



CASE STUDY



2020 NHL Gaming World Championship™



CHALLENGE

- Despite live sports being forced to put all play on pause due to COVID-19, eSports pressed on, notwithstanding broadcast and production challenges.
- The best NHL 20 Hockey Ultimate Team players in the world were chasing a prize for \$150,000, the largest in NHL gaming history.
- Consisting of four rounds plus the championship, fans had the expectation to livestream the competition on NHL's Twitch channel.
- With social distancing guidelines, NHL needed a reliable remote broadcasting solution.



SOLUTION

- Partnering with Engine Shop Agency, players joined the competition via BitFire's network, FireBridge, where they communicated with one another while their discrete camera and audio feeds were sent to BitFire's control room in Boston for a full broadcast production complete with EVS replay and Chyron graphics.
- The production was flawlessly synchronized through the use of BitFire's browser-based matrix intercom system with multi-viewer.
- The onsite tech team was connected with remote members of the production team delivering unparalleled quality and performance.



RESULTS

- BitFire's exclusive technology enabled players from all over the world to compete and be part of the show.
- The 2020 NHL Gaming World Championships has now concluded with champions crowned from each Region.