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# **ELEAGUE Partners with Riot Games to Televisе Originally-Produced League of Legends Feature Show, Friday, Oct. 19, at 11 p.m. ET/PT on TBS**

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Thursday, October 11, 2018

## ***ELEAGUE's Esports 101: League of Legends Will Showcase & Celebrate Rich Culture of World's Most Popular PC Game During its World Championship***

Turner & IMG's **ELEAGUE**, in partnership with **Riot Games**, will feature **League of Legends** - the world's most-played PC game - in a one-hour TBS special set to premiere **Friday, Oct. 19, at 11 p.m. ET/PT on TBS**. ***ELEAGUE's Esports 101: League of Legends*** will provide a lighthearted, accessible introduction to *League of Legends* - the fast-paced, team-based strategy battle game with millions of players worldwide and one of the most watched esports with 14 professional leagues.

The show - co-hosted by *League of Legends* experts **Bil "Jump" Carter** and **Kelsie "KayPea" Pelling** - will celebrate the culture, history and in-game elements of the title's global esports scene. ***ELEAGUE's Esports 101: League of Legends*** will debut amid the 2018 *League of Legends World Championship* (Oct. 1 through Nov. 3 in South Korea).

"League of Legends has a massive, global fan base and ELEAGUE welcomes this opportunity to both celebrate the game's passionate community and provide additional opportunities to broaden its reach to a new audience," said **Craig Barry, EVP & Chief Content Officer, Turner Sports**. "ELEAGUE continues to expand its content experiences and overall portfolio through a collective of partnerships that showcase the biggest titles in esports and their unrivaled community of fans."

"We're excited to share an introduction to League of Legends directly with the passionate ELEAGUE community." said **Chris "Chopper" Hopper, Head of Esports, North America for Riot Games**. "This episode will showcase the global phenomenon of League of Legends and should serve as a great primer as we head into the 2018 World Championship Finals on November 3."

Click the [here](#) to preview ***ELEAGUE's Esports 101: League of Legends***.



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## About ELEAGUE

ELEAGUE - formed in partnership between Turner and IMG in 2016 - is a premium esports content and live tournament brand that has aligned with some of the most popular titles in the business through its first two years: *Counter-Strike: Global Offensive* - including the hosting of two Major Championships - *League of Legends*, *Overwatch*®, *Call of Duty: Black Ops 4*, *Street Fighter*® V: *Arcade Edition*, *Super Smash Bros. Ultimate*, *Dota 2*, *Injustice 2*, *Rocket League*, *TEKKEN*® 7 and *Formula E*. With a focus on innovative production capabilities, storytelling and exploring compelling narratives surrounding star teams and players, ELEAGUE has generated record levels of engagement with its content and positive reaction

throughout the esports community.

## About League of Legends Esports Leagues

[League of Legends](#) is a premiere global sport with 14 professional esports leagues, 113 professional teams, and over 850 salaried athletes worldwide, overseen and operated by Riot Games. League of Legends esports games are broadcast live to millions of fans in 18 different languages across the globe, with viewership of the regular season averaging 90 million hours-watched live, week-over-week worldwide.

The League of Legends World Championship tournament consistently reaches new viewership milestones each year, easily rivaling those of major traditional sporting event finals; for example, Worlds 2017 reached a total of 1.2 billion hours watched over the course of the 21-day competition, with the most-watched match pulling in over 80 million live unique viewers.