



# CATAPULT ANNOUNCES ENTRY INTO NEW MARKET OF ESPORTS

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- Catapult enters new eSports market, with estimated size of \$1.7 billion growing to \$3.5 billion by 2026<sup>1</sup>
- Multi-year subscription deal signed for several motorsport video games
- Applying elite-level performance insights to the gaming world

Catapult Group International Limited (ASX:CAT, 'Catapult' or the 'Company'), the global performance technology leader in elite sports, is pleased to announce its first ever eSports deal, opening a new market of expansion for the Company. The size of the eSports market is currently estimated at \$1.7 billion and is expected to grow at a CAGR of 16.3% to over \$3.5 billion in 2026.

Catapult's multi-year deal is with Motorsport Games (NASDAQ:MSGM), which develops video games for the most iconic race series around the world, including NASCAR, 24 Hours of Le Mans, FIA Formula E, and FIA World Rallycross Championship. The subscription provides virtual race control for all races beginning with the 2021-22 Le Mans Virtual Series, which will be broadcast live on Twitch.

RaceWatch for Race Control will provide live session management, providing the critical link between race control, on-car units, and track marshalling panels. Race Control will be the single source of truth for all control tools data, including automatic detection of incidents and fully interactive stewards review. The platform will power four events culminating with the Super Final, the fifth and final round in January at the 2022 Autosport International Motorsport Show.

"We continue to grow because we have a cloud platform that is unlike anything else in the market today," said Will Lopes, CEO of Catapult. "Catapult's expansion into eSports is further proof that sports teams at all levels need a reliable source of data to perform at their best. Bringing elite-level performance insights to the gaming world creates the most realistic experience of a Le Mans race to date. We're excited to partner with a company as innovative as Motorsports Games to bring this to life."

"RaceWatch for Race Control will play a crucial role in our management of the 2021-22 Le Mans Virtual Series," said Ben Rossiter-Turner, head of eSports at Motorsport Games. "It will give us the tools we need for live track management and incident detection and

<sup>1</sup> USD. Source: Marketsandmarkets, Sports Technology Market with COVID-19 Impact - Global Forecast to 2026, April 2021.



review. This will increase the fairness and consistency of judgements, and reduce the time to make rulings and award penalties. Catapult has an unrivalled platform, and their long standing-partnership with the FIA across numerous circuits and championships solidified our conviction that we have the right team to support us."

The Motorsport Group joins the Fédération Internationale de l'Automobile (FIA) in using RaceWatchMS and RaceWatchID to provide an integrated marshalling, stewarding, video review, scrutineering, and race management experience with live management of circuit action and detailed review of data, video, and radio communications. In addition, Catapult also provides the FIA with a full suite of SaaS offerings for Formula 1, Formula E, and the World Endurance Championship.

*Authorized for release to ASX by the Catapult CEO, Mr Will Lopes.*

*For investor enquiries, please contact:*

**ANDREW KEYS**

Investor Relations Manager | [investor.relations@catapultsports.com](mailto:investor.relations@catapultsports.com) | +61 400 400 380

**ABOUT MOTORSPORT GAMES**

Motorsport Games (NASDAQ:MSGM), a Motorsport Network company, combines innovative and engaging video games with exciting esports competitions and content for racing fans and gamers around the globe. The Company is the officially licensed video game developer and publisher for iconic motorsport racing series including NASCAR and the British Touring Car Championship ("BTCC"). Motorsport Games is an award-winning esports partner of choice for NASCAR, 24 Hours of Le Mans, Formula E, BTCC and the FIA World Rallycross Championship, among others.

**ABOUT CATAPULT**

Catapult exists to unleash the potential of every athlete and team on earth. Operating at the intersection of sports science and analytics, Catapult products are designed to optimize performance, avoid injury, and quantify return to play. Catapult has over 400 staff based across 24 locations worldwide, working with more than 3,250 teams in 150+ countries globally. To learn more about Catapult and to inquire about accessing performance analytics for a team or athlete, visit us at [catapultsports.com](http://catapultsports.com). Follow us at @CatapultSports on social media for daily updates.

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