



# eSports Enthusiast Denver

4FRONT Fan DNA

October 2020

# REPORT OVERVIEW

- **Methodology and Primary Audiences**
- **Report Summary**
- **Audience Demographics**
- **Denver eSports Enthusiast Deep-dive**



# METHODOLOGY

## CREATE AUDIENCES & UNLOCK INSIGHTS

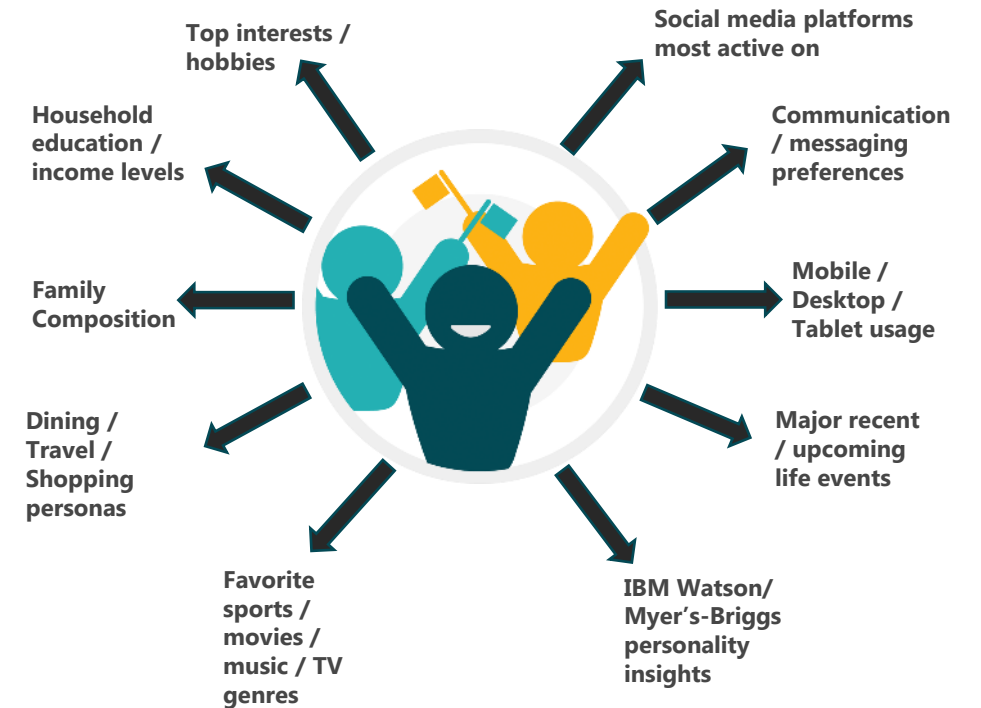


### Third Party Data

Experian    Axiom    VISA  
MRI    AmeribaseDigital



## DEVELOP 360° AUDIENCE PROFILES



# PRIMARY AUDIENCES

## eSports Denver

2.1m Devices

Devices in the Denver area that have a proven interest in gaming and eSports through performing one or more of the following actions in the last 180 days:

- Purchasing gaming laptops, consoles, games or accessories in-store or making online gaming related purchases
- Actively engaging in social sharing or searching for and consuming content around types of games, platforms and accessories
- Attending eSports events and frequenting gaming cafes
- Following esports related handles on social media
- Watching eSports competitions and related content on traditional TV and streaming platforms

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## Benchmark Audiences

- Denver Residents 10.5m Devices
- eSports US 60m Devices
- US population 920m Devices

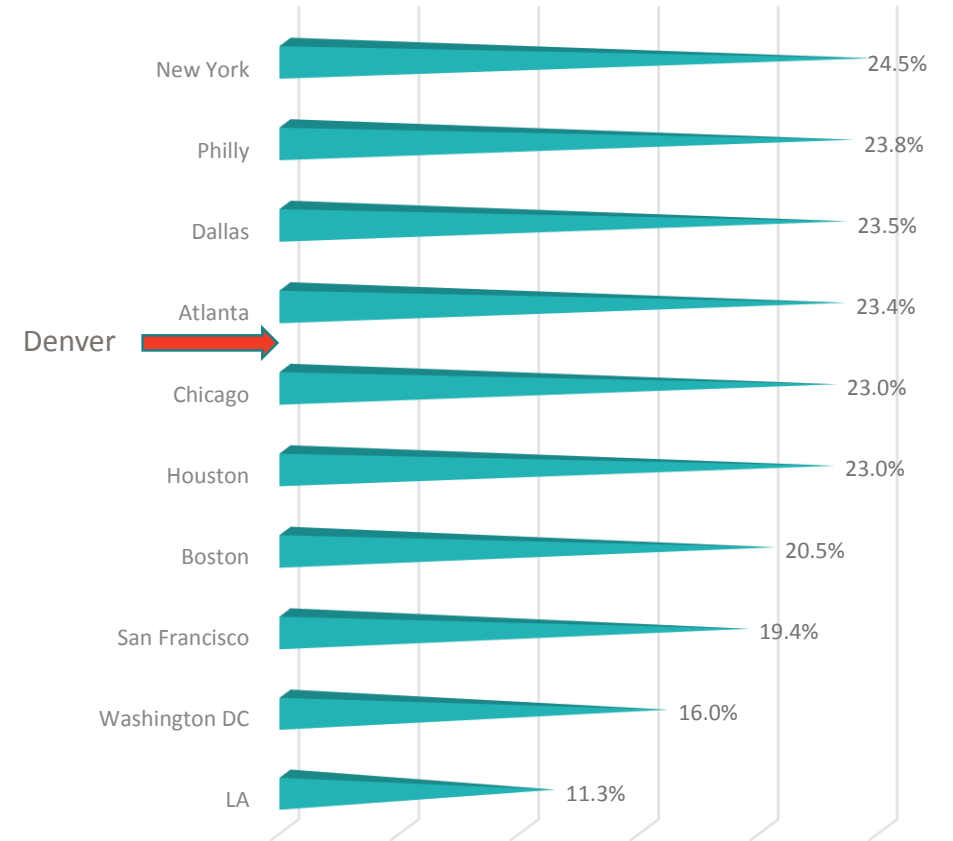
# REPORT SUMMARY

With **23.2%** of devices in the Denver area being tagged as eSports Enthusiasts, Denver matches up well compared to some of the top markets in the country

Denver presents an attractive audience to event organizers with a **tech savvy, diverse and affluent** population that has varied interests, aspirational values and high discretionary income.

eSports Enthusiasts in Denver over-index the Denver population in **discretionary spending on apparel and dining**. They enjoy the outdoors and have strong propensity for DIY living. **Social responsibility and concern for the environment** ranks high for them

Denver eSports Enthusiasts broadly split into 2 key personas – the **18-25 yr old Gen Z** beginning their careers and **High-income families with teens** in the household that spend time and money on video-gaming.



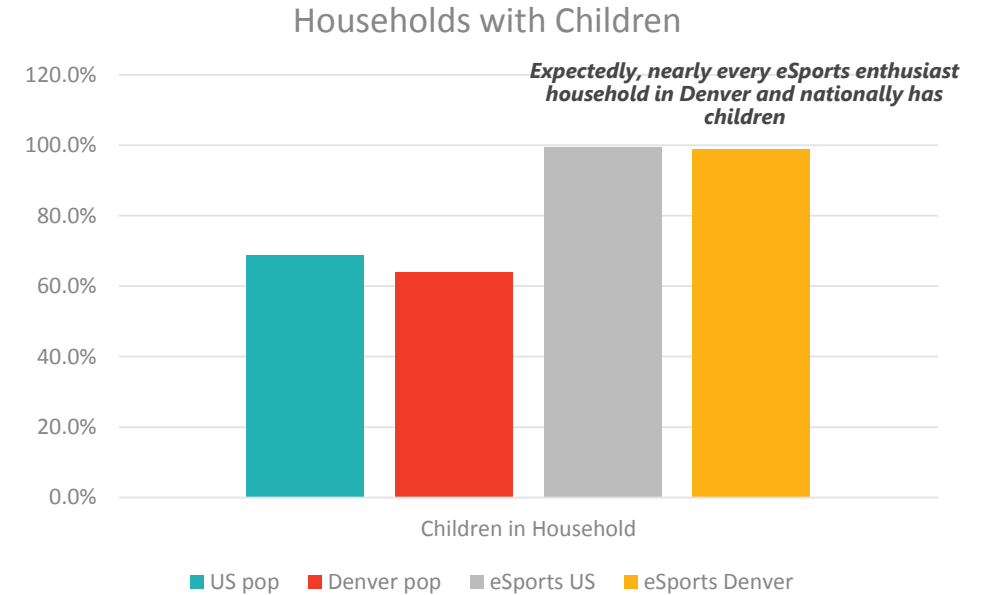
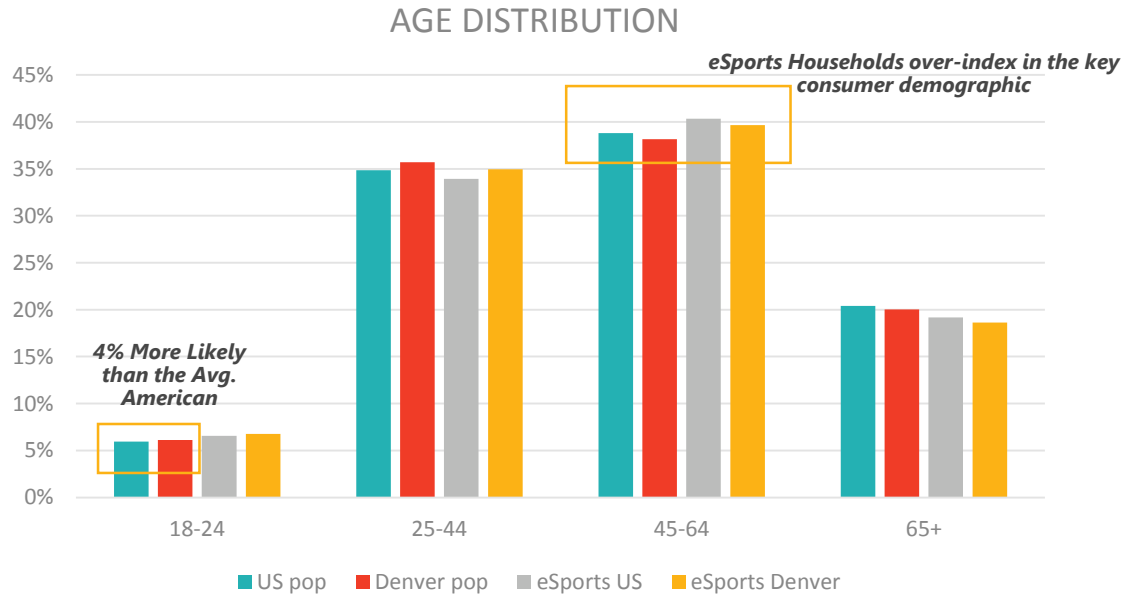




# AUDIENCE DEMOGRAPHICS



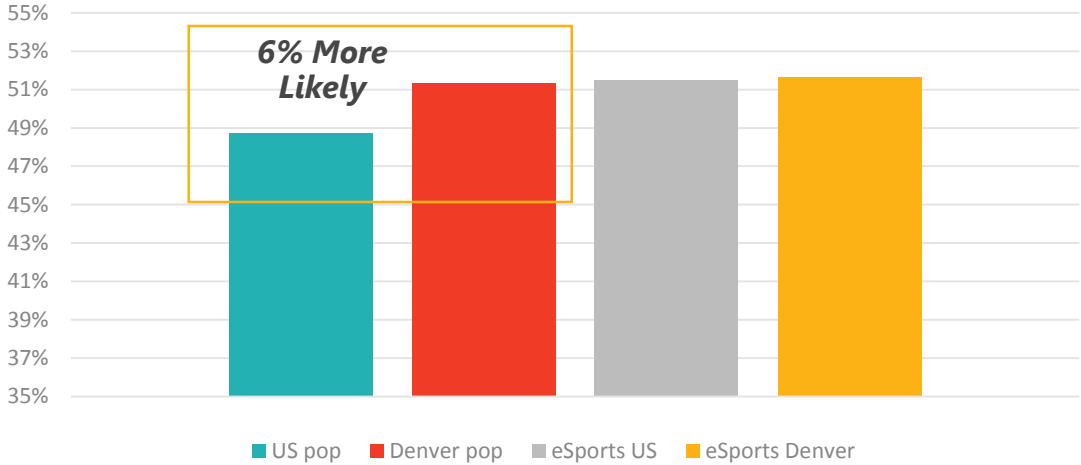
# AGE & HOUSEHOLD COMPOSITION



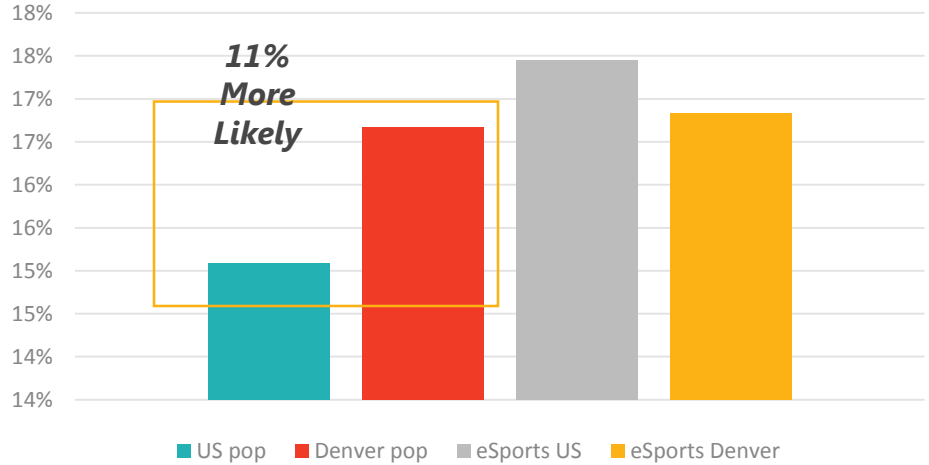
**Takeaway:** Denver population over-indexes in the 18-44 age bracket when compared to the US population. Also, eSports audiences in Denver and nationally have an extremely high likelihood of having children in the household compared to the general population

# EDUCATION LEVEL

### 4-year College Degree



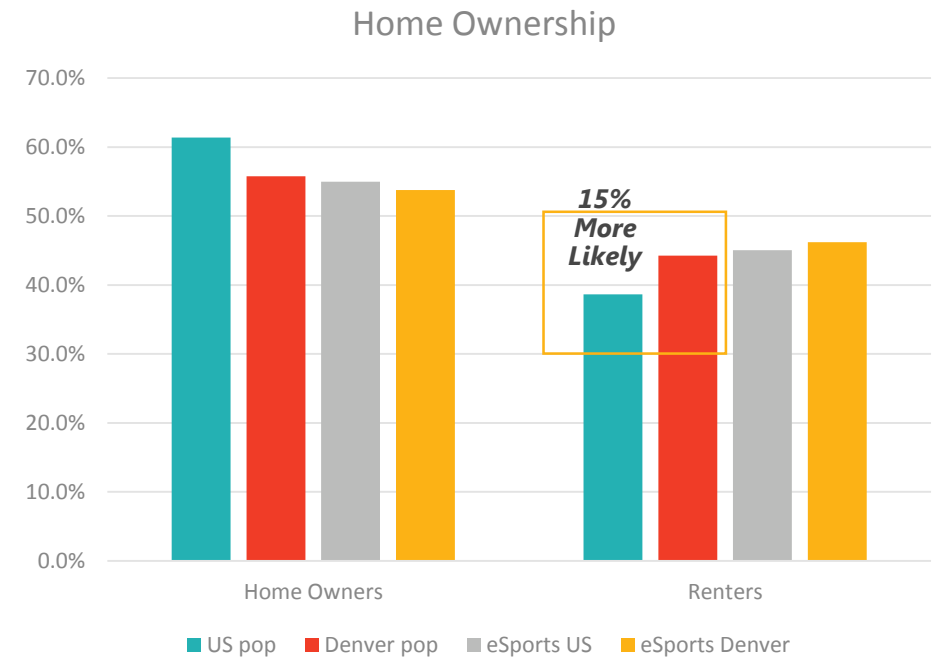
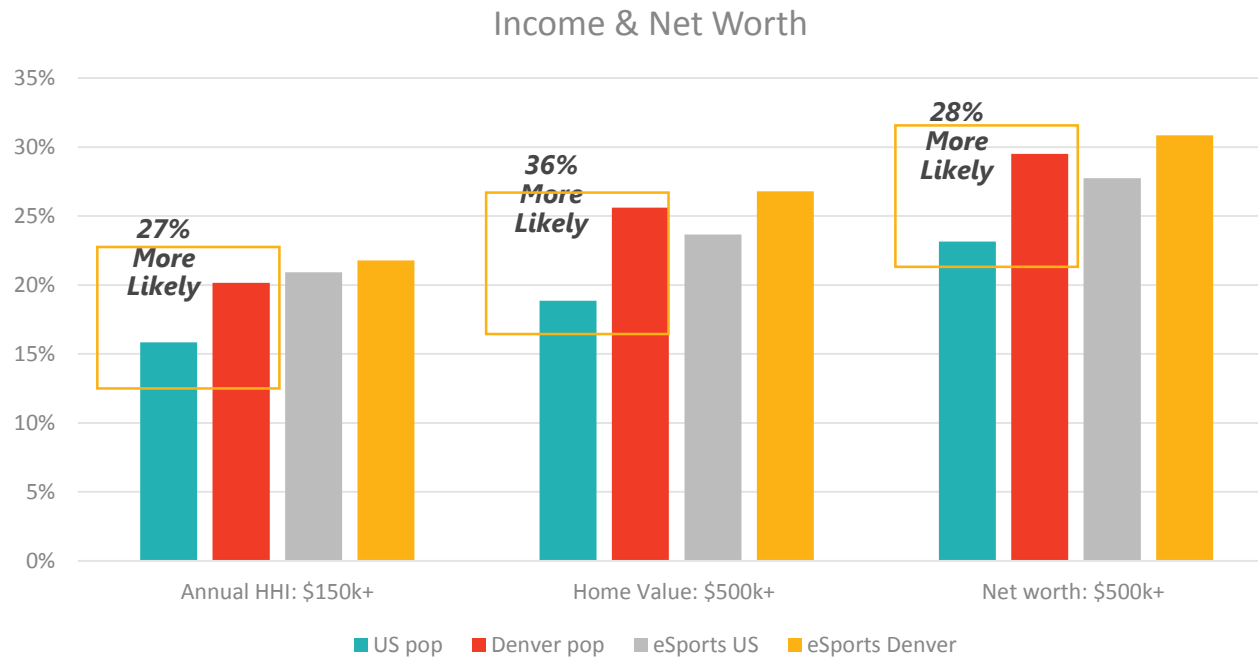
### Graduate Education



**Takeaway:** The eSports enthusiast tends to be more well-educated than the average person. eSports enthusiasts in US are 16% more likely to have a graduate degree. The Denver population aligns well in this regard with higher likelihoods of undergraduate and graduate degrees compared to the US population.



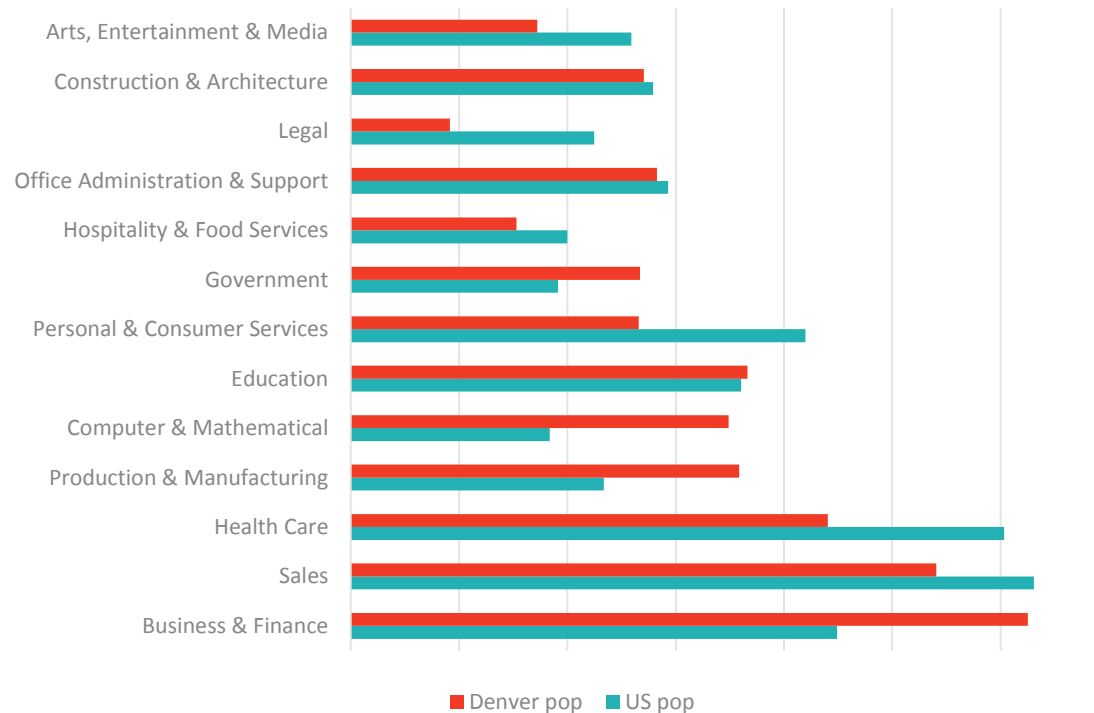
# FINANCIAL ATTRIBUTES



**Takeaway:** The Denver population is inherently more affluent with higher incomes, asset values and net worth relative to the average US population. This aligns well with the financial make-up of eSports fans thereby presenting a great opportunity for event organizers and sponsor brands. Higher rates of renters among eSports enthusiasts is another key alignment for the Denver audience

# CAREER AREAS

Top Occupations in Denver



*Over-indexing occupations*

*Denver vs US population*

**Sports & Recreation**

*2x as likely*

**Computer & Mathematical**

*1.9x as likely*

**Science & Engineering**

*1.7x as likely*

**Agriculture & Natural Resources**

*1.6x as likely*

**Transportation & Logistics**

*1.5x as likely*

**Takeaway:** The Denver population over-indexes in sports and technology professions when compared to the US population indicating a higher appetite for eSports events that generally attract younger professionals in these career fields



## eSports Enthusiasts in Denver



# DEMOGRAPHIC OVERVIEW

Compared to the US eSports enthusiasts, the eSports enthusiast in Denver

- Skews slightly younger and is 4% more likely to be in the 18-29 age group
- Has a similar education profile
- Is 11% more likely to have a net worth of \$500k+ and 13% more likely to have a home value of \$500k+

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Compared to the average Denver resident, the eSports enthusiast in Denver

- Is 16% more likely to have a graduate degree
- Is relatively more affluent with higher likelihood of having 150k+ in annual household income
- Is 54% more likely to have children in their household
- Is 6% more likely to be renting their current residence
- Is 26% more likely to be of Asian ethnicity





# PERSONAL VALUES

**80%**

*Honesty*

**77%**

*Stable Personal Relationships*

**74%**

*Freedom*

**71%**

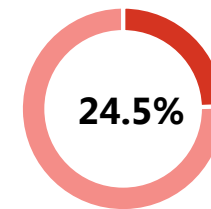
*Authenticity*

## Top Personal Values vs avg. Denver resident

*Adventure*  
*Social Responsibility*  
*Ambition*  
*Preserving the Environment*  
*Curiosity*

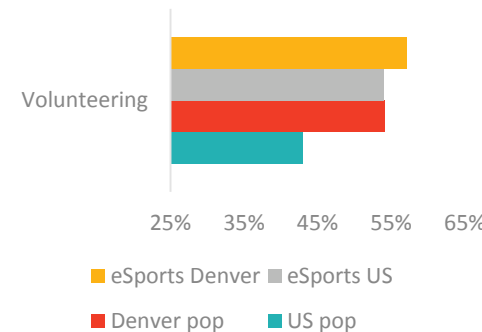
## Top Causes supported vs avg Denver resident

*Animal causes*  
*Children's causes*  
*Environmental causes*



**Frequent Donor**

1 in 4 eSports Enthusiasts in Denver is tagged as a frequent donor to charitable causes, 39% more likely compared to the avg. Denver resident



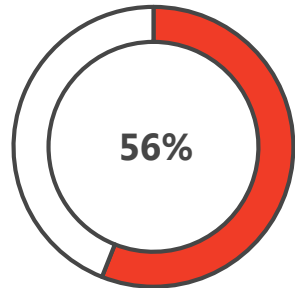
57% of Denver eSports enthusiasts have previously or are actively volunteering, compared to 43% of the US pop and 54% of the Denver pop.

SOURCE – GFK/MRI provides a detailed view of 226m adult consumers, with an in-depth view of the personal values that these consumers hold dear to them.

# LIFESTYLES INTERESTS



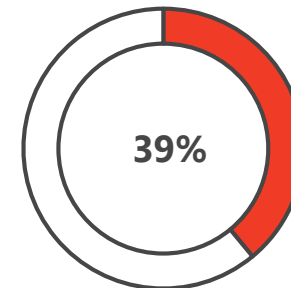
From hiking to mountain biking to running, no matter what they're doing, Outdoor Enthusiasts would rather be doing it outside.



**Nearly 6 in 10 eSports Enthusiasts in Denver are tagged as Outdoor Enthusiasts. They are 19% more likely to be outdoor enthusiasts compared to avg Denver population**



DIYers have likely interests and purchases toward home improvement supplies, tools, auto repair supplies, and landscaping materials. They are self-reliant and enjoy researching products and brands online before buying

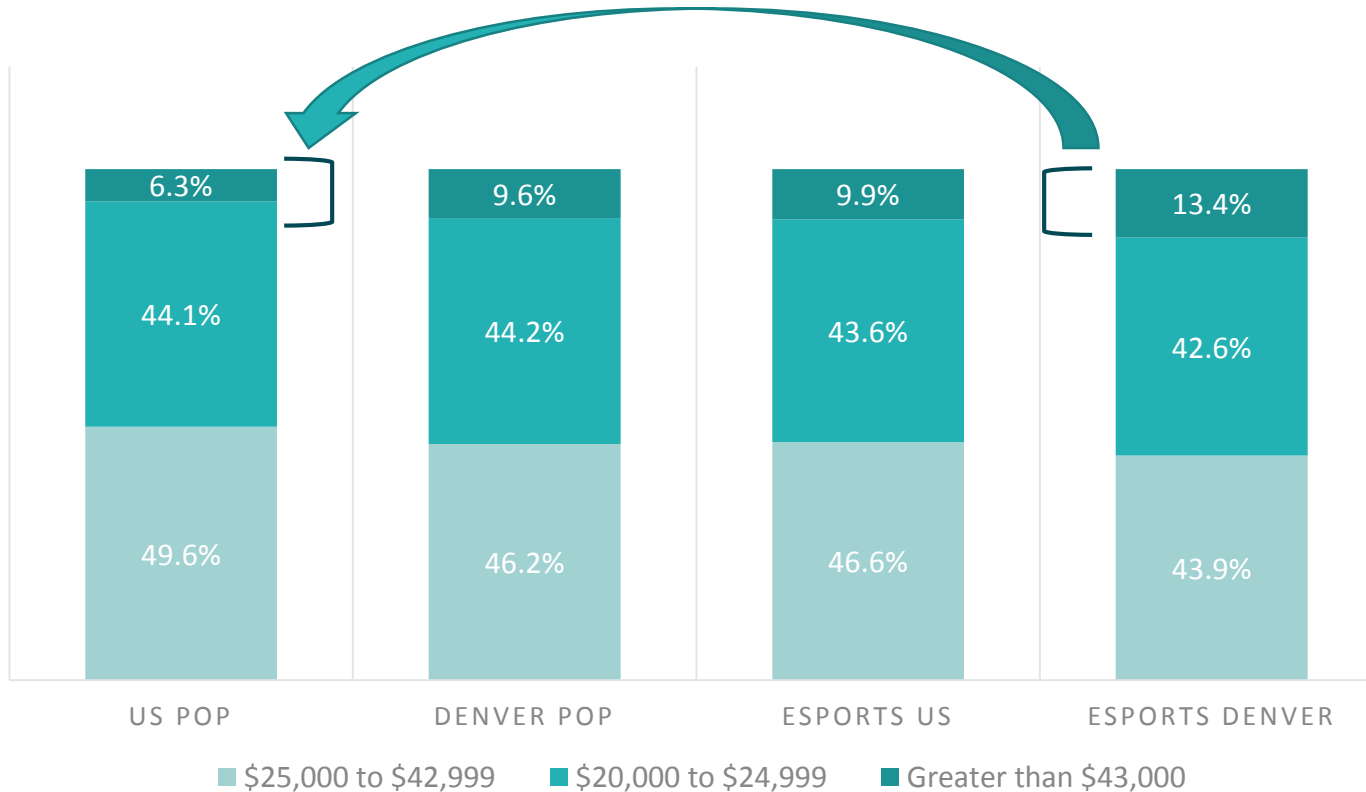


**Nearly 4 in 10 eSports Enthusiasts in Denver enjoy the DIY lifestyle, 24% more likely than the avg Denver population to be tagged as such.**

SOURCE – Oracle; created using offline and online data sources by analyzing where consumers shop, how they shop, what products and brands they purchase, the websites they visit, and their demographic and psychographic attributes.

# TOTAL DISCRETIONARY SPENDING

Over 2x as likely to have \$43k+ in discretionary spending compared to avg. US population



- eSports Enthusiasts in Denver over-index all benchmarks in having a discretionary annual spend of \$3.5k+ on entertainment
- This audience outpaces the general population in having higher avg annual spend in education and dining categories as well
- Compared to the Denver pop., eSports enthusiasts in Denver spend more on apparel and dining while under-index on personal care spending

# BRAND AFFINITIES

## Automotive



## Consumer Technology



## Food and Travel



## Sports and Entertainment



## Consumer Retail



## Other



SOURCE – Oracle, Affinity Answers, AnalyticsIQ, Ameribase digital



# KEY PERSONAS

## Gen Z Gamers



**Demos:** 18-25 yr old, college-educated, likely graduate degree, renters

**Values:** Freedom, Authenticity, Social Tolerance, Curiosity

**Interests:** Fantasy Sports, Cycling, Podcasts, Adventure Travel

**Purchases:** Career services, Apparel, Electronics/Tech, Travel, Events

**Brands:** Etsy, AirBnb, Disney, Youtube, Audi, Amazon

**Social Media:** Facebook, Instagram

**Life stages:** Career Changers, First-time Homebuyers, College Graduation

## Tech-savvy Families



**Demos:** Middle-aged parents of teens, high-income, high net worth, homeowners

**Values:** Protecting the Family, Working Hard, Faith, Freedom

**Interests:** Photo-Sharing, Board Games, Pets, NCAA Sports, Camping

**Purchases:** Home furnishings, Pet products, Golf equipment, Books

**Brands:** Whole Foods, Honest Company, Peapod, FitBit, EASports

**Social Media:** Facebook, Twitter

**Life Stages:** Prospective college students, Recent empty nesters, Job Seekers

*SOURCE – Oracle; created using offline and online data sources by analyzing where consumers shop, how they shop, what products and brands they purchase, the websites they visit, and their demographic and psychographic attributes.*



**THANK YOU**