

In which countries live the most loyal Dota 2 and CS2 fans

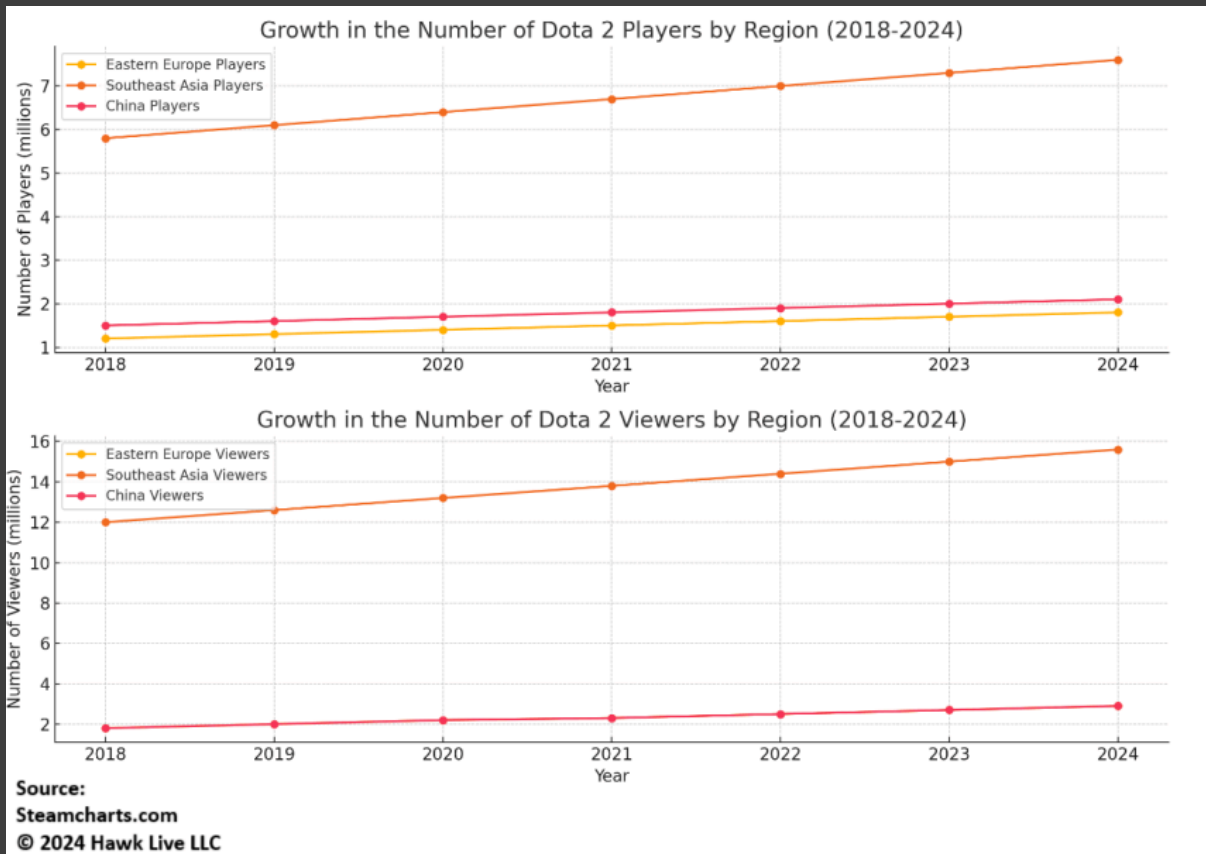
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Esports has become a global phenomenon, uniting millions of players and viewers worldwide. At the center of this rapidly evolving world are two of the most popular esports disciplines – Dota 2 and Counter-Strike 2. These games captivate fans and form unique cultural communities in [various regions](#), generating significant revenue and setting new viewership records.

Where Dota 2 and Counter-Strike 2 are Most Popular?

[Dota 2](#), one of the most influential and recognizable esports disciplines, enjoys immense popularity in several regions around the world. Primarily, these include Eastern Europe, Southeast Asia, and China. These regions not only actively play Dota 2 but also support local teams that regularly participate in international tournaments and achieve outstanding results.

Analysis of Dota 2's popularity shows that this game attracts the attention of players and viewers globally due to its dynamic gameplay and high tournament stakes.



In Eastern Europe, Dota 2 is not only popular among players but also actively supported by viewers. This region, particularly Russia and Ukraine, is renowned for its powerful esports teams and players. Teams such as Team Spirit, Virtus.pro, and Natus Vincere have become symbols of the region and have repeatedly proven their strength on the international stage. Local tournaments, such as EPICENTER and ESL One, contribute to the growing interest in Dota 2.

Country	Number of Active Players (millions)	Peak Viewers (millions)	Major Tournament Wins	Total Earnings (USD)
Russia	1.2	1.8	5	\$15,000,000
Ukraine	1.0	1.5	4	\$12,000,000
Belarus	0.7	1.2	2	\$8,500,000
Kazakhstan	0.5	1.0	1	\$6,000,000
Georgia	0.3	0.8	0	\$4,500,000

In [Southeast Asia](#), Dota 2's popularity is growing thanks to local tournaments and initiatives aimed at developing esports. Countries like the Philippines, Malaysia, and Indonesia actively support their teams. In Southeast Asia, tournaments such as The Manila Major and ESL One Manila attract a large number of spectators and players, maintaining a high level of interest in Dota 2.

Country	Number of Active Players (millions)	Peak Viewers (millions)	Major Tournament Wins	Total Earnings (USD)
Philippines	1.2	2.5	3	\$8,000,000
Indonesia	1.1	2.2	2	\$7,500,000
Malaysia	0.9	2.0	2	\$7,000,000
Thailand	0.8	1.8	1	\$6,500,000
Vietnam	0.7	1.5	1	\$6,000,000
Singapore	0.6	1.2	1	\$5,500,000
Myanmar	0.5	1.0	0	\$4,500,000

[China](#) continues to lead in the popularity of Dota 2. China is [one of the largest markets for Dota 2](#). Local teams, such as PSG.LGD and Vici Gaming, are regularly among the favorites in the largest tournaments, including [The International](#). Regular tournament broadcasts, including Perfect World Masters and China Dota2 Supermajor, attract top players and contribute to the sustained growth of interest in the game.

Year	Number of Active Players (millions)	Peak Viewers (millions)	Major Tournament Wins	Total Earnings (USD)
2018	1.5	1.8	2	\$15,000,000
2019	1.6	2.0	3	\$18,000,000
2020	1.7	2.2	3	\$20,000,000

2021	1.8	2.3	4	\$22,000,000
2022	1.9	2.5	4	\$23,500,000
2023	2.0	2.7	5	\$25,000,000
2024	2.1	2.9	5	\$26,500,000

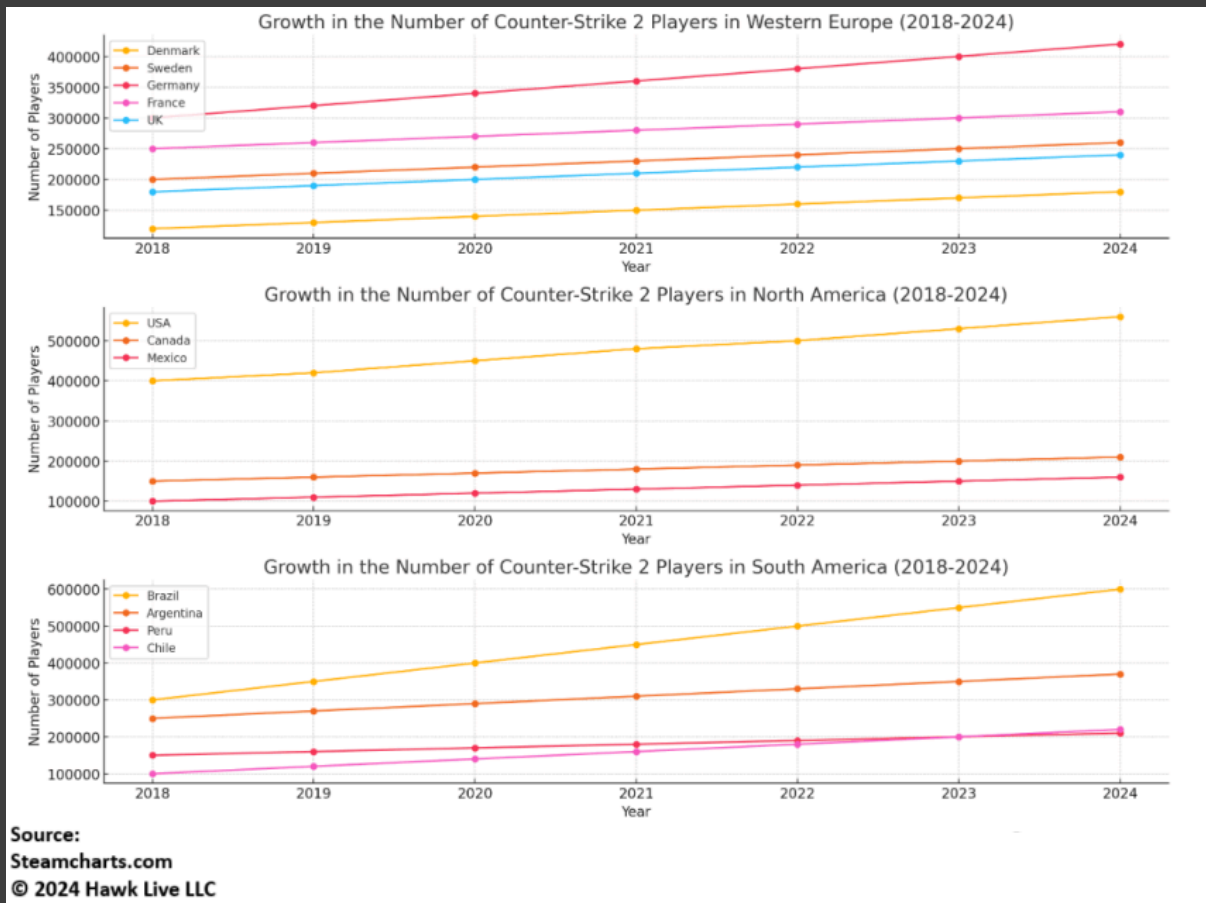
Names like Dendi, Iceiceice, Miracle-, Puppey, s4, and Notail have become legends in the world of Dota 2, inspiring new players and drawing attention to the game. The successes of players and teams in international tournaments contribute to the growth of the game's popularity in their respective regions, creating strong and active communities.

Team	Country	Major Tournament Wins	Total Earnings (USD)
OG	Europe	4	\$33,400,000
PSG.LGD	China	6	\$30,500,000
Team Spirit	Russia	5	\$24,700,000
Team Liquid	Netherlands	3	\$24,000,000
Evil Geniuses	United States	3	\$20,000,000
Virtus.pro	Russia	2	\$15,200,000
Vici Gaming	China	4	\$12,920,000
Team Secret	Europe	3	\$11,000,000
Alliance	Sweden	1	\$4,000,000
Gaimin Gladiators	Europe	3	\$4,200,000
Natus Vincere	Ukraine	2	\$3,647,986
Tundra Esports	Europe	2	\$3,400,000
Fnatic	UK	1	\$3,500,000
Aster	China	1	\$3,000,000
Elephant	China	0	\$2,000,000
T1	South Korea	0	\$2,000,000
Quincy Crew	United States	0	\$1,200,000
NoPing e-sports	Brazil	0	\$900,000
Beastcoast	Peru	0	\$800,000
Thunder Predator	Peru	0	\$700,000
SG e-sports	Brazil	0	\$600,000
Infamous	Peru	0	\$500,000
Boom Esports	Indonesia	0	\$400,000
Execration	Philippines	0	\$300,000
Black N Yellow	United States	0	\$200,000

Source:
Esports Charts
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Popularity of Counter-Strike 2

[Counter-Strike 2](#), as the continuation of a legendary shooter series, also has its hotspots of popularity. Western Europe, North America, and South America are [regions where this game is especially loved](#).



In Western European countries such as Denmark, Sweden, and Germany, Counter-Strike 2 has a long history of popularity. These countries are famous for their strong esports teams and professional players. Teams like Astralis and Fnatic have won numerous titles on the international stage, contributing to the game's growing popularity. Local tournaments and leagues, such as ESL and DreamHack, attract thousands of spectators, maintaining a high level of interest in the game.

Year	Denmark	Sweden	Germany	France	UK
2018	120,000	200,000	300,000	250,000	180,000
2019	130,000	210,000	320,000	260,000	190,000
2020	140,000	220,000	340,000	270,000	200,000

2021	150,000	230,000	360,000	280,000	210,000
2022	160,000	240,000	380,000	290,000	220,000
2023	170,000	250,000	400,000	300,000	230,000
2024	180,000	260,000	420,000	310,000	240,000

In the USA and Canada, Counter-Strike 2 also has a significant audience. These countries actively participate in international tournaments and develop local leagues. Teams like Team Liquid and Evil Geniuses regularly represent this region on the global stage, attracting the attention of both players and viewers. North American tournaments such as ELEAGUE and ESL One New York play a key role in popularizing the game.

Year	USA	Canada	Mexico
2018	400,000	150,000	100,000
2019	420,000	160,000	110,000
2020	450,000	170,000	120,000
2021	480,000	180,000	130,000
2022	500,000	190,000	140,000
2023	530,000	200,000	150,000
2024	560,000	210,000	160,000

Brazil has become the center of esports in South America, where Counter-Strike 2 enjoys immense popularity. Local teams such as FURIA and MIBR show high results in international tournaments. Local tournaments such as ESL Pro League and BLAST Premier contribute to the growing interest in the game. Brazilian teams and players like FalleN and coldzera have become icons for the local community, inspiring a new generation of players.

Year	Brazil	Argentina	Peru	Chile
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2018	300,000	250,000	150,000	100,000
2019	350,000	270,000	160,000	120,000
2020	400,000	290,000	170,000	140,000
2021	450,000	310,000	180,000	160,000
2022	500,000	330,000	190,000	180,000
2023	550,000	350,000	200,000	200,000
2024	600,000	370,000	210,000	220,000

These data show how the popularity of Counter-Strike 2 is distributed across regions and how the successes of local teams and tournaments contribute to maintaining and growing interest in the game.

Team	Country	Major Tournament Wins	Total Earnings (USD)
G2 Esports	International	5	\$195,000
Team Liquid	USA	4	\$170,000
Astralis	Denmark	3	\$155,000
FaZe Clan	International	3	\$150,000
Natus Vincere	Ukraine	3	\$145,000
Heroic	Denmark	2	\$140,000
Vitality	France	2	\$130,000
Cloud9	USA	1	\$115,000
ENCE	Finland	1	\$110,000
Fnatic	Sweden	1	\$105,000
Mousesports	Germany	1	\$100,000
Evil Geniuses	USA	1	\$95,000
BIG	Germany	1	\$90,000
OG	International	1	\$85,000
Complexity	USA	1	\$80,000
100 Thieves	Australia	0	\$75,000
Gambit	Russia	0	\$70,000
Virtus.pro	Russia	0	\$65,000
Ninjas in Pyjamas	Sweden	0	\$60,000
SK Gaming	Brazil	0	\$55,000
Renegades	Australia	0	\$50,000
TYLOO	China	0	\$45,000
North	Denmark	0	\$40,000
Furia	Brazil	0	\$35,000
Sharks Esports	Brazil	0	\$30,000

Source:

Esports Charts

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Which Regional Communities are the Most Active?

Analyzing the activity of players and viewers in various regions helps identify the most active communities that play a key role in the development of esports disciplines.

Social networks and forums are essential in supporting active communities. Platforms such as Reddit, Twitter, and specialized forums are centers of discussion and news.

Region	Twitter (M posts/year)	Twitch (M hours watched/year)	Reddit (M posts/year)	YouTube (M views/year)	Instagram (M posts/year)
North America	50	1200	35	900	45
Europe	40	1300	25	850	30
Asia	30	1500	20	1000	25
South America	20	800	15	600	20

Streaming platforms like Twitch and YouTube play a [key role in popularizing esports](#). Tournament and game streams attract millions of viewers, creating active online communities.

YouTube

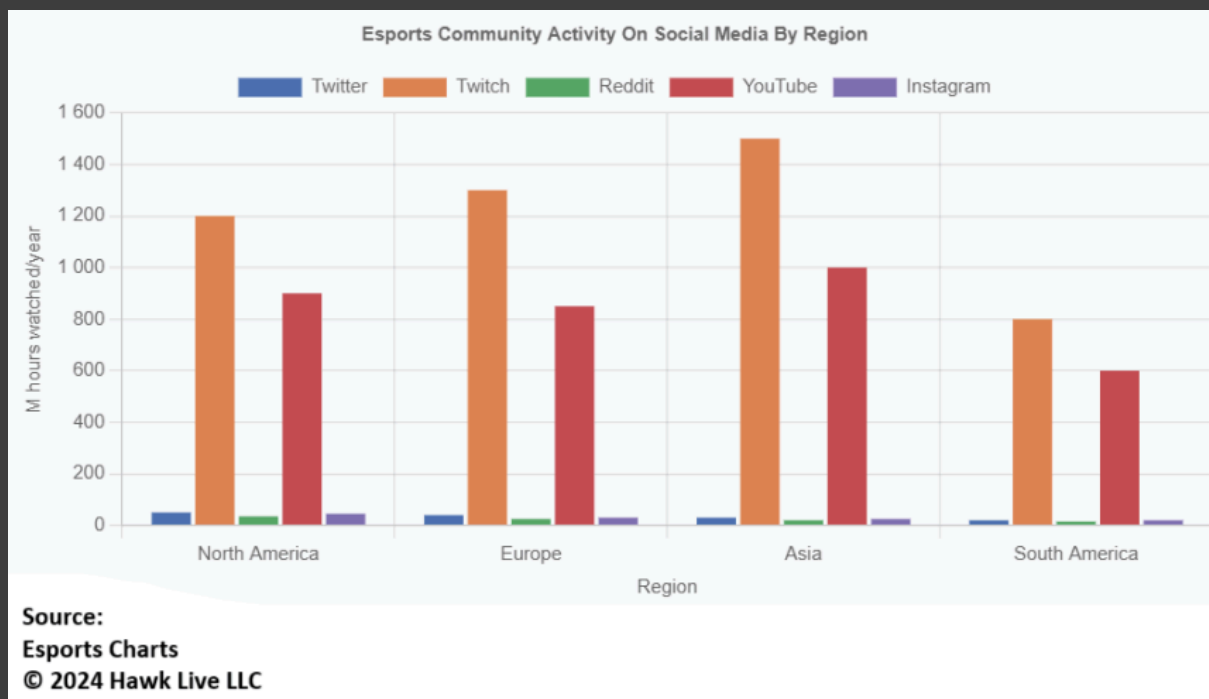
Region	Number of Views (M/year)	Average Viewers	Total Viewers (M)
Asia	5000	100000	1200
North America	3000	80000	500
Europe	2500	70000	450
South America	2000	60000	400

Twitch

Region	Number of Views (M/year)	Average Viewers	Total Viewers (M)
Asia	6000	110000	1300
North America	4000	90000	600
Europe	3500	85000	550
South America	2500	70000	450

Examples of the most active communities include:

- North America: Active communities on Reddit and Twitch. Local leagues and tournaments such as ELEAGUE and ESL One are actively discussed and supported by viewers.
- Europe: Strong communities on social networks and forums. Teams like Astralis and Fnatic have huge fan bases that actively support them on all platforms.
- South America: The Brazilian community stands out for its activity on streaming platforms and social networks. Local tournaments and team successes attract viewers' attention and create a strong community.



These data and examples show how active communities support the popularity of esports disciplines and contribute to their development.

The Most Successful Regions

Analyzing the success of regions in esports helps understand which areas show the best results on the international stage and how this affects their popularity and the development of esports disciplines.

Western Europe leads the world in esports thanks to successful teams and players. Denmark stands out thanks to the team Astralis, which is one of the most successful in Counter-Strike history, winning numerous major tournaments, including several majors. Over the past five years, Astralis has won more than 15 major titles, earning the team over \$3 million in prize money. Sweden has also significantly contributed to the popularization of Counter-Strike thanks to teams Fnatic and Ninjas in Pyjamas, which show high results on the international stage. Fnatic has won three majors, and Ninjas in Pyjamas have won one, also contributing to the growth of esports popularity in the region.

Team	Country	Number of Victories	Earnings (USD)
Astralis	Denmark	15	\$3,000,000
Team Secret	United Kingdom	12	\$3,500,000
Team Liquid	Netherlands	11	\$3,200,000
Fnatic	Sweden	10	\$2,500,000
Vitality	France	9	\$1,800,000
G2 Esports	Germany	8	\$2,000,000
Alliance	Sweden	7	\$1,500,000
OG	Denmark	6	\$4,000,000
Ninjas in Pyjamas	Sweden	5	\$1,200,000

Eastern Europe is also one of the most successful regions in esports. Russia and Ukraine represent teams like Virtus.pro and Natus Vincere, which have repeatedly won major tournaments, including The International. Over the past five years, Virtus.pro and Natus Vincere have won more than 20 major tournaments, earning

them over \$10 million in prize money. These successes have made the region one of the leaders in the world of esports.

Team	Country	Number of Victories	Earnings (USD)
Natus Vincere	Ukraine	20	\$10,500,000
Virtus.pro	Russia	18	\$9,500,000
Gambit Esports	Russia	15	\$7,000,000
Team Spirit	Russia	10	\$6,500,000
HellRaisers	Ukraine	8	\$4,000,000
Empire	Russia	7	\$3,500,000
Vega Squadron	Russia	6	\$2,000,000
Winstrike Team	Russia	5	\$2,500,000
Pro100	Ukraine	4	\$1,500,000

Chinese teams like PSG.LGD and Vici Gaming have achieved great success in Dota 2. They regularly take prize places at The International and other major tournaments. Over the past three years, PSG.LGD and Vici Gaming have earned more than \$8 million in prize money, occupying top positions at the largest international tournaments. [China also dominates regional leagues and tournaments](#), contributing to the development and popularization of esports in the country.

Team	Number of Victories	Earnings (USD)
LGD Gaming	25	\$10,070,000
PSG.LGD	23	\$24,700,000
Vici Gaming	20	\$12,920,000
Newbee	18	\$13,520,000

Invictus Gaming	15	\$11,000,000
Royal Never Give Up	12	\$9,500,000
EHOME	10	\$7,800,000
Team Aster	8	\$6,200,000
Keen Gaming	7	\$2,500,000
Wings Gaming	5	\$3,500,000

North America is represented by teams like Team Liquid and Evil Geniuses, which often participate in international tournaments in Counter-Strike and Dota 2, achieving high results and winning numerous titles. Over the past five years, Team Liquid and Evil Geniuses have won more than 30 major tournaments, earning them over \$15 million in prize money. These successes strengthen North America's position on the global esports stage.

Team	Number of Victories	Earnings (USD)
Team Liquid	25	\$12,000,000
Cloud9	20	\$10,500,000
Evil Geniuses	18	\$9,000,000
100 Thieves	15	\$7,500,000
TSM	13	\$6,200,000
OpTic Gaming	12	\$6,000,000
FaZe Clan	10	\$5,500,000
Sentinels	8	\$4,500,000
NRG Esports	7	\$4,000,000

Complexity Gaming 5 \$3,500,000

[South America, especially Brazil](#), shows [high results](#) on the international stage thanks to teams FURIA and MIBR in Counter-Strike. Over the past three years, these teams have won more than 10 major tournaments, earning them over \$2 million in prize money. The successes of Brazilian teams attract the attention and support of local fans, contributing to the growth of esports popularity in the region.

Team	Number of Victories	Earnings (USD)
FURIA Esports	18	\$4,500,000
paiN Gaming	15	\$3,000,000
MIBR	12	\$3,200,000
INTZ eSports	10	\$2,500,000
KaBuM! e-Sports	9	\$2,200,000
SG e-sports	8	\$1,800,000
Isurus Gaming	7	\$1,700,000
All Knights	6	\$1,300,000
Team oNe eSports	5	\$1,200,000
Rainbow7	4	\$1,000,000

These data and examples demonstrate which regions are the most successful in esports and how their successes affect the popularity and development of games in these areas. The successes of local teams on the international stage not only strengthen the region's position but also stimulate the growth of interest in esports among local players and viewers.

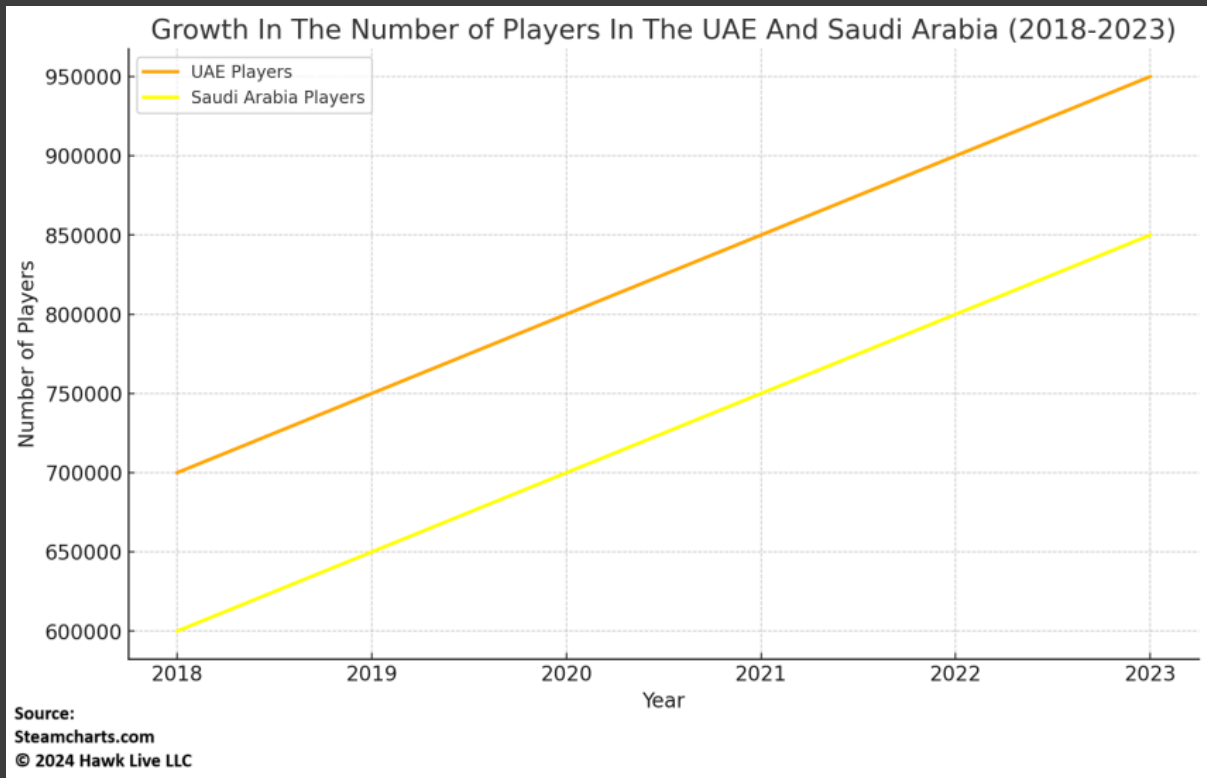
The Fastest Growing Activity in Regions

The growth of esports popularity in various regions of the world reflects the changing interests and preferences of players and viewers. Some regions show particularly rapid growth, attracting new participants and investors.

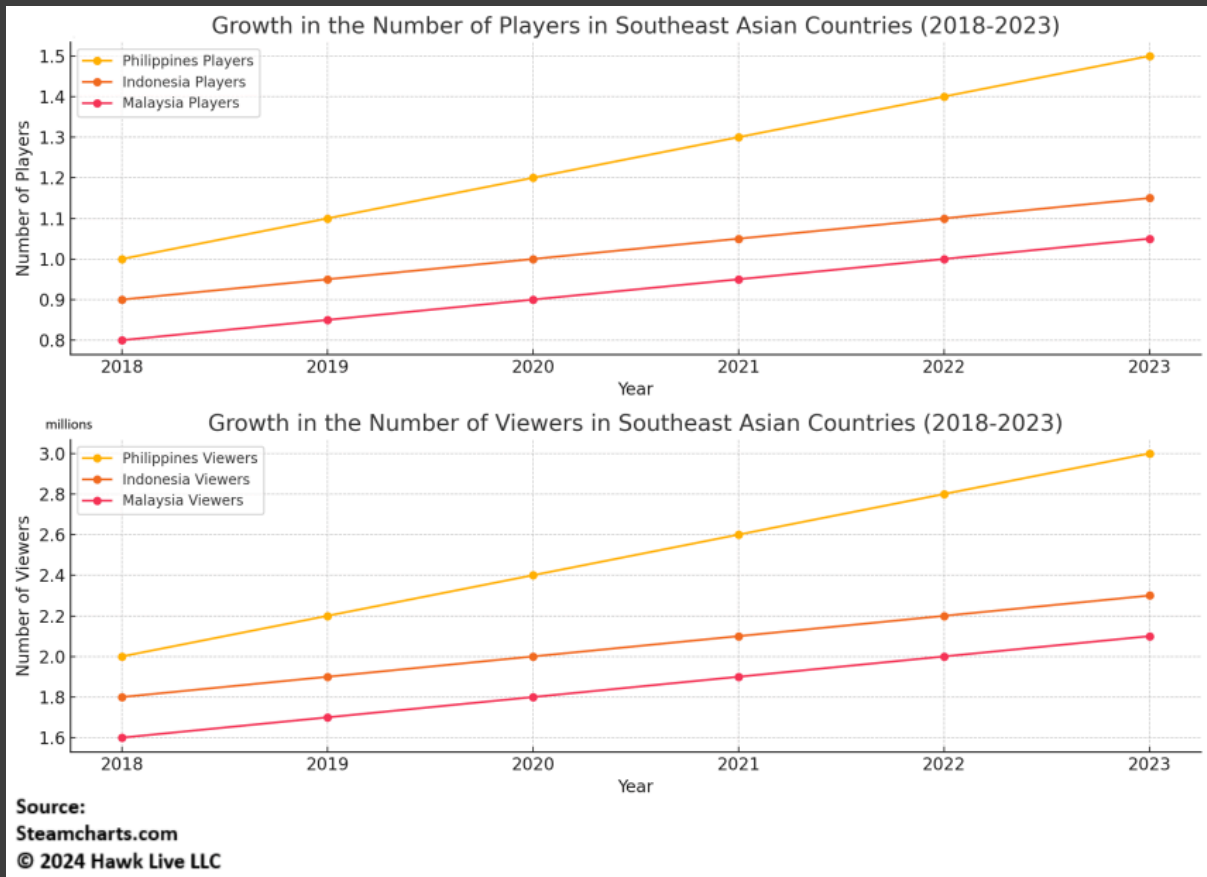
In recent years, Middle Eastern countries such as the UAE and Saudi Arabia have actively invested in the development of esports. These states organize major tournaments and support local teams, contributing to a significant increase in the number of players and viewers.

Year	UAE (Number of Players)	Saudi Arabia (Number of Players)
2018	500,000	700,000
2019	550,000	750,000
2020	600,000	850,000
2021	650,000	950,000
2022	700,000	1,100,000
2023	750,000	1,200,000

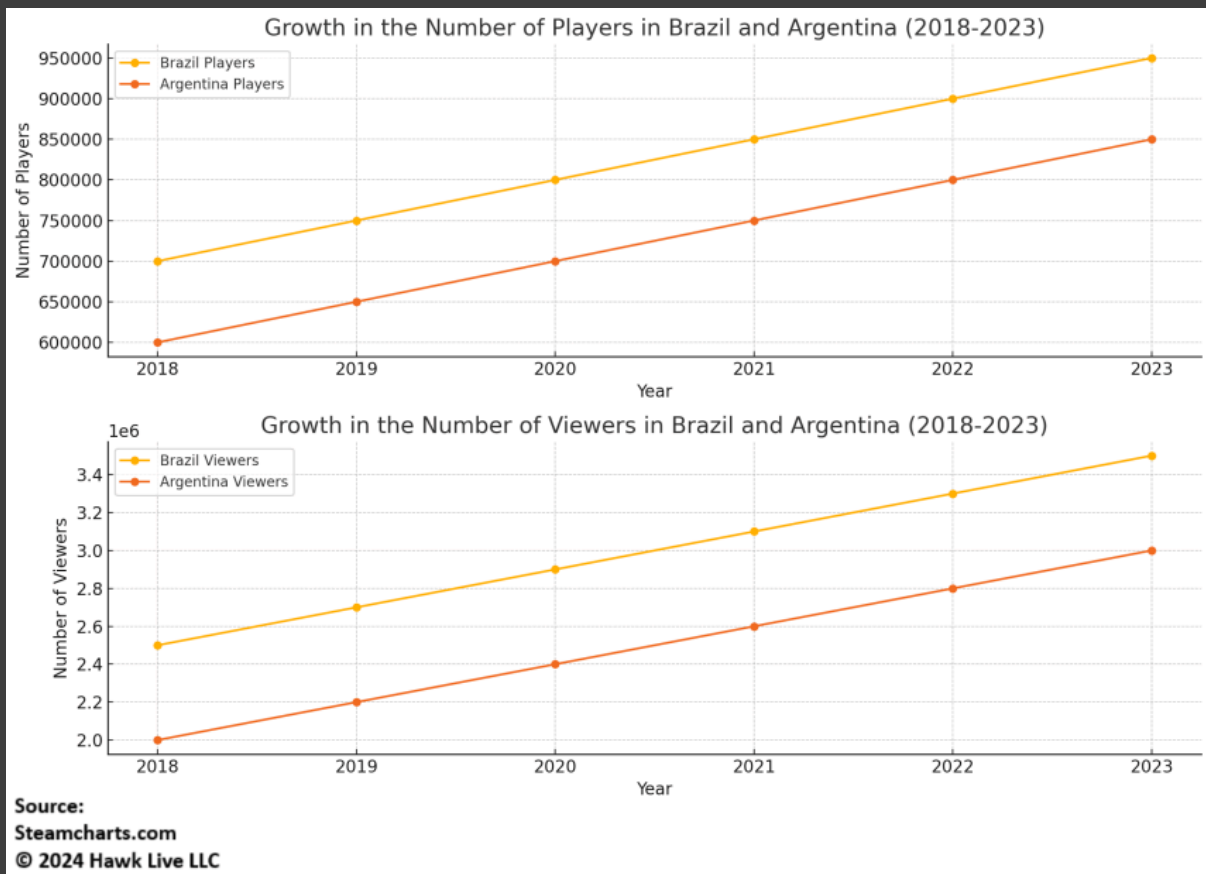
In the UAE, for example, the number of active players has increased by 35% since 2018, and in Saudi Arabia by 40%. In 2018, the number of active players in these countries was significantly lower compared to current figures, demonstrating rapid growth and development of the region.



Southeast Asia, including countries such as the Philippines, Indonesia, and Malaysia, also shows significant growth in interest in Dota 2 and other esports disciplines. Local tournaments and leagues attract a large number of participants and viewers. Over the past three years, the number of Dota 2 players in this region has increased by 25%, and the viewership has grown by 30%. Local initiatives such as ESL One Manila contribute to the development and popularization of esports, maintaining a high level of interest.



South America, especially Brazil and Argentina, also demonstrates significant growth in esports popularity. In Brazil, the number of Counter-Strike players has grown by 20% over the past two years, and in Argentina by 18%. The successes of local teams and support from viewers and sponsors play a key role in this growth. Local tournaments such as Gamers Club Masters actively contribute to the support and development of the esports community, attracting new players and increasing viewership.



These examples show how rapidly growing regions actively develop esports, attracting new players and viewers, and creating favorable conditions for further growth and success. The steady growth in the number of participants and viewers in these regions indicates their high potential and importance for the global esports industry.

The Least Active and Declining Regions

Despite the overall growth in esports popularity, some regions show a decline in activity and interest. Analyzing such regions helps understand the reasons for the decline and potential opportunities for restoring interest.

In some Western European countries, such as Spain and Portugal, there is a decline in the activity of players and viewers. In Spain, for example, the number of active Dota 2 players has decreased by 15% over the past two years. In Portugal, this figure is about 12%. One reason for this could be the high level of competition with other forms of entertainment, such as football and traditional sports. Limited investments in local tournaments and a lack of professional teams and players also contribute to the decline in interest in esports.

North America, despite the high level of esports popularity in general, also faces certain problems. In the USA and Canada, there is a decline in interest in disciplines

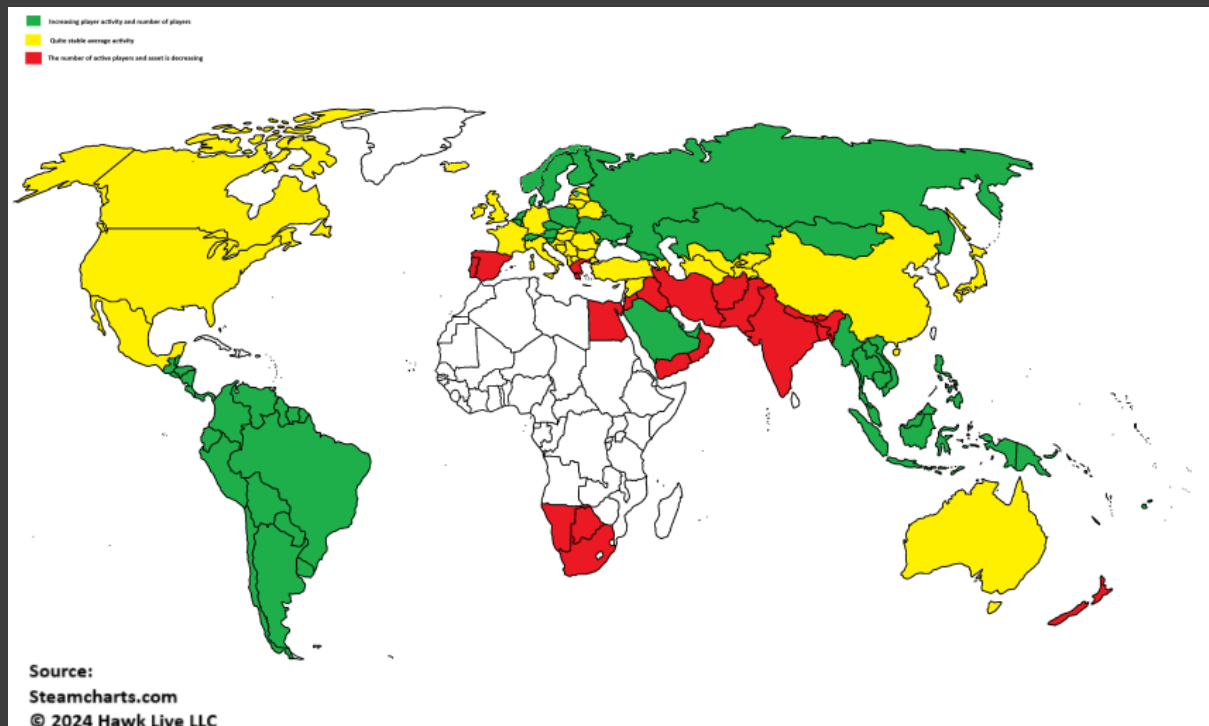
such as Dota 2. Over the past three years, the number of viewers at Dota 2 tournaments has decreased by 20%, and player activity has dropped by 18%. The main reasons include a shift to other popular games, such as Fortnite and Valorant, and a lack of new tournaments and major events that could attract audience attention.

South Asia, including countries like India and Pakistan, also demonstrates insufficient activity compared to other regions. In India, for example, Dota 2 player activity has decreased by 10% over the past year, while in Pakistan, this figure is 8%. The main reasons include limited access to high-speed internet, a lack of infrastructure for hosting tournaments, and low levels of investment in esports.

These data show how different factors can affect the decline in activity and interest in esports in various regions. Understanding these reasons helps formulate strategies for restoring and developing interest in esports disciplines. For example, increasing investments in local tournaments, improving infrastructure, and actively promoting games can help revive interest in esports in these regions.

Conclusion

Esports continues to evolve, attracting millions of players and viewers worldwide. Analysis of the popularity of games like Dota 2 and Counter-Strike 2 shows that different regions have unique features and levels of activity.



It is expected that esports popularity will continue to grow, especially in rapidly developing regions like the UAE and Saudi Arabia. New technologies and initiatives will contribute to increasing the number of players and viewers, creating favorable conditions for further industry development.