



Visitors take part in an eSports event at the ChinaJoy expo in Shanghai in July. — CFP

# Top eSports city: Shanghai overtakes LA

**Yang Meiping**

Shanghai surpassed Los Angeles for top spot in the rankings of global eSports cities produced by a team from Shanghai Jiao Tong University last week.

The rankings are the second edition of an evaluation of global cities dedicated to developing the eSports industry, with the first edition released in 2021, in which, Los Angeles, Shanghai, Paris, Beijing, and Berlin took first to fifth places.

The cities were evaluated in five aspects, namely industry ecosystem, infrastructure, matches, clubs, and social influence.

This year's rankings included 20 cities, with five new entries: Shenzhen, Riyadh, Jakarta, Singapore and Kuala Lumpur.

In the new rankings, Shanghai topped with 100 points, while Los Angeles was in second place with 93.4 points.

Beijing overtook Paris for third place, with Berlin remaining fifth. Seoul, Singapore, Seattle, Atlanta and Riyadh ranked sixth to tenth.

Specifically, Shanghai took first place in the sub-indicator rankings for infrastructure, tournaments organized and clubs.

As the team found, Shanghai had 259 stadiums by the

end of August, including 56 for eSports, while Los Angeles had 236 and 62, respectively.

It has hosted 15 high-level eSports tournaments with prize money at or over US\$1 million and the total prize pool was nearly US\$57.5 million, compared to 11 tournaments and US\$11 million in Los Angeles. The most influential tournament in Shanghai attracted about 3.3 million views, slightly higher than 3.1 million in Los Angeles.

Shanghai also had 13 eSports clubs ranked among the world's top 100 and nine of the world's top 100 eSports athletes, while Los Angeles had

11 and 5, respectively.

"The rankings show Shanghai has advantages in the development of the eSports industry with key elements such as infrastructure, games and clubs," said Xu Jian, chief expert of the Institute of Cultural Innovation and Youth Development's research team, Shanghai Jiao Tong University.

"These advantages have attracted a lot of companies from home and abroad to settle in Shanghai and driven the rapid growth of local firms."

The biggest challenge for the further development of eSports in Shanghai remained its relatively weak social influence, in

which, it ranked seventh while Los Angeles was top.

The metric for societal impact encapsulates a myriad of parameters including, but not limited to, the volume of eSports-related online search queries originating from the city, the frequency of media news coverage, and the resonance within social media platforms.

Such data underscores a salient gap in the overarching public comprehension and acknowledgment of the eSports domain, signaling an imperative for more robust educational and promotional initiatives in Shanghai, according to Xu.