





The relative strengths and weaknesses of ESPORTS ENTERTAINMENT GROUP INC. are analyzed with respect to the market average, including all of its competitors. We analyzed all variables having an effect on the Economic Capital Ratio.

The greatest strength of ESPORTS ENTERTAINMENT GROUP INC. compared to the market average is the variable Intangible Assets, increasing the Economic Capital Ratio by 205% points. The greatest weakness of ESPORTS ENTERTAINMENT GROUP INC. is the variable General and Administrative Expense, reducing the Economic Capital Ratio by 110% points.

The company's Economic Capital Ratio, given in the ranking table, is -40%, being 269% points above the market average of -309%.

Input Variable	Value in 1000 USD	Output Variable	Value in 1000 USD
Assets, Current	29,710	Assets	119,735
Assets, Non-Current	0	Liabilities	44,950
Cost of Goods and Services Sold	7,861	Expenses	38,699
Depreciation and Amortization	0	Revenues	16,784
General and Administrative Expense	24,611	Stockholders Equity	74,785
Intangible Assets	86,710	Net Income	-26,373
Lease Asset	1,273	Comprehensive Net Income	-27,042
Liabilities, Current	12,176	Economic Capital Ratio	-40%
Liabilities, Non-Current	0		
Operating Expenses	0		
Other Assets	1,315		
Other Compr. Net Income	-669		
Other Expenses	6,227		
Other Liabilities	32,773		
Other Net Income	-4,458		
Other Revenues	16,784		
Property Plant and Equipment	727		
Selling General and Administrative Expense	0		