

# ELEAGUE Utilizes Innovative Technologies to Enhance Fan Experience

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## **CS:GO Premier 2017 to Feature Biometrics, Virtual Reality & Advanced Analytics**

ELEAGUE, the premium esports tournament and content brand from Turner and IMG, has announced a collection of cutting-edge technologies that will be integrated into the upcoming **ELEAGUE CS:GO Premier 2017**. ELEAGUE's live coverage of the *Premier* will incorporate **biometrics** to provide unparalleled insights into a player's reaction time and field of vision; an immersive **virtual reality** experience; and the use of **advanced analytics**. Live *ELEAGUE CS:GO Premier 2017* action will begin **Friday, Sept. 8, at 10 p.m. ET on TBS**, with digital coverage starting at 6 p.m. across [Twitch](#), [ELEAGUE.com](#), [YouTube](#) and VR coverage presented on [SLIVER.tv](#).

"These latest technology and product enhancements will further improve the fan experience, creating even more opportunities to engage with our *ELEAGUE CS:GO Premier* content," said **Robert Occhialini, Vice President, esports Products and Technology, Turner Sports**. "We're looking forward to working closely with our technology partners as we continue to drive innovation across our growing esports portfolio."

### **Biometrics**

In partnership with **Dell Gaming**, the official PC hardware provider of ELEAGUE, eye-tracking technology developed by **Tobii** will be utilized by ELEAGUE for the first time, tracking the eye-movements of some of the world's best *CS:GO* pros using micro projectors and sensors. This biometric data is analyzed on Alienware PCs and used to create an immediate gaze overlay highlighting precisely where the player is looking throughout their play. These tools offer a new level of situational awareness, showing split-second reactions and giving both casters and viewers insight into how players may react and process high-pressure scenarios.

[VIDEO: Demonstration of Tobii Eyetracking in Alienware Gaming Computers](#)

### **Virtual Reality**

In collaboration with **SLIVER.tv**, audiences will be able to access ELEAGUE's live coverage of *Premier* matches in 360-degree cinematic virtual reality stream. SLIVER.tv's patented technology will immerse the *CS:GO* fan inside the game map, allowing a unique perspective on their favorite players and an exceptional level of gameplay interaction. ELEAGUE's partnership with SLIVER.tv also allows for the viewer to access its primary 2D game feed from within the VR environment. VR will be supported across web, iPhone, Android, Gear VR, Oculus Rift, HTC Vive, Daydream and Google Cardboard platforms.

[VIDEO: SLIVER.tv Immersive Virtual Reality Comes to the ELEAGUE CS:GO Premier 2017](#)

### **Advanced Analytics**

Leveraging **Dojo Madness'** Shadow.GG platform, ELEAGUE will offer viewers advanced data visuals including heatmaps, smokemaps and pathmaps, along with tactical and statistical replay views. Shadow.GG will provide ELEAGUE's analysts and viewers with a data-based method to identify teams' strategic tendencies, strengths and weaknesses.

[IMAGE: Shadow.GG from Dojo Madness will offer ELEAGUE viewers a deeper understanding of team and player performances](#)

## About ELEAGUE

ELEAGUE is the premium esports tournament and content brand formed in partnership between Turner and IMG that launched in 2016. A leader in the delivery of live event experiences, ELEAGUE content is regularly showcased on TBS and widely distributed across digital platforms including Twitch, YouTube and ELEAGUE.com. In its first year, ELEAGUE produced two seasons featuring *Counter-Strike: Global Offensive*, along with the first-ever *Overwatch*® Open. As recognition of its industry-wide impact, ELEAGUE was awarded its first-ever *CS:GO* Major in January 2017. The *ELEAGUE Major* Grand Final set a new all-time Twitch record with more than one million concurrent streams, in addition to a reach of 3.6 million total viewers on TBS throughout the tournament. ELEAGUE received a Sports Emmy® nomination for Outstanding Studio Design and Art Direction in March 2017. In August 2017, ELEAGUE made its first entry into feature-length premium episodic content with the launch of *ELEAGUE | Road To The International Dota 2 Championships*. ELEAGUE also recently hosted the [GEICO ELEAGUE Amateur Series](#) and the [ELEAGUE Injustice 2 World Championship](#), set to begin this Fall.

