

ESL, SLIVER.tv, and WonderWorld VR Partner to Offer First-Ever VR Live Streamed Esports Event at ESL One New York

Esports VR live-stream immerses the viewer inside Counter-strike: Global Offensive and captures the excitement of a live global event

Cupertino, CA – September 21, 2016 -- ESL, the world's largest esports company, SLIVER.tv, a next-generation eSports 360° virtual reality entertainment platform, and WonderWorld VR, a VR production studio, announced that they are partnering to produce the first-ever esports event to be live streamed to fans worldwide in VR at [ESL One New York on October 1-2](#).

Esports is now joining the ranks of traditional sporting events, including the Olympics, which were broadcast in VR for the first time this year in Rio. Esports and VR perfectly complement each other given the compelling visual imagery of esports, the intense spirit of competition in CS:GO tournaments, and the thrilling experience of being surrounded by thousands of other esports fans at the Barclay's Center in Brooklyn, NY.

There is a clear link between esports and VR, as esports fans tend to be tech savvy and willing to spend on memorable experiences. According to a recent [Newzoo report](#), there is a strong correlation between buying intention and interest in esports. Over half of esports enthusiasts and 24% of occasional viewers are planning to buy VR devices in the near future, compared to 12% on the online population.

ESL One New York will be the first esports event broadcast in virtual reality using a platform agnostic method, meaning it will be viewable through a website, on a mobile device, or a VR headset. Fans worldwide can download and install the SLIVER.tv Android and iOS apps to watch in mobile Panorama-360 or using Google Cardboard, as well as on SLIVER.tv's website. For a premium experience, users can download the SLIVER.tv GearVR, Oculus Rift and HTC Vive apps to watch in full VR. WonderWorld VR will be producing the "arena experience" and SLIVER.tv will be utilizing its **LiveVRCast** technology for the "in-game 360 experience" at ESL One NY for the complete esports event broadcast.

Stuart Ewen, Product Manager ESL, said: *"We're very excited to launch our very first VR live stream from ESL One New York with the help of SLIVER.tv and WonderWorld VR. This new method of broadcasting gives viewers a taste of what it's like to be in the arena at an esports mega event, and a brand new perspective on top level CS:GO through in-game virtual cameras. Esports helped pioneer online video streaming, and we couldn't be more proud to take the next step into the future of broadcast media with this initiative."*

Mitch Liu, co-founder and CEO of SLIVER.tv, said: *"We're looking forward to showcasing our brand new **LiveVRCast** technology in partnership with ESL. Previously, viewers could only watch recorded clips VOD, rather than live content. This will be the first event to use our turnkey live-streaming platform for tournament, league and team operators to broadcast popular esports games like CS:GO in immersive 360 VR."*

Simon Romanus, CEO and founder of Wonderworld VR, said: *“We are extremely happy to partner with ESL and SLIVER.tv to enable fans to teleport themselves in to the world of esports and experience some truly unforgettable moments in live VR. At Wonderworld VR we are always pushing the limits and this unique first-of-its-kind live broadcast with ESL really shows that we are in the forefront of VR.”*

[Tune in to ESL One New York in VR here on October 1-2!](#)

- Website - <http://www.sliver.tv>
- Google Play Store- <https://play.google.com/store/apps/details?id=tv.sliver.android>
- Apple App Store - <https://itunes.apple.com/app/sliver.tv/id1122750888?mt=8>

If you prefer the real world experience, be sure to join us at Barclays Center for the event - [tickets are available!](#) For all updates about the event, follow ESL CS on [Twitter](#) and [Facebook](#).

About ESL

ESL is the world's largest esports company, leading the industry across the most popular video games with numerous online and offline competitions. It operates high profile, branded international and national leagues and tournaments such as the Intel® Extreme Masters, ESL One, ESL National Championships and other top tier stadium-size events, as well as grassroots amateur cups, leagues and matchmaking systems. ESL covers a broad field of services in gaming technology, event management, advertising and television production, fully catering to the needs of the esports ecosystem. With offices in North America, Germany, Russia, France, Poland, Spain, China, and partners in many other countries, it has a truly global footprint. www.eslgaming.com

About SLIVER VR Technologies, Inc.

Based in Cupertino, California, SLIVER.tv is a next-generation eSports entertainment platform, founded by successful entrepreneurs led by CEO Mitch Liu. The company launched its industry-defining platform in Fall 2016 with cutting-edge, patented technology designed to provide eSports spectators with a uniquely immersive and cinematic experience in 360° and VR. Backed by top-tier Silicon Valley venture capital firms, including DCM Ventures, Sierra Ventures, The VR Fund, Colopl, and more, SLIVER.tv is on a mission to transform the interactive eSports entertainment industry. For more information, please visit www.sliver.tv.

About Wonderworld VR

Wonderworld VR consists of people with over 20 years of experience in development and content production for TV, scriptwriting, hardware and software 360 technology and years of development of virtual reality for the international defense industry.

The company offers high-end development and production of pre-recorded or live 360° and VR content as well as stand-alone apps with up scalable VR content for any device (online, smartphone/tablet, Oculus Rift, Samsung Gear VR, Google cardboard or similar). Wonderworld VR has a global presence with offices in both Stockholm, Sweden and Los Angeles, USA. For more information please visit wonderworldvr.com.