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Esports titles can be broadly broken down into three different categories: Multiplayer Online Battle Arenas (MOBA), First Person Shooters (FPS) and Sports Simulators. Let's break these down a bit more below:

Mobile Online Battle Arenas (MOBA)

MOBAs are the most popular category of eSports both in terms of viewership and betting. The genre is dominated by two games: Defence of the Ancients (DotA) and League of Legends (LoL).

So what is a MOBA? By definition, it is a type of strategy video game in which two teams compete to protect their own home base and destroy towers, turrets, or other structures of the opposition. Players are required to choose a character before each game. There are hundreds of characters (known as heroes or champions) all of whom boast a unique arsenal of skills and spells. Competitors earn gold by killing other players and non-player characters (NPCs). This gold is used to purchase upgrades for their hero/champion.

Of course, this is a gross oversimplification of the genre, but explaining it in detail will require more detailed explanation which can be found here:

First Person Shooters (FPS)

First Person Shooters offer a far more fast-paced esports betting experience than MOBAs. As the name suggests, these are played through the eyes of the character you control. In this genre, your character is equipped with guns or other weapons and you're required to either kill opposition players or achieve certain goals like planting or diffusing a bomb.

Some of the most popular titles in this genre include Counter-Strike: Global Offensive (CS:GO) and Call of Duty (CoD).

Sports Simulators

As the name suggests, Sports Simulator titles see players take control of a sportsperson or team and compete against other players. T