



ELITEGAMINGLIVE

PLAY FOR MORE.

The premiere Esports platform
for grades 3-12 that fuses
interscholastic competition
with STEM education

The Problem(s)

K-12 Schools & Organizations

70%+ of schools are eyeing Esports because they are struggling to engage students

Already a massive problem, it has been exacerbated tremendously by COVID-19.

Orgs are seeing a fraction of the results they expect to see in STEM learning.

The engagement gap in STEM is pronounced with low-income families.

K-12 Students & Parents

70%+ of students play video games. There's a lack of extracurricular engagement for them beyond traditional activities.

Low-income students make up only 6% of STEM related AP courses & majors in the US.

Only 24% of parents understand the "real-world" value of STEM outcomes.



+



COMPETE

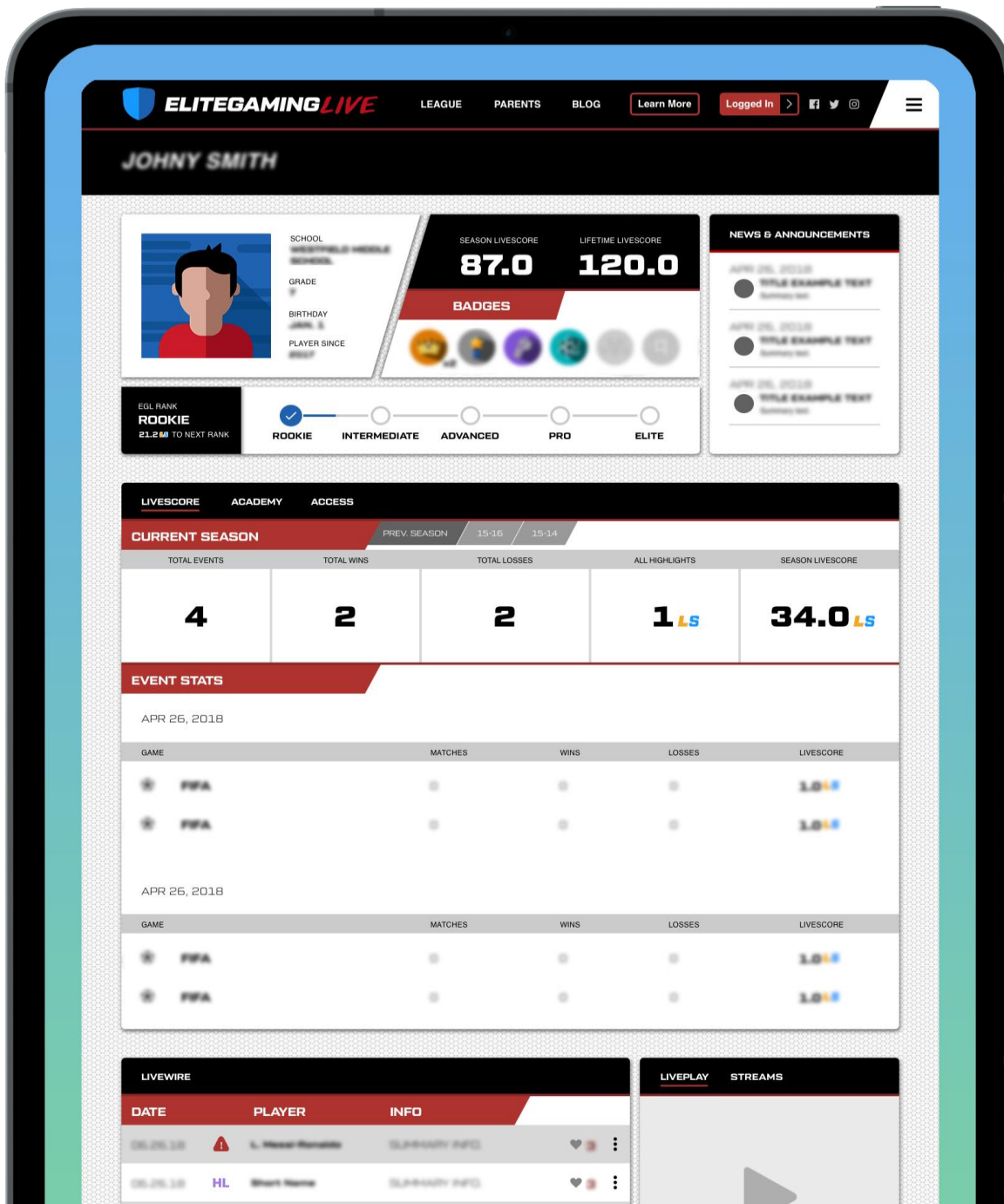
BE OR BECOME YOUR BEST

LEARN

FIND YOUR FUTURE IN TECH



4800+
Players



OUR LEAGUE

BE OR BECOME THE BEST



FLEXIBLE & VERSATILE

- NATIONAL > REGIONAL > LOCAL
- ONLINE & OFFLINE PROGRAMMING



ACCESSIBILITY IS OUR FOCUS

- GAMES THAT APPEAL TO BOYS AND GIRLS
- GRADES 3-12, DISPLACED YOUTH + MORE



THE US IS READY FOR EGL

- 2/3 OF THE US HAS WHATS NEEDED FOR EGL



We work with ***organizations, universities, and career professionals*** to answer **3** questions for players:

What is the career?

What edu do I need to pursue it?

What can I look forward to?



OUR LEARNING PLATFORM

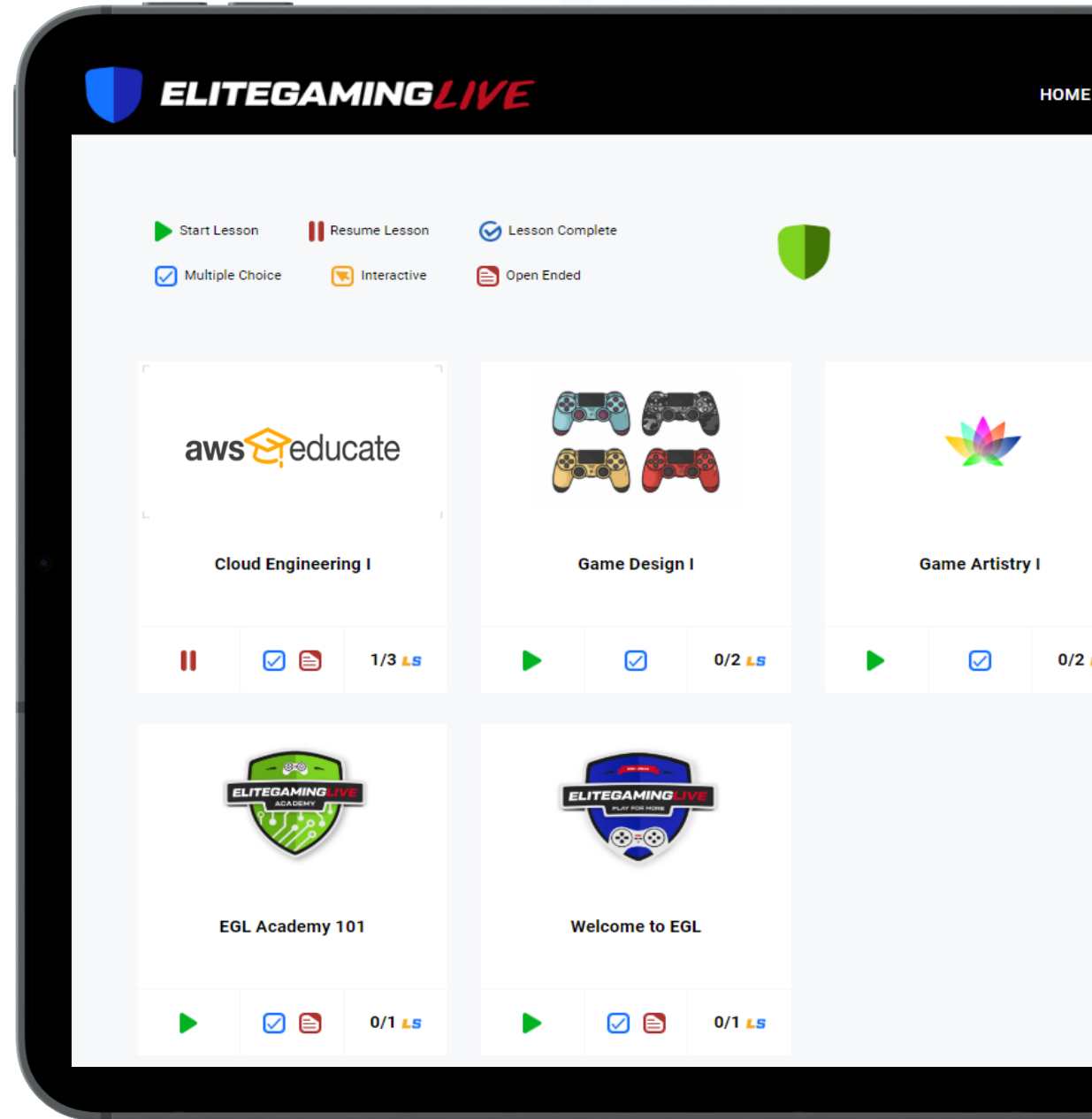
FIND YOUR FUTURE IN STEM

 **INDUSTRY LEADING IMPACT**
- 74% OF PLAYERS COMPLETE 100% OF CURRICULUM

 **INTEREST-BASED LEARNING**
- TANGIBLE OUTCOMES & PATHWAYS ARE OUR FOCUS

 **SOCIAL-EMOTIONAL IMPACT**
- EQUIPPING GAMERS TO MENTALLY HANDLE COMPETITION

 **A PIPELINE FOR ENTERPRISE**
- WORKING WITH F500 ORGS ON CURRICULUM & MORE



SCHOOL/ORG PROCESS



PARENT PROCESS





Business Model

	ELITEGAMINGLIVE	ELITEGAMINGLIVE
Type	✓ Team Pricing	✓ Player Pricing
Base Fee	✓ \$5000 / Team	✓ \$120 / Player
Who Pays	✓ Organizations	✓ Parents
Add-On Revenue(s)	Summer Camps Increased Frequency Digital Advertising Streaming Revenue Apparel Corporate Sponsorships and Partnerships	



Our Market

The Esports market topped **1.1B in 2020** and is expected to reach **2.2B by 2023.**

210k+
Total Orgs



150k+
Schools



56.6m
Students

Additional Markets

- Libraries (1000+)
- Parks & Rec (3000+)
- Conventions (100+)
- Church Youth Ministries (60,000+)

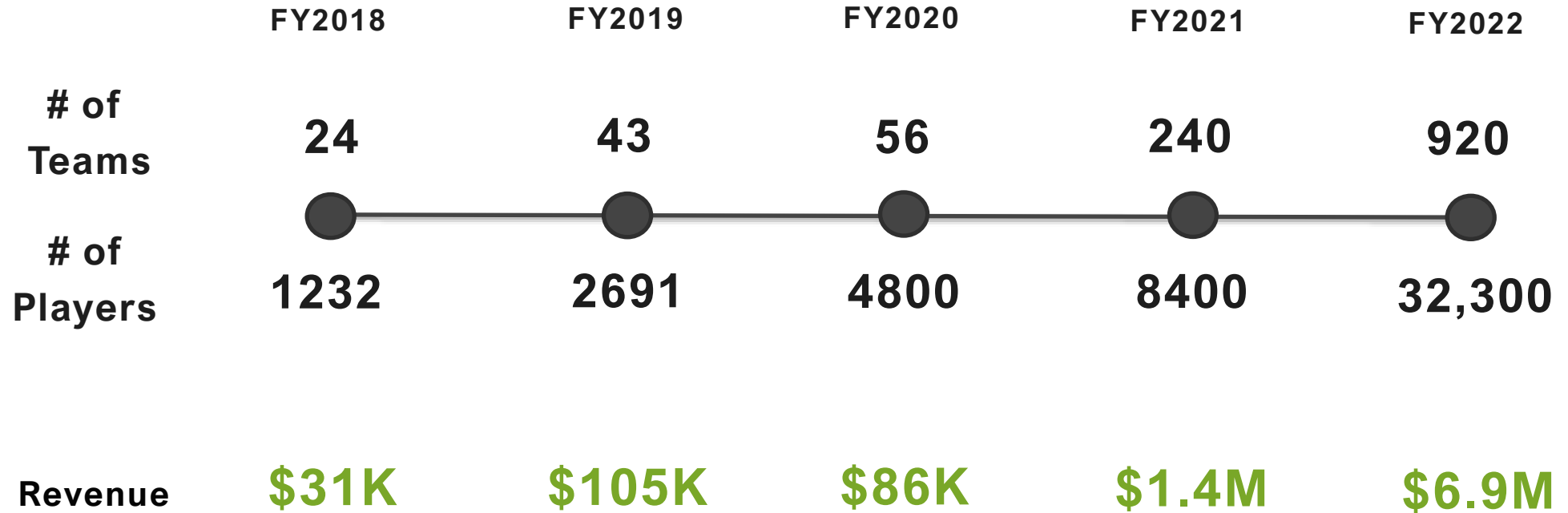
102,000
Elementary
29,000
Middle School
19,000
High School

Market Opportunity

\$6.79b

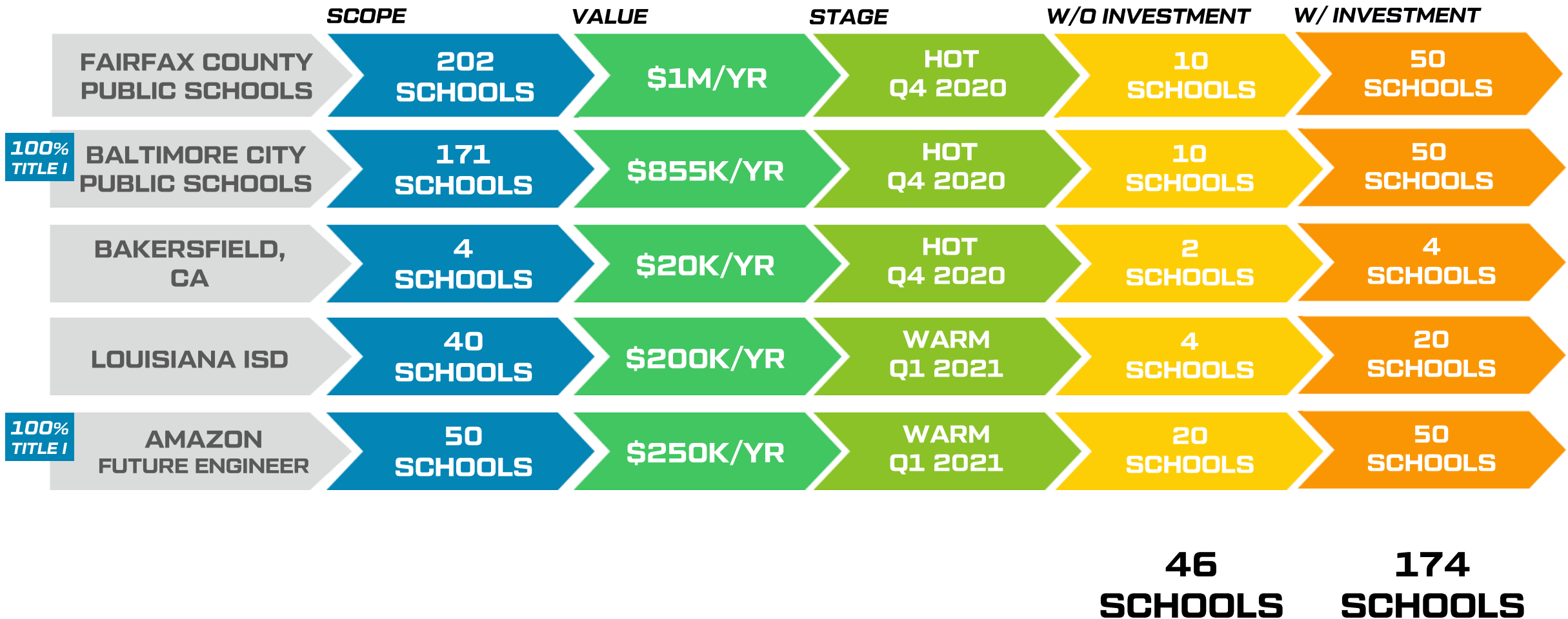


Traction ^{+ INSIGHTS}

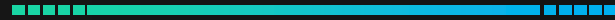




Immediate Opportunities



Our *Competition*



Grades Served

The only league serving ES - HS

Offline & Online

Ready for a post COVID environment

Fully Integrated Edu

Player success depends on learning

Console Gaming

Over 50% of the US has what's needed for EGL

ELITEGAMINGLIVE
PLAY FOR MORE

 **playvs**

 **High School Esports League**

3 - 12

9 - 12

9 - 12

Yes

No

No

Yes

No

Yes

Yes

No

No



Our Team

Kerwin Rent
Founder/CEO



Alex Sabol
CFO



Mark Johnson
Business Development



Roger McCoy
Engagement Director

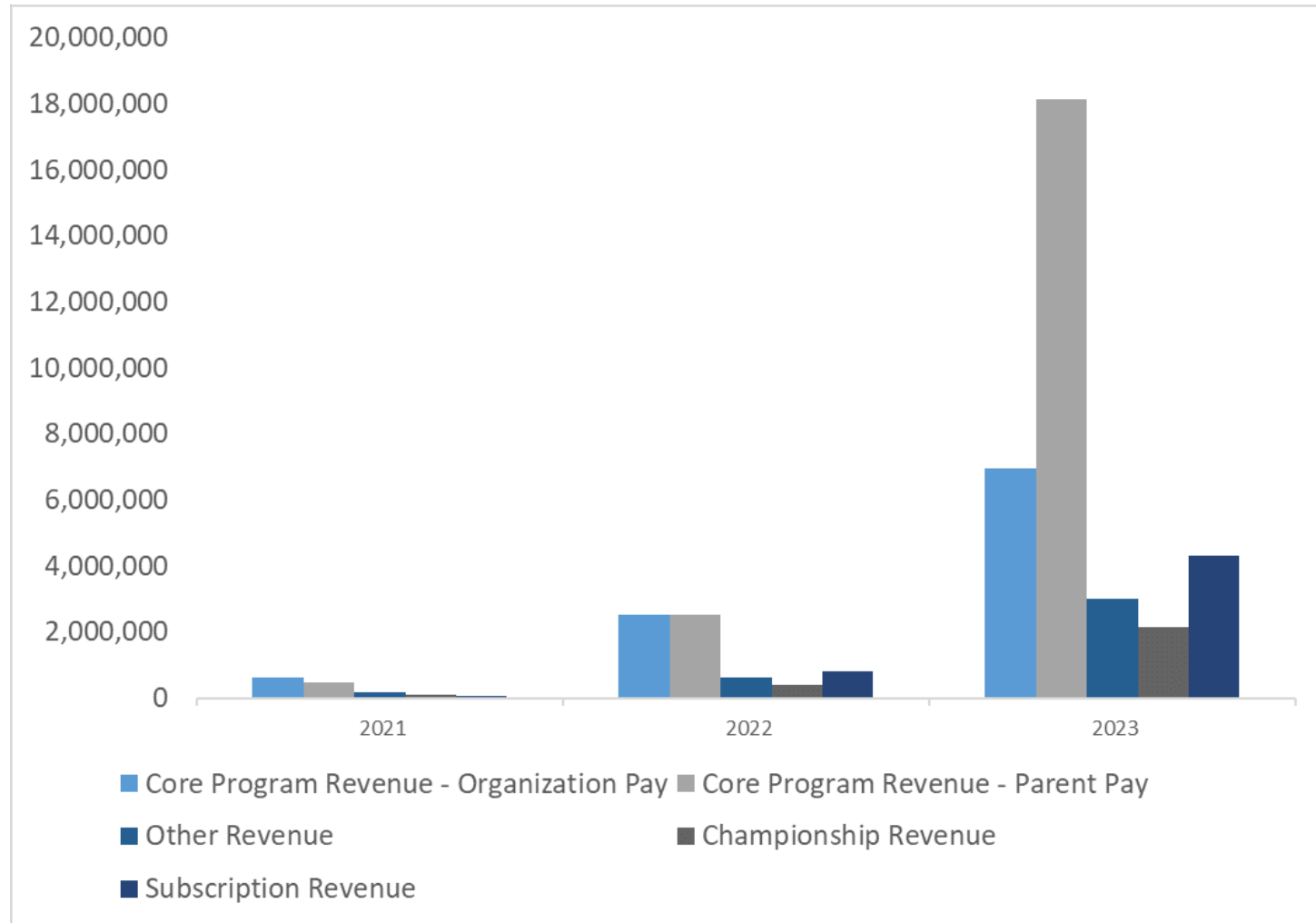
**EGL Interns &
EGL Coaches
League Operators**





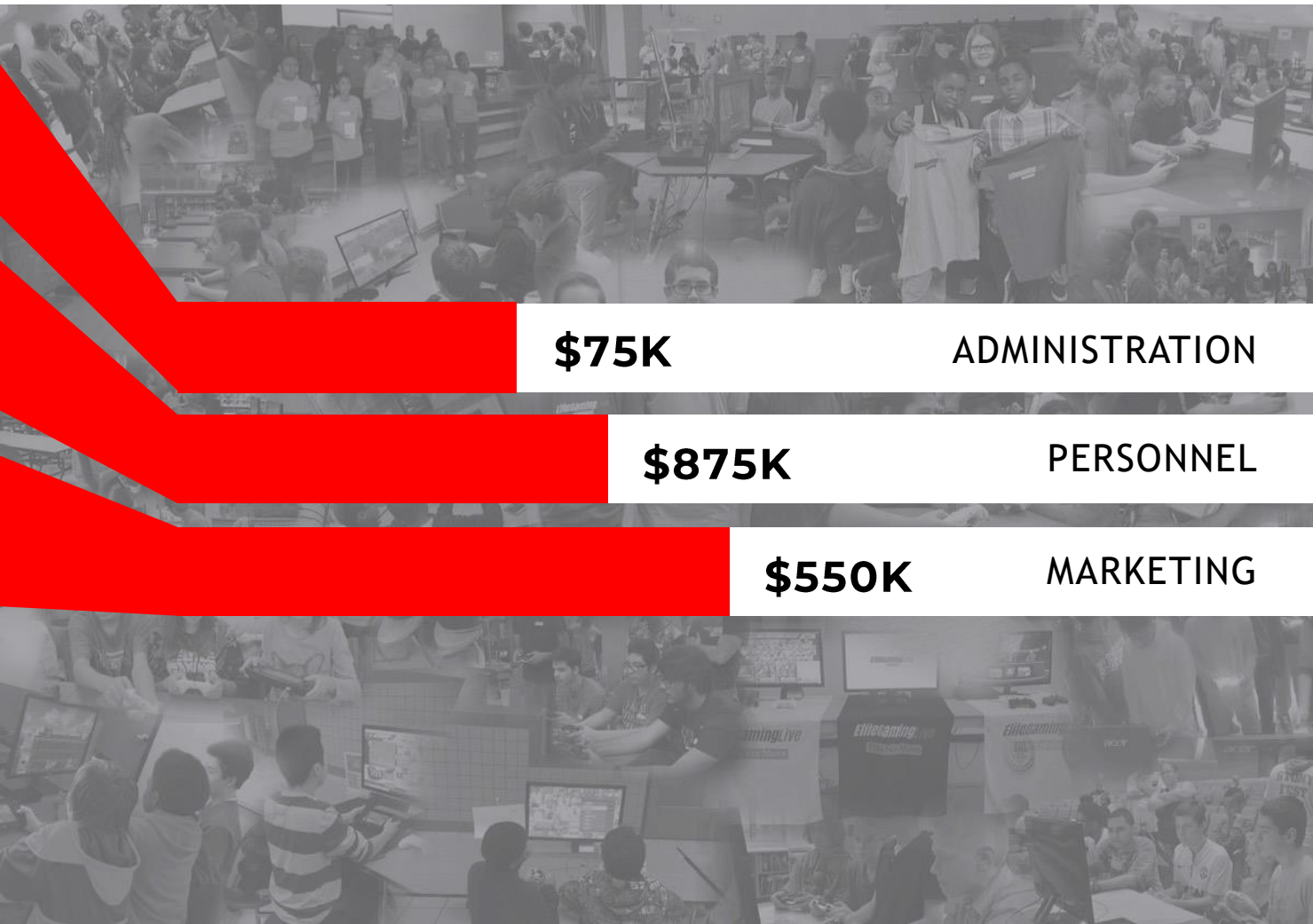
Financials

Financial Highlights			
	2021	2022	2023
Revenue	1,412,741	6,919,932	34,536,301
Gross profit	1,089,500	5,374,991	27,193,441
EBITDA	(210,356)	2,016,444	16,511,080
Net Income	(237,502)	1,280,773	10,647,525
Gross margin	77%	78%	79%
EBITDA margin	-15%	29%	48%
Profit margin	-17%	19%	31%





The Raise



\$1.5M SAFE

\$875K

Allows us to hire needed engineers and operations personnel to accelerate customer acquisition and expand our services

\$550K

Powers an aggressive marketing strategy to acquire 920 teams by end of FY2022

Impact Now

MINORITIES HOLD 7% OF TECH JOBS IN US

They don't know that these outcomes exist, nor do their parents. EGL educates both parties.

MINORITIES MAKE UP 40%+ OF PLAYERS

This will continue to be higher than the larger reality of minorities in Esports and tech.

UNDER-REPRESENTATION IN GAMING

Minorities make up 22% of the US Esports fanbase but make up only 4% of pro-players. EGL fosters spotlights and opportunities for this group.

Post Investment

PILOT ANONYMOUS DATA SHARING PROGRAM W/ SCHOOLS TO TRACK ACADEMIC IMPACT SEASONALLY

DEVELOP MECHANISMS TO REWARD POSITIVE SPORTSMANSHIP & BEHAVIORAL PRACTICES AMONGST PLAYERS

DEVELOP AN EGL ALUMNI PROGRAM TO FOLLOW CAREER OUTCOME IMPACTS

BANDWIDTH TO TARGET MINORITY FOCUSED ORGS

EXPAND OUR INTERN PROGRAM & HIRE PLAYERS

Equity & Access

WE'RE THE MOST ACCESIBLE ESPORTS OPTION

EGL uses video game consoles and 2/3 of US homes have this equipment now.

1/8 IF EGL PLAYERS HAVE A DISABILITY

EGL supports these players deliberately by keeping games that have built in accessibility options.

OUR PRICING ALLOWS BROAD ACCESS

EGL has maintained a below market price to preserve accessibility across the economic spectrum.

Post Investment

EXPAND SUPPORT FOR SPECIAL NEEDS LEARNERS

MARKET TO SPECIAL NEEDS EDUCATORS

MARKET TO FOSTER ORGANIZATIONS

PURSUE DIRECT PARTNERSHIPS WITH FEMALE ORGS

TARGET PARTNERSHIPS THAT SUBSIDIZE COST FOR LOW-INCOME ORGS & PARENTS

TARGET GRANT MONEY TO SUBSIDIZE COST FOR LOW-INCOME ORGS & PARENTS

CONTINUE SETTING THE STANDARD FOR AFFORDABLE AND IMPACTFUL PROGRAMMING