



Founded in 2018

Santiago, Chile

<https://godtier.gg>

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10 -15 Employees

Operates in Latin America

Key People: [Daniel Weinacker](#) Chief Executive Officer | [Rodolfo Toledo](#) Chief Data Officer | [Juan Ignacio Cillero](#) Key Account Manager

ADDED VALUE: We connect and activate gamer audiences around your brand using the power of data to maximize your campaigns.

TARGET MARKET & SIZE

- **Global:** In 2023, the total number of gamers worldwide is expected to surpass 3 billion, marking a significant milestone for the global gaming market. This figure reflects a compound annual growth rate of +5.6% from 2015 to 2023.
- **Latin America:** By 2025, the market is projected to grow to 325 million gamers, increasing by 20% in less than 5 years. 60% of gamers in the region are between 18 and 44 years old, indicating significant purchasing power.
- **Mexico:** Mexico is the tenth-largest market globally and the largest in Latin America, with USD \$2.3 billion in revenue in 2021 and over 66 million gamers by the end of 2022.

PRODUCT

Godtier is a leader in B2B2C technological solutions for the esports industry.

Our platform is powered by our AI algorithm named Daigo, which takes brands to the heart of the gaming community.

We optimize engagement through tournaments and digital events. From competition management to real-time analysis, Godtier redefines the relationship between brands and gamers.

PROBLEM SOLVED

Godtier solves key challenges for brands to enter esports, enabling them to interact and sell effectively in the gaming world.

From tournaments to community management and influencer analysis, we offer comprehensive solutions that maximize monetization opportunities.

With advanced analytics, we provide accurate insights into the audience, opening new possibilities in the esports industry.

TECHNOLOGY

Godtier's technology is based on a comprehensive platform that includes tools such as tournaments, community management, and advanced analytics.

Our AI algorithm, Daigo, drives personalization and efficiency, enabling seamless interaction between brands and the gaming audience.

This comprehensive solution, supported by advanced analytics, redefines the esports experience and maximizes monetization opportunities for brands.

At Godtier, we not only connect brands with gaming audiences but also create a new dimension of strategic intelligence for the esports market.

COMPANIES THAT HAVE WORKED WITH GODTIER

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| <p>AGENCIES</p> <p>YOU FIRST</p> <p>streetmachine</p> <p>((BIZARRO))</p> <p>FLOWOLF GAMING FACTORY</p> <p>NINGA ESPORTS</p> | <p>EVENTS</p> <p>COMIC CON</p> <p>GAMERCITY</p> <p>Santiago 2023</p> <p>Juegos PanAm ParapanAm</p> | <p>MASS CONSUPTION</p> <p>Eucerin</p> <p>mallplaza</p> <p>Gama LEASING</p> <p>GUANTE Desde 1928</p> <p>AGROSUPER</p> | <p>TV</p> <p>FREE TO PLAY 2022</p> | <p>FEDERATION</p> <p>ANFP FEDERACION DE VOLEIBOL DE CHILE</p> <p>Global Esports FEDERATION</p> |
| | | | <p>FOUNDATION</p> <p>Teleton #TODOSLOSDIAS</p> | <p>RETAIL</p> <p>Factory</p> <p>ARENA XP GAMER EXPERIENCE</p> |