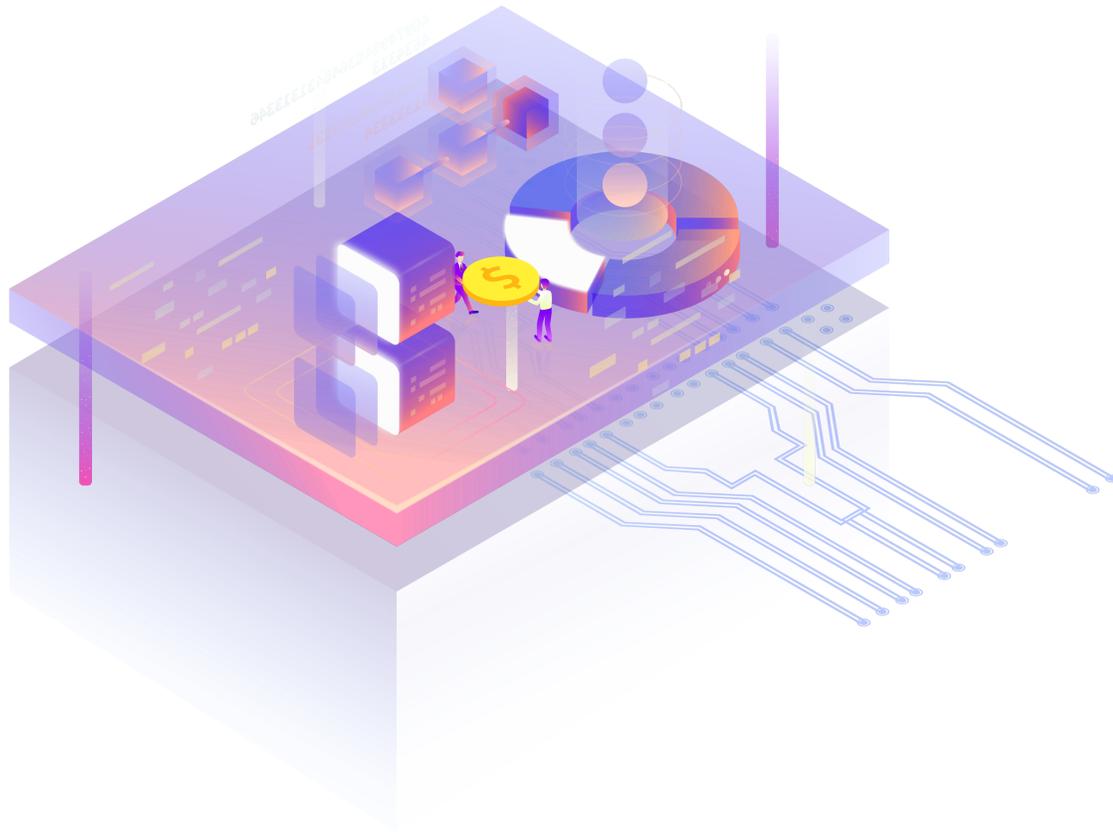




# Esports Data Comprehensive Service Platform



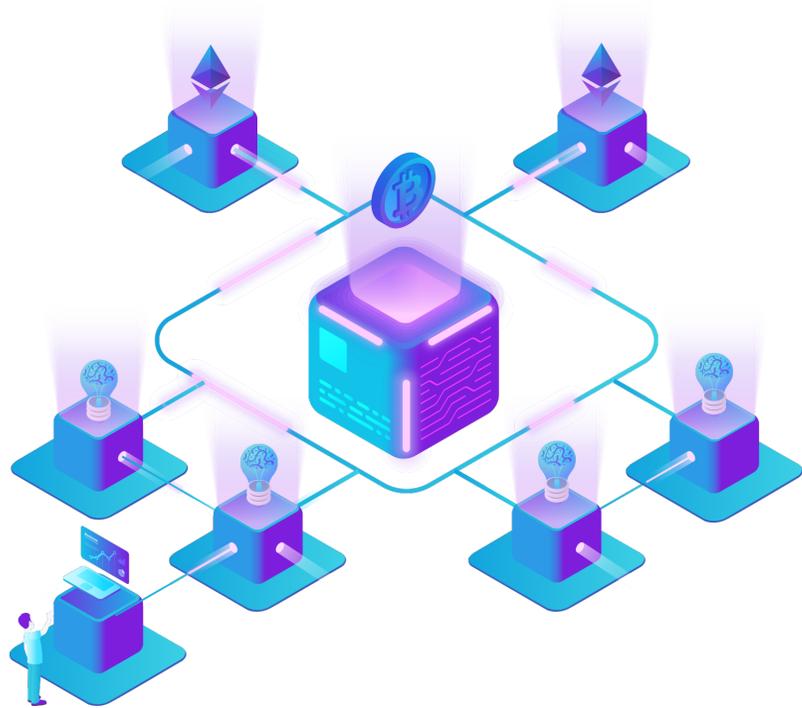
## Professional Data

- Full coverage of clubs, teams, players and metadata
- Offer multiple layers of data in different period of match
- Analysis historical data, live data and detailed match summaries depend on customers needs.

## Customize Service

- Auto-generation request code
- Offer various data resources package according game, statistics
- Customize API and Widgets
- Support PHP / Java / Golang
- Satisfy PC / APP application scenarios need





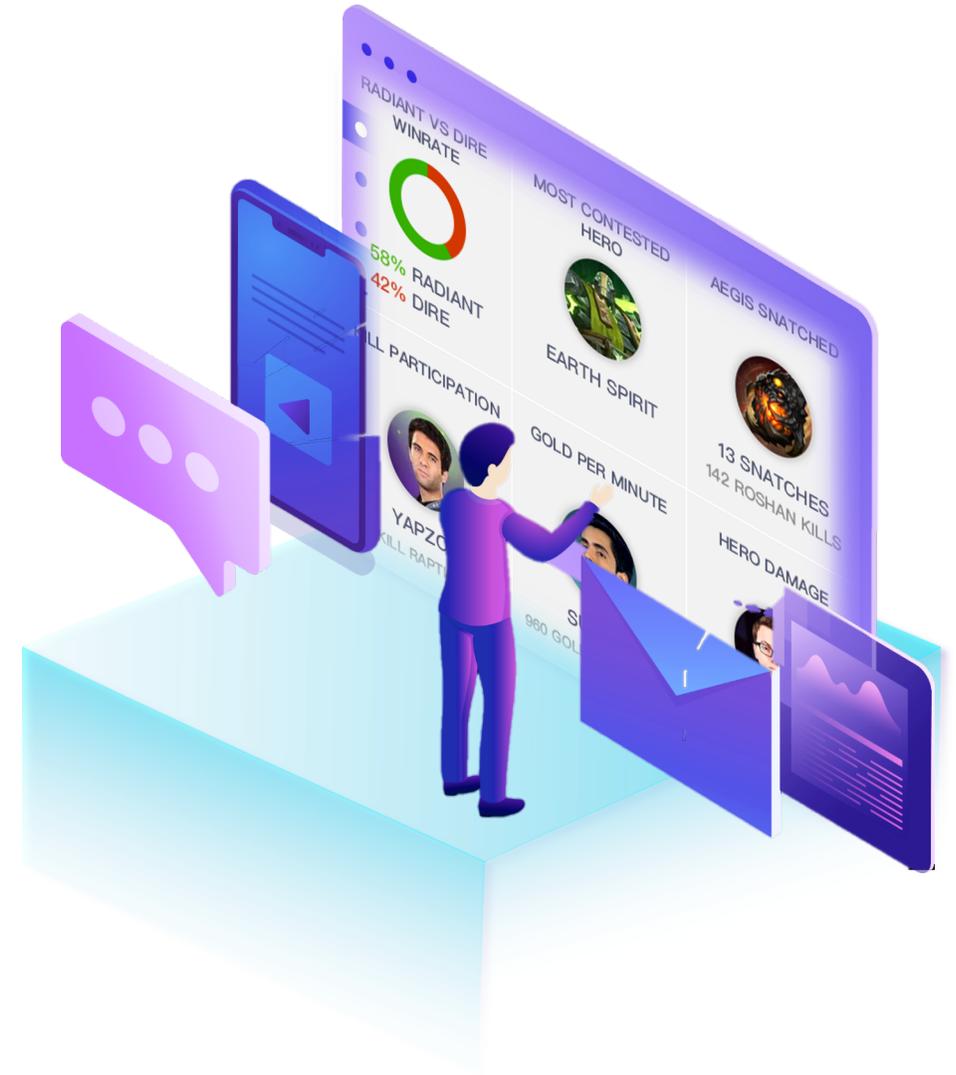
## Stable support system

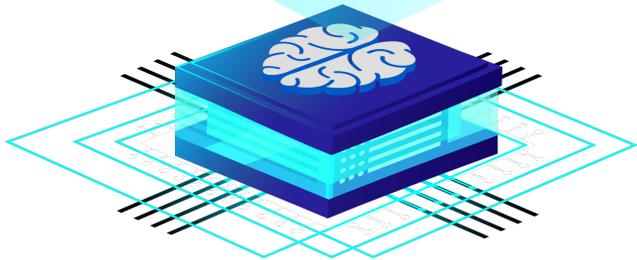
Gathering, enriching and distributing engaging data and statistics.

- Using variety methods to collect data, multi-point distributed Crawler etc.
- Support Massive Concurrency and Remote Disaster Recovery
- Kubernetes with Unlimited responsiveness
- Auto switch between multiple data sources by AI
- Adopt Cloud database Relational Database Service for data safety
- 7\*24 dynamic data monitoring

## Say Hi to New HTP

- Predicting performance of famous player who you care most according to massive historical data.
- We include not only common HTP such as 2way and Total but also game specific markets such as First Tower, Knife Round Winner or Famous Players Events.
- We offer immersive experience of high frequent HTP.





## Exclusive high-tech

- Identify the iris and analyze player status based on the facial micro expression
- AI will collect the trend of 42 muscles in real time
- Make it easy to follow your favorite player in real time

## Data distribution service

The largest Esports gaming data distribution center in Asia

Extensive, completely high real-time Data  
The main architecture is based on  
hadoop+spark+flink, and extension uses Mysql, ES,  
clickhouse, hbase and other plentiful components  
to meet different storage and computing  
scenarios

Completed big data solution, real-time data is based on Flink  
architecture.  
offline data is based on offline data center for different data  
requirements.



## Media Data Service

Provide materials for mass players and professional media

## Esports website

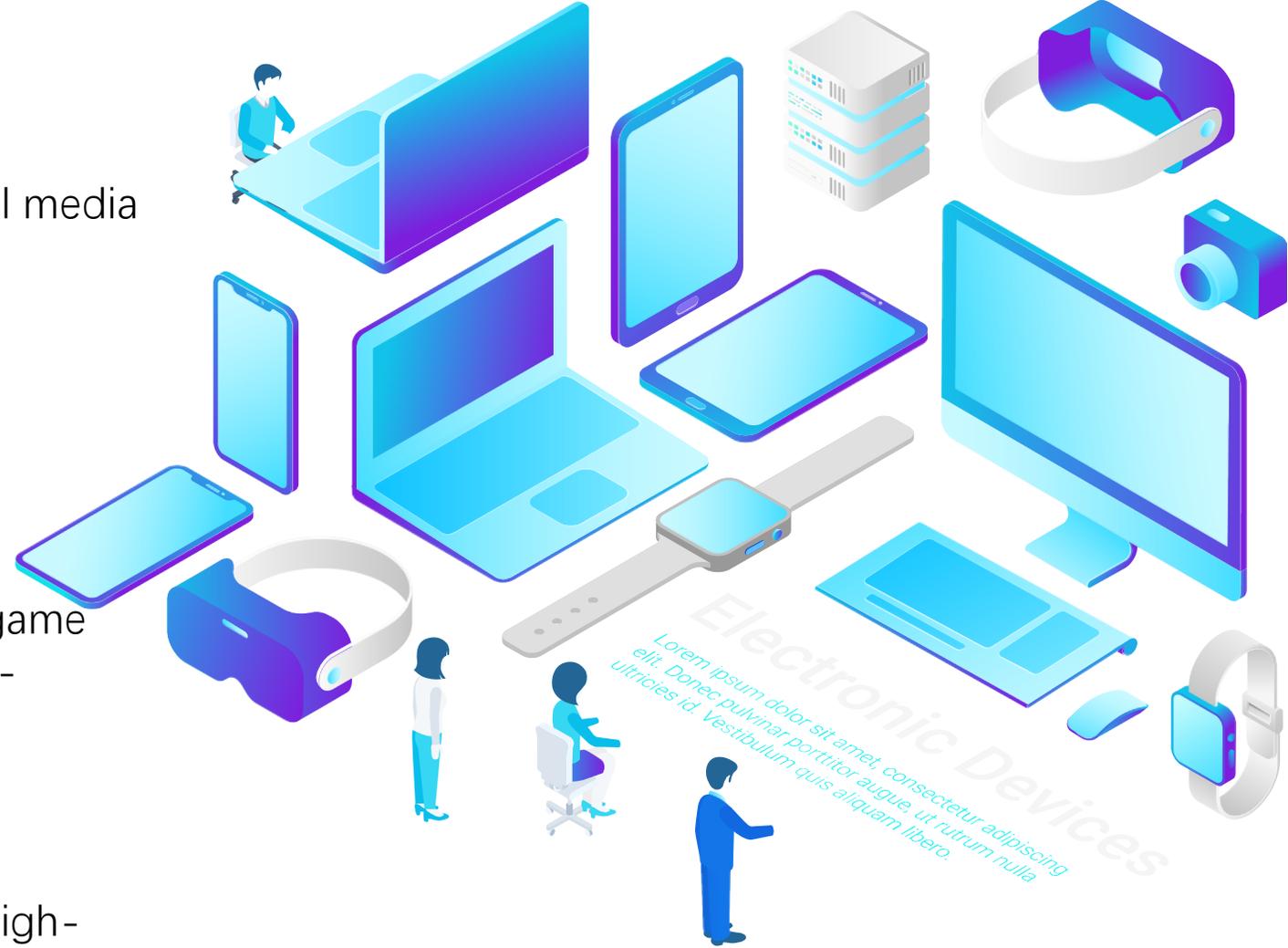
Providing a professional e-sports data analysis site for global e-sports players

## Professional Esports content

The PGC content generated based on the game data is the core which meets the players' in-depth reading needs.

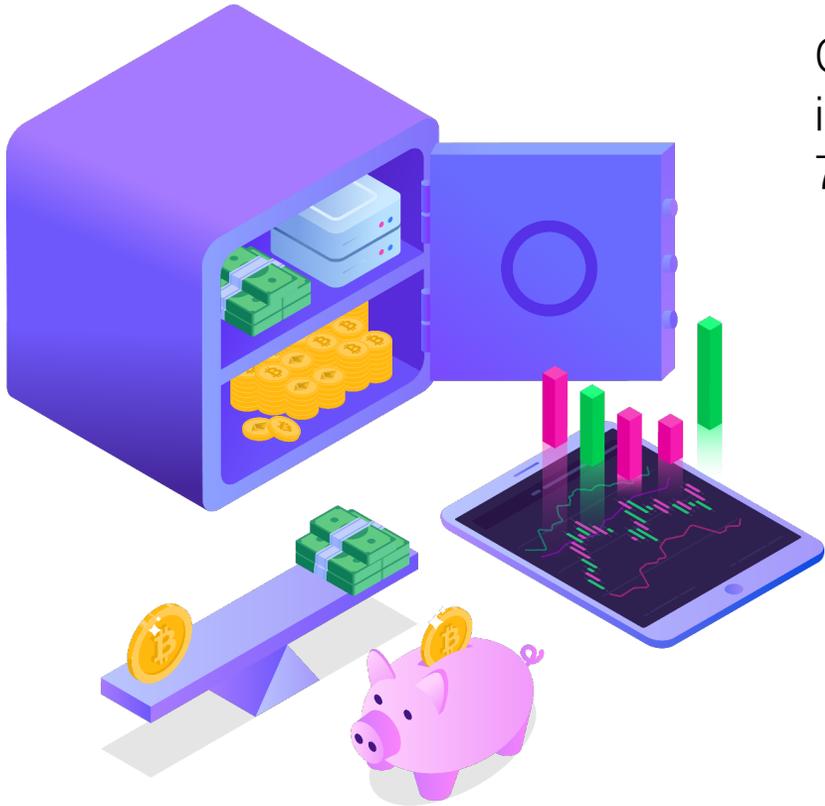
## Esports Fan Forum

Reducing the cost for players to obtain high-quality content,  
To build an e-sports community platform with a better discussion environment Which can help e-sports website with redundant information stand out



## E-sports standard database

“E-Sports Standards Database” including World Championship/BlizzCon/OWL/Ti/PGI/IEM e-sports industry standards, and currently we have a total of 70,000 data of standard





TAHNK YOU

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