



# Video Gaming and eSports Taking Media and Entertainment to the Next Level

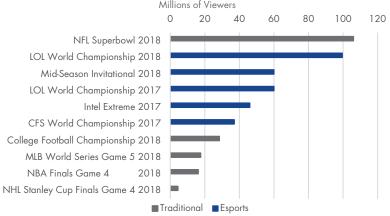
# **ESPO** VanEck Vectors Video Gaming and eSports UCITS ETF

The video game market is undergoing a period of transformative growth. The industry is disrupting traditional media and entertainment as computing power continues to advance and multiplayer streaming, social media, and mobile gaming apps rise in popularity.

#### Competitive Video Gaming Reaches Prime Time Viewership Numbers

One of the biggest growth factors in the industry has been the emergence of professional video gaming, or eSports. It is a form of competitive video gaming commonly held as organized, multiplayer events that are often both streamed online and held as live events.

### eSports Viewership Rivals Major Traditional U.S. Sporting Events



Source: Sports Media Watch, Statista.com, dotesports.com, lolesports.com. As of 2018.

# New and Expanding Sources of Revenue for Video Game Makers

eSports is a global trend. Beyond growing exponentially as a distinct business and industry, it is also accelerating the convergence of other established industries, such as the leisure industry, video game publishers, the events business, the sports world, media rights, as well as advertising and sponsorship.

## Getting in the Game for the Long Run

At under 30 years of age, the average eSports consumer skews much younger than traditional sports. As awareness grows and technology, games, and events evolve to meet consumer demands, investing in companies involved in eSports may offer investors the potential to participate in what may be a long-term growth story.

#### **Invest in the Future of Sports**

Competitive video gaming audience expected to reach 495 million people in 2020<sup>1</sup>

Esports revenue growth has averaged almost 28% yearly since 2015, supported by a young, affluent audience<sup>2</sup>

Please see definitions on the reverse side.

- <sup>1</sup> Newzoo Global Esports Market Report, 2020.
- <sup>2</sup> Newzoo Global Esports Market Report, 2017, 2018, 2019, 2020.

Past performance does not guarantee future results. Indices are unmanaged and are not securities in which investments can be made.

VanEck Vectors Video Gaming and eSports UCITS ETF (ESPO) seeks to replicate as closely as possible, before fees and expenses, the price and yield performance of the MVIS® Global Video Gaming and eSports Index (MVESPO). The Index is a global index that tracks the performance of the global video gaming and eSports (also known as electronic sports) segment.

Fund Characteristics	ESPO
Fund Name	VanEck Vectors Video Gaming and eSports UCITS ETF
Index Name	MVIS® Global Video Gaming and eSports Index
ISIN	IE00BYWQWR46
Base Currency	USD
Inception Date	24 June 2019
Total Expense Ratio	0.55%
Product Structure	Physical (Full Replication)
Rebalance Frequency	Quarterly
Income Treatment	Accumulative
Securities Lending	No

Data as of June 2020.

#### **Disclosure**

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You must therefore not rely on the content of this document when making any investment decisions. Any investment decision should be made on the basis of an understanding of the prospectus and the key investor information document ("KIID"), which is available at www.vaneck.com/ucits and VanEck Investments Ltd at its registered office at 33 Sir John Rogerson's Quay, Dublin 2, Ireland. Please read these documents before investing and take note of the risk factors. Note: no guarantee can be provided that the Fund will attain its objective. The value of an investment may decline as well as increase. All persons interested in investing in the Fund are recommended to seek advice from independent legal and tax advisors in order to ascertain whether the investment is appropriate to their own objectives.

You can lose money by investing in the Fund. Any investment in the Fund should be part of an overall investment program. An investment in the Fund may be subject to risks which include, among others, investing in the video gaming and esports companies, equity securities, communication services and information technology sectors, medium-capitalization companies, issuer-specific changes, special risk considerations of investing in Asian, Japanese and emerging markets issuers, foreign securities, foreign currency, depositary receipts, market, operational, cash transactions, index tracking, authorized participant concentration, absence of prior active market, trading issues, passive management, fund shares trading, premium/discount risk and liquidity of fund shares, non-diversified, and concentration risks, all of which may adversely affect the Fund. Foreign investments are subject to risks, which include changes in economic and political conditions, foreign currency fluctuations, changes in foreign regulations, and changes in currency exchange rates which may negatively impact the Fund's returns. Medium-capitalization companies may be subject to elevated risks.

Please see the prospectus and key investor information document for information on these as well as other risk considerations.

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