarketVector and MarketVector makes no representation regarding the advisability of investing in the ETF. Effective December 16, 2022 the MVIS Global Video Gaming and eSports Index has been replaced with the MarketVector Global Video Gaming & eSports Screened Index. It is not possible to invest directly in an index.

Performance quoted represents past performance. Current performance may be lower or higher than average annual returns shown. Performance data for the Irish domiciled ETFs is displayed on a Net Asset Value basis, in Base Currency terms, with net income reinvested, net of fees. Returns may increase or decrease as a result of currency fluctuations. Investors must be aware that, due to market fluctuations and other factors, the performance of the ETFs may vary over time and should consider a medium/long-term perspective when evaluating the performance of ETFs.

Investing is subject to risk, including the possible loss of principal. Investors must buy and sell units of the UCITS on the secondary market via an intermediary (e.g. a broker) and cannot usually be sold directly back to the UCITS. Brokerage fees may incur. The buying price may exceed, or the selling price may be lower than the current net asset value. The indicative net asset value (iNAV) of the UCITS is available on Bloomberg. The Management Company may terminate the marketing of the UCITS in one or more jurisdictions. The summary of the investor rights is available in English at: [complaints-procedure.pdf \(vaneck.com\)](#). For any unfamiliar technical terms, please refer to [ETF Glossary | VanEck](#).

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