



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 Selling General and Administrative Expense, increasing the Economic Capital Ratio by 145% points. The greatest weakness of Esports Entertainment Group INC is the variable Net Income, reducing the Economic Capital Ratio by 508% points.

The company's Economic Capital Ratio, given in the ranking table, is -852%, being 230% points below the market average of -622%.

Input Variable	Value in 1000 USD
Assets, Current	9,972
Assets, Non-Current	0
Cost of Goods and Services Sold	24,165
Depreciation and Amortization	0
General and Administrative Expense	51,322
Intangible Assets	52,622
Lease Asset	164
Liabilities, Current	65,822
Liabilities, Non-Current	0
Operating Expenses	0
Other Assets	2,062
Other Compr. Net Income	-6,707
Other Expenses	66,552
Other Liabilities	2,862
Other Net Income	-18,545
Other Revenues	58,352
Property Plant and Equipment	44
Selling General and Administrative Expense	0

Output Variable	Value in 1000 USD
Assets	64,864
Liabilities	68,684
Expenses	142,039
Revenues	58,352
Stockholders Equity	-3,820
Net Income	-102,232
Comprehensive Net Income	-108,939
Economic Capital Ratio	-852%