Press Release

VanEck: Video Gaming and esports ETF performance underlines industry's growth

- Since its listing on London Stock Exchange at the end of June 2019, VanEck Vectors Video Gaming and eSports UCITS ETF has already amassed a fund volume of over 330 million euros
- ETF is benefiting from strong growth in the video games and esports market

Frankfurt, 30 June 2020 – VanEck Vectors Video Gaming and eSports UCITS ETF is celebrating its first anniversary. Since its listing on London Stock Exchange in June 2019, the ETF has benefited from a buoyant video games and esports industry – an industry that also offers further growth potential going forward.

"We are very satisfied with the performance of our Video Gaming and eSports ETF," says Martijn Rozemuller, Head of Europe at Vaneck. "Bucking the trend, the ETF was able to withstand the strong, general price falls in spring. As a result, Video Gaming and eSports ETF's fund volume had already reached the 100 million euros mark in April 2020, ten months after it was launched. The fund volume has now risen to around 330 million euros

"We have seen strong growth in the video and esports industry, particularly during the – still ongoing – coronavirus pandemic as people around the world compete and make digital contacts through video games due to a lack of personal contact and sports opportunities. This development has given the entire industry a boost and made it more widely accepted, which will give it further potential after the crisis ends," says Martijn Rozemuller. At the same time, the risks associated with investing in video game and eSports companies should not be ignored: these companies are heavily dependent on patent protection and may be subject to regulatory restrictions in terms of cybersecurity and data protection.

Esports no longer niche

One sign of esports' increasing acceptance was the virtual version of the 24 hours of Le Mans race in June 2020, held after the actual one on the legendary track in France was postponed due to the pandemic. Big names in real-life motorsport, such as Max Verstappen, Fernando Alonso and Rubens Barrichello, took part in the race with almost 200 other drivers, watched by more than 14 million people in live streams and on TV stations worldwide.

Trends in the industry before the coronavirus crisis show that the growing interest in the video games market and eSports events is not only due to current social distancing restrictions. "Even before the coronavirus crisis, the esports segment had been posting average annual sales

growth of 28 percent since 2015," says Rozemuller. Even when the coronavirus crisis becomes history at some point, the industry will be more accepted after the crisis and therefore have further potential for growth," says Martijn Rozemuller.

The VanEck Vectors Video Gaming and eSports UCITS ETF offers investors the opportunity to track the overall performance of businesses that are mainly active in the area of video gaming and/or esports. It aims to replicate the performance of the MVIS® Global Video Gaming and eSports Index as precisely as possible in terms of price and yield (before costs and fees). The index tracks the performance of the global video game and esports industry and, as a pure play concept, only includes companies that generate more than 50 percent of their revenue from video games and/or esports at the time of inclusion.

ETF	VanEck Vectors™ Video Gaming and eSports UCITS ETF
Index name	MVIS® Global Video Gaming and eSports Index
ISIN	IE00BYWQWR46
Ticker LSE USD / LSE GB	ESPO / ESGB
Ticker Bloomberg	ESPO LN / ESGB LN
Management company	VanEck Investments Ltd
Investment manager	VanEck Asset Management B.V.
Company domicile	Ireland
Base currency	USD
Index provider	MV Index Solutions GmbH
Rebalancing	Quarterly
Product structure	Physically replicating
Launch date	24 June 2019
Total expense ratio	0.55 % p.a.
Appropriation of income	Re-invested income

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About VanEck:

Since its foundation in 1955, VanEck has been driven by innovation and stands for intelligently designed, forward-looking investment strategies. As of May 31, 2020, VanEck managed approximately USD 54 billion in assets, including ETFs, mutual funds and institutional accounts.

With more than 90 ETFs globally, the asset manager offers a comprehensive portfolio covering numerous sectors, asset classes and smart beta strategies. VanEck was one of the first asset managers to offer investors access to international markets. The objective has always been to identify new trends and asset classes – such as Gold Investments (1968), Emerging Markets (1993) and ETFs (2006), which have shaped the investment industry to this day.

VanEck is headquartered in New York City and has offices in Frankfurt (Germany), Pfaeffikon (Switzerland), Amsterdam (Netherlands), Sydney (Australia) and Shanghai (China).

For more information about VanEck and the fund, go to www.vaneck.com or the blog www.vaneck.com/etf-europe/blog.

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The MVIS® Global Video Gaming and eSports Index is the exclusive property of MVIS (a fully owned subsidiary of Van Eck Associates Corporation), which has appointed Solactive AG to manage and calculate the Index. Solactive AG takes the greatest possible care to ensure the index is calculated correctly. Irrespective of its obligations towards MV Index Solutions GmbH, Solactive AG is not required to inform third parties of errors in the index. VanEck Vectors Video Gaming and eSports UCITS ETF is not supported, recommended, sold or promoted by MV Index Solutions GmbH, and MV Index Solutions GmbH makes no assurance as to the advisability of investing in the Fund