

Abstract

Title: The Influence of macroeconomic factors on performance in eSports

Objectives: The main objective of this work is to find determinants of success in eSports. Furthermore, interpreting regression coefficients gives us the opportunity to point out the most important factors of success in eSports and also to compare their relative strength in regression model. The results of the regression analysis will be put in comparison with the outcomes of similar papers on this topic, mainly focused on the performance in traditional sports.

Methods: To analyse our collected secondary data, we use multiple linear regression model. To test some of the assumptions of regression, Pearson correlation coefficient was used. The dataset was tested on the 5 % significance level. The regression model was made via IBM SPSS Statistics 27.

Results: There were only 5 independent variables left in the model after testing all the linear regression assumptions. From these 5, only 4 were statistically significant: Population, School enrollment (tertiary), Internet users per 100 and High-technology exports. Population and School enrollment have the most relative strength in the regression model. Many authors mention GDP per capita as an important predictor of success in traditional sports, however this study does not evaluate GDP as statistically significant factor.

Keywords: success determinants, economic indicators, regression analysis, multiple linear regression