

ZERO-2-HERO

HOW TO BECOME AN E-SPORT PRO

by Andreas Schaetzke and Timo Schöber

CONTENT:

Getting rich (and famous) by means of just practicing your beloved hobby – sounds too good to be true? Not necessarily, professional gamers are able to gain six-figure amounts these days in esports competitions, which are followed by millions of viewers, either by livestream or in sold-out stadiums.

This book tells every dedicated and ambitious pastime gamer what it takes to successfully make the step into professional gaming.

It starts out by giving a survey on the various features of esports (in contrast to gaming) with both the amateur and professional scenes, as well as the different genres and the hottest games.

After describing the necessary technical equipment, the authors point out the individual requirements to make one's way into esports, such as a reasonable self-assessment on personal strengths and weaknesses and, further, the importance of being present in social media and how to use them to built up a fanbase.

With regards to an appropriate training, the reader learns how to exercise special abilities, depending on the kind of class one wants to engage in. In the case of being lucky and really getting signed as a pro-gamer, one learns what to pay attention to when it comes to finalize a contract and what to keep in mind with regards to one's social environment and life planning. The closing chapters depict information on a pro-gamers everyday life and tell the stories of some of them who made it – from Zero 2 Hero!

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SPECIFICATIONS:

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- many coloured photographs
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The authors:

Andreas Schaezke is CEO of PENTA, Germany's biggest German esports organization, founded 2013 in Berlin.



Timo Schöber's main occupation lies in Human Resources, but – being a former pro gamer himself - he also works as an esports consultant and speaker since the late 1990s and has published the first comprehensive book on esports in Germany in 2018.

