

r/DotA2 Demographic Survey: Results

CREATED BY

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DATE

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Foreword:

The contents of this report were accrued via respondent data from r/DotA2. It is therefore representative of the r/DotA2 community **only** – not Dota 2 as a whole. It is not publicly known how representative the r/DotA2 community is of the Dota 2 community. As such, we make no assumptions of how the data and conclusions in this report apply to the entire Dota 2 player base.

To see the 2016 r/DotA2 survey, please see: <https://imgur.com/a/gpfME> & https://www.reddit.com/r/DotA2/comments/2ybvzq/results_of_demographics_survey_for_rdota2/.

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Key takeaways (1):

- **Gender:** The r/DotA2 community remains **majority male**, with 95.8% and 93.5% being male in 2016 and 2021 respectively. The female population grew from 3% (2016) to 3.5% (2021), while the proportion of transgender people increased from 0.05% (2016) to 1.1% (2021).
- **Relationships:** Those who are married, in a relationship or within a civil partnership all increased, by 3.8%, 5.1% and 1.3% respectively. These gains meant a decrease in those who are single, which declined from 67.3% to 57.3% - meaning **since 2016, 10% more** of the r/DotA2 community are now in some form of relationship.
- **Age:** The r/DotA2 community is aging. Those aged 30+ represented 3.9% of the population in 2016, which has now increased to 14.9% in 2021. Those aged 21 or below represented 50.1% of the population in 2016, but now represent 20.7%. The largest age group in 2021 is between 22 and 30 – now representing 64% of the r/DotA2 community.
- **Play:** The vast majority (91.4%) of the r/DotA2 community have played for over 3 years. Comparison on this question is difficult, as in 2016 Dota 2 had only been released 3 years (July 2013). However, those **playing three year or less** represent just **10% in 2021**, while those who have played **8 years+** represent **nearly 40%**. At the very least, this indicates that Dota has: a) high retention of original players, but evident player-base losses; b) limited influx of new players who participate in the r/DotA2 community.
- **Occupation:** Corresponding to an aging population, the proportion of college/university students has dropped from 43.4% (2016) to 31.6% (2021), while those in full-time work has nearly doubled – from 25.3% (2016) to 47.4% (2021). Under 18 schooling decreased by the largest margin, from 16.6% (2016) to 2.3% (2021). Those in part-time work also decreased, while those self or unemployed increased. This may be a consequence of the COVID-19 pandemic.
- **Living:** Correlating to prior questions, many more people now either live with their spouse partner (increasing 12% to 25.9%) or alone (increasing 6.8% to 17.5%).
- **Children:** Curiously, the number of respondents answering 'yes' to having children decreased by 0.2% between 2016 to 2021, from 5.9% to 5.7%. It was expected that this would also increase, given the increased numbers of marriages, relationships and an older population.

Note: Survey responses were accrued **solely** via r/DotA2, and is therefore representative of the r/DotA2 community only – not Dota 2 as a whole. However, there may be trends or figures within these results that also apply to the wider Dota 2 community.

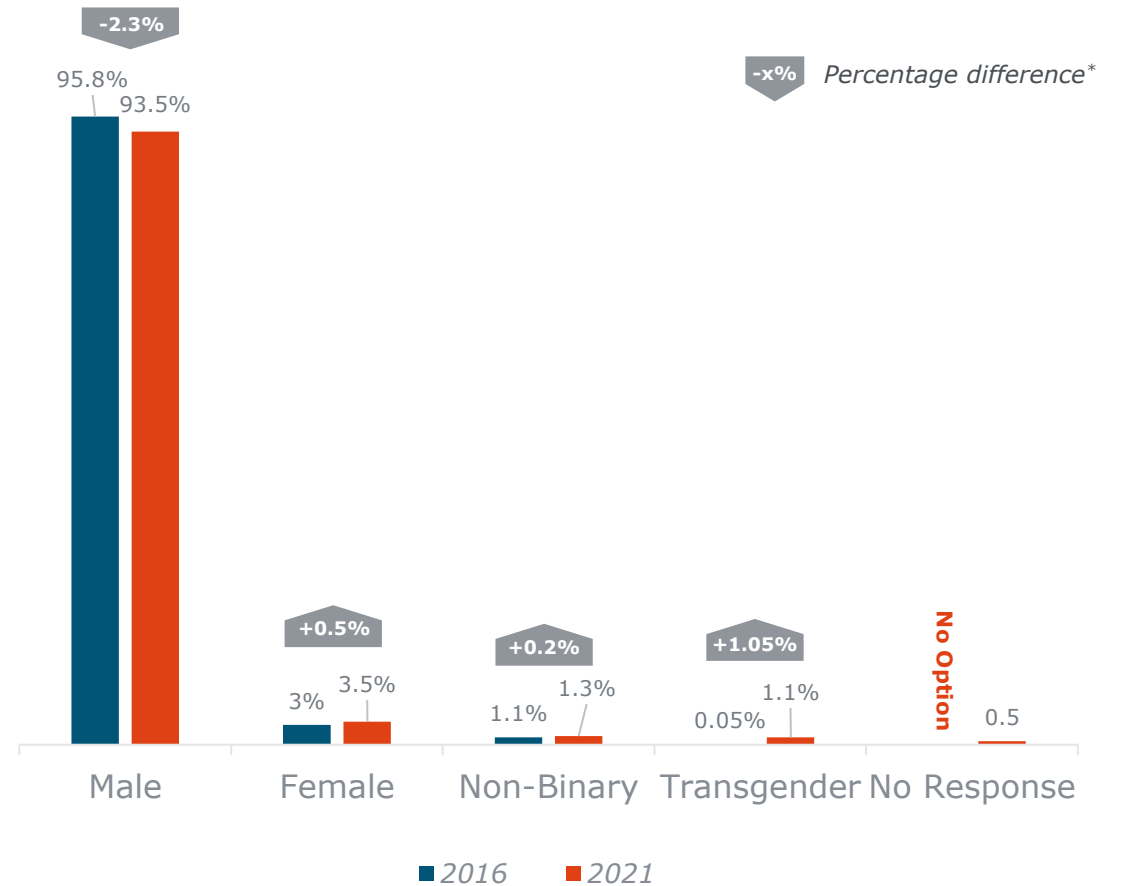
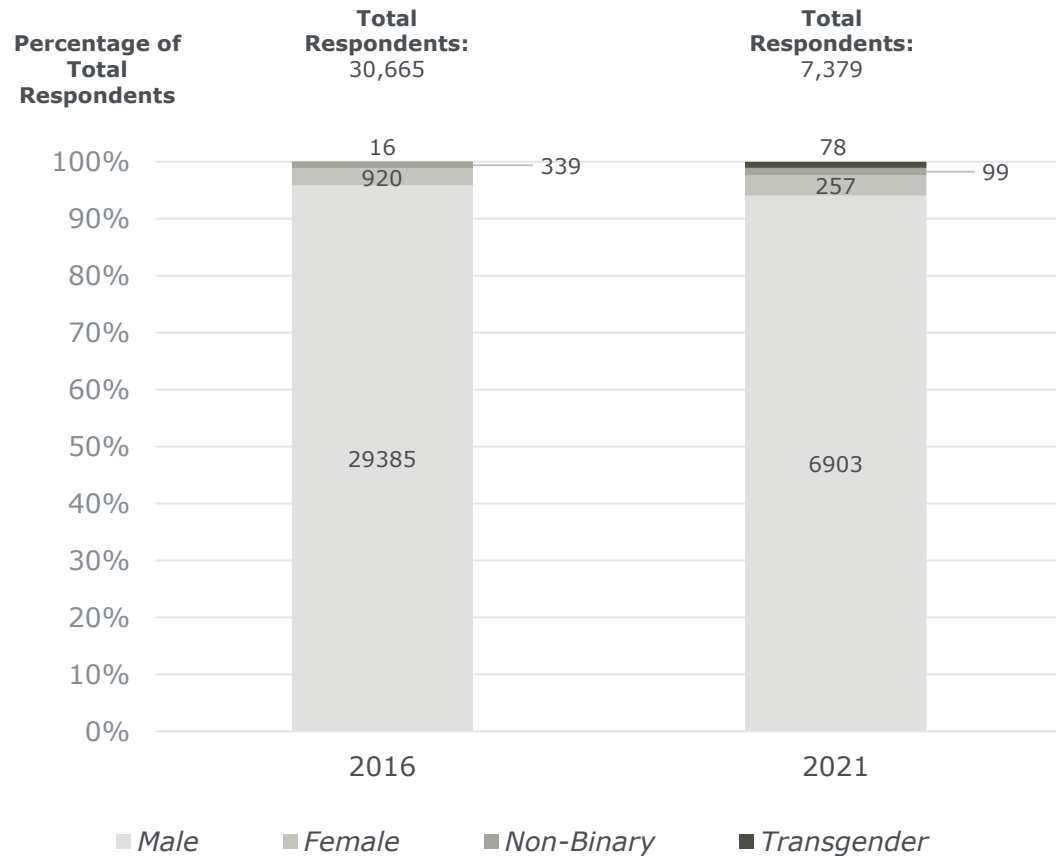
First responses were collected from Monday 8th of February 2021, with the last included response on Friday 19th of February 2021.

Key takeaways (2):

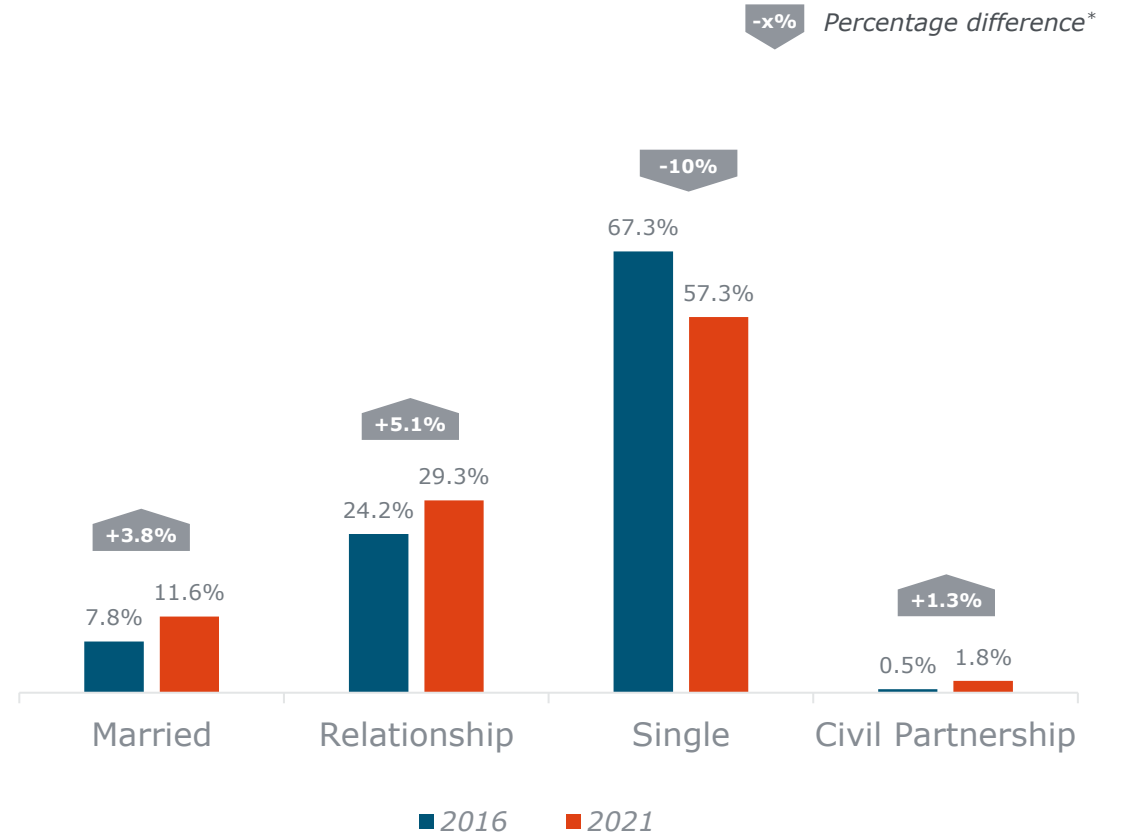
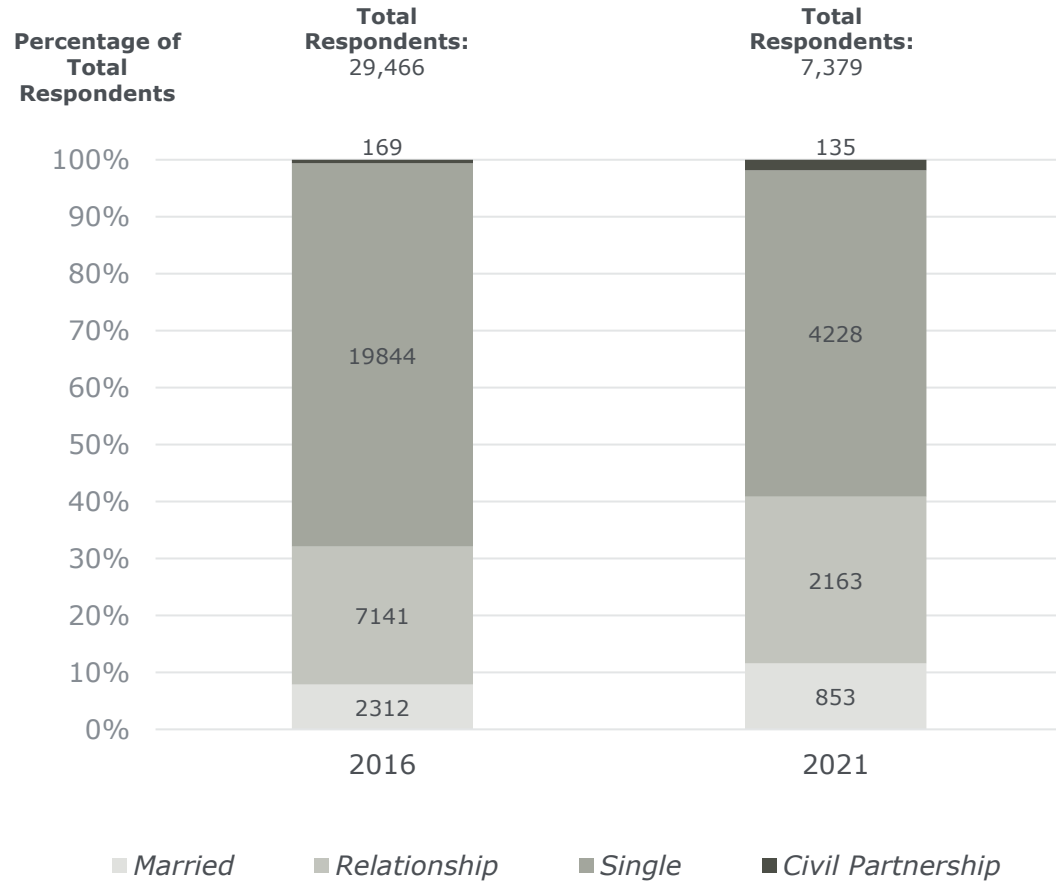
- **MMR:** MMR inflation is evident – as the proportion of those with 5k MMR or higher has increased from 4.5% (2016) to 12.8% (2021). However, the proportion of those within the 4001-5000 MMR bracket is largely unchanged, **decreasing only by 0.3%** from 2016 to 2021. A similar trend can be observed in the 2001 – 3000 bracket. The largest change is seen within the 3001-4000 bracket, which **decreased 14%** between 2016 to 2021.
- **Location:** The US remains the largest representative within the r/DotA2 community, which conforms to the overall demographics of reddit as a whole. UK, Germany and Canada represent the second, third and fourth largest respectively, with a mixture of SEA and European countries making up the other top 20. Outliers to this include India (5th), Australia (6th), Brazil (9th) and Russia (16th). For a full breakdown, please see page 13 and 14.
- **Watching vs Playing:** r/DotA2 remains a majority 'playing' community – with 60.5% primarily playing Dota 2 vs 33.3% who primarily watch. 6.1% neither play nor watch Dota 2.
 - Those who play Dota 2 spend more time doing so – with a higher proportion selecting 8 hours or more.
 - Conversely, those who watch Dota 2 seem to do so more casually – with a lower proportion selecting 8 hours or more.
 - In relation to both, page 16 and 17 demonstrate that **people who do not play Dota 2** are still liable to watch it. As indicated by the difference of 4.6% between those who 'don't play Dota 2' vs those who 'don't watch'.
- **Esports:** Perhaps unsurprisingly, CS:GO is the most popular (24.6%) esports game besides Dota 2 that the r/DotA2 community engage with. Fortnite was the lowest, representing just 1.1% of the community – which perhaps correlates with the previously discussed 'aging' population. 47% selected 'other', which indicates that this survey either failed to offer appropriate choices or Dota 2 is the only esports genre that a large proportion of r/DotA2 engages with.
- **Education:** The r/DotA2 community is **statistically well educated** – with Bachelors, high school diplomas and college degrees being selected by 77% of respondents, at 32.4%, 27.4% and 17.2% respectively. Masters also scored highly, with 13.2%. Only 1.3% of the population had no formal education.
- **Dota 2 Introduction:** The majority were either recommended by a friend or family (49.5%) or have played since Warcraft 3 (28%). A mere 2.1% were introduced to Dota 2 by advertisement.

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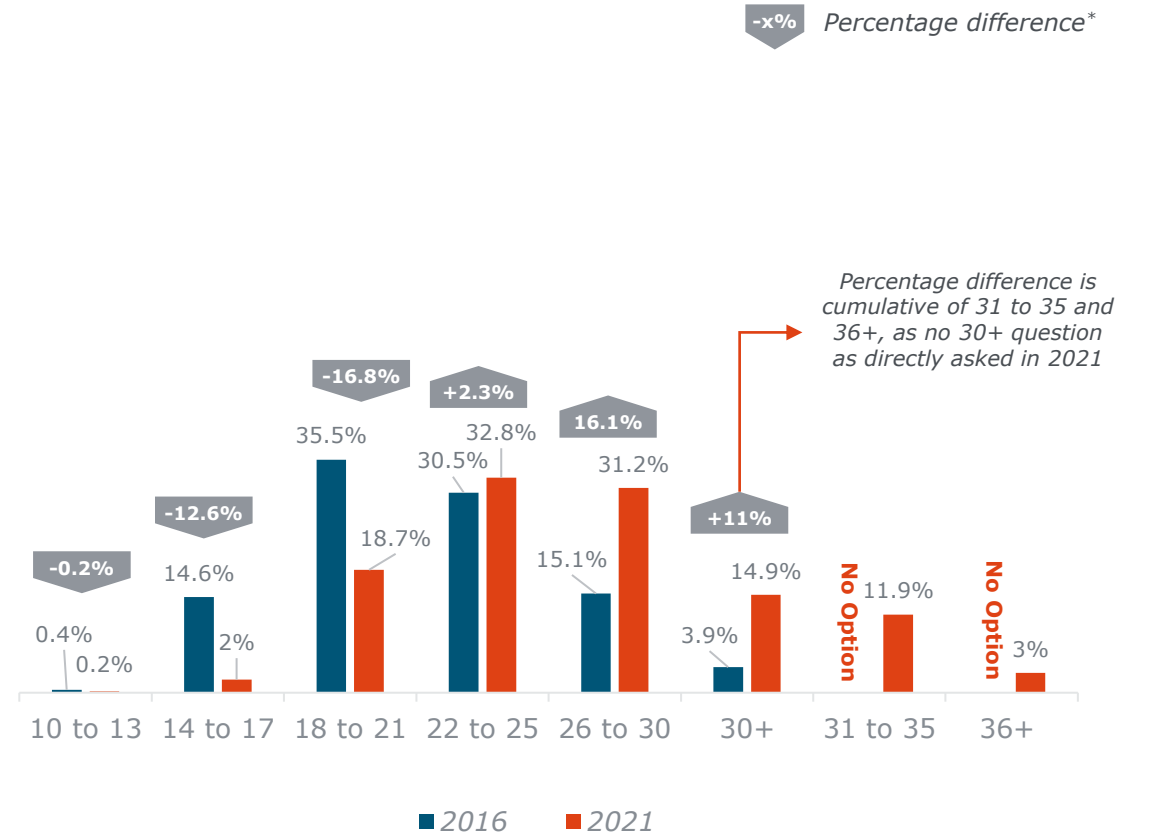
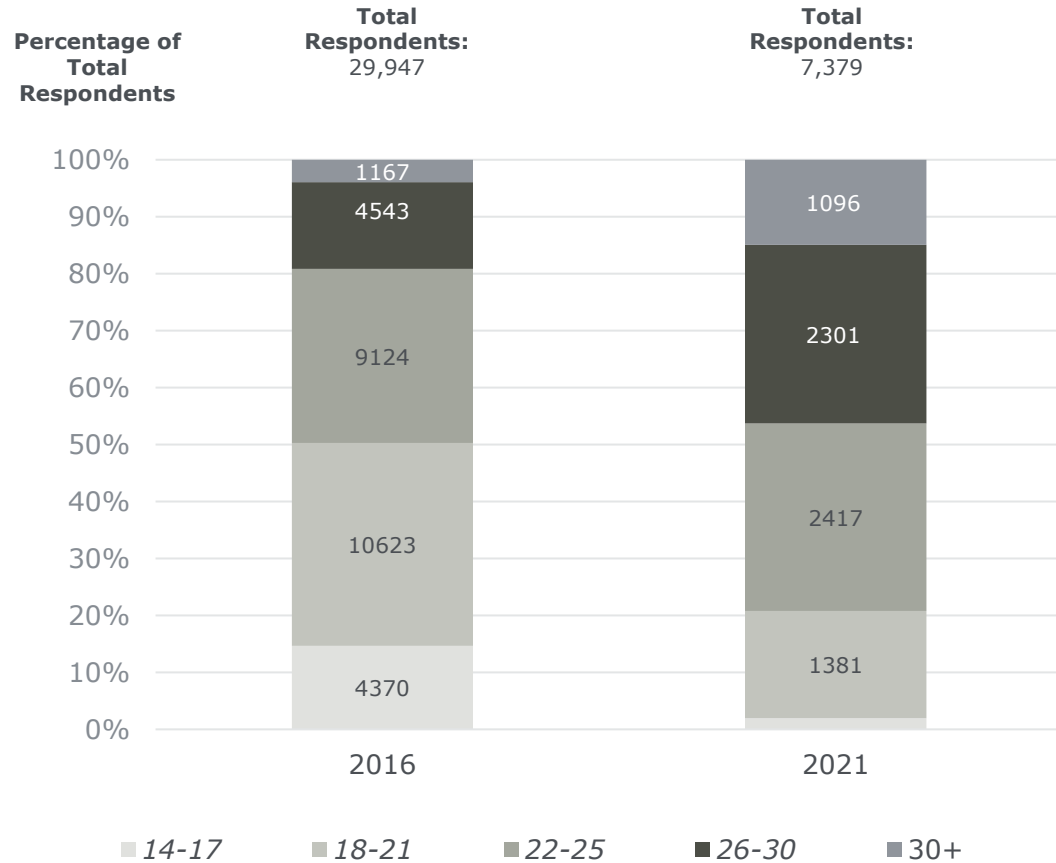
Question: What gender do you identify as?



Question: What is your relationship status?

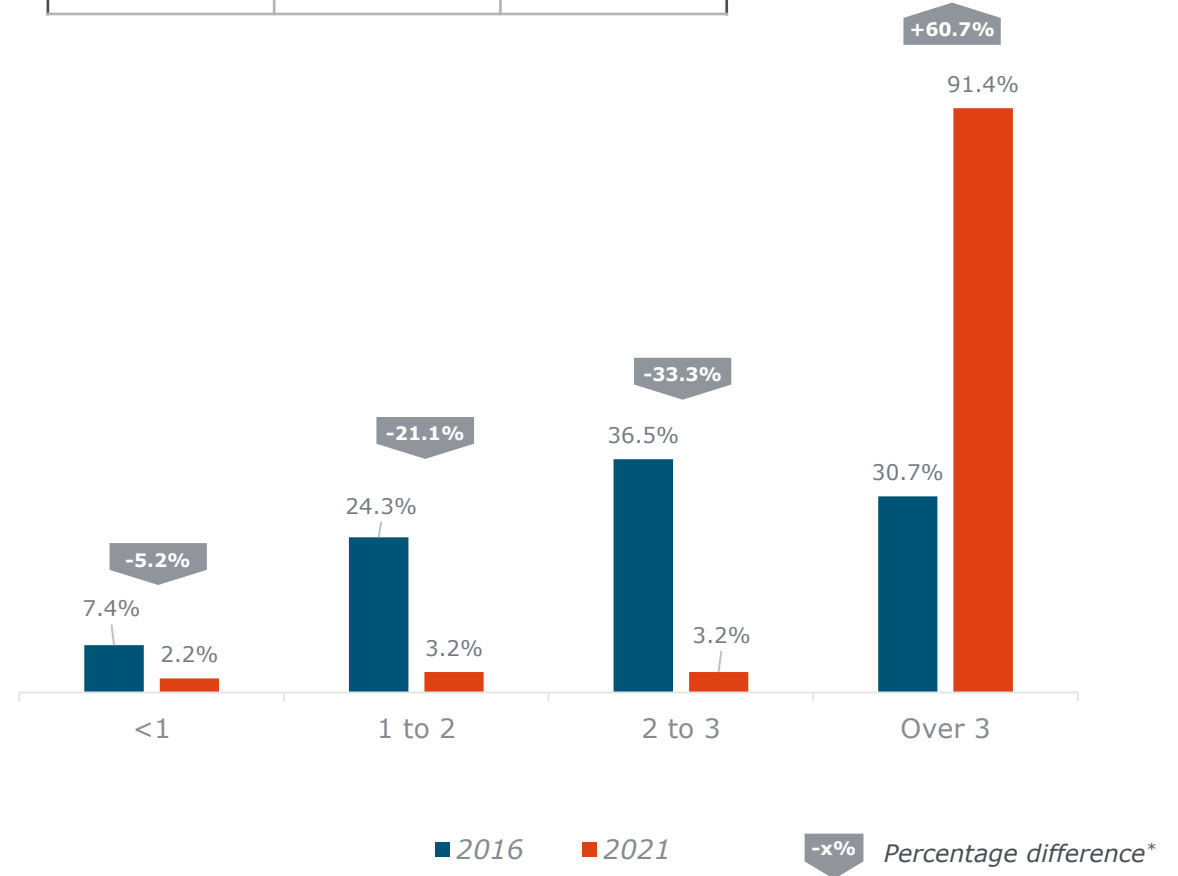
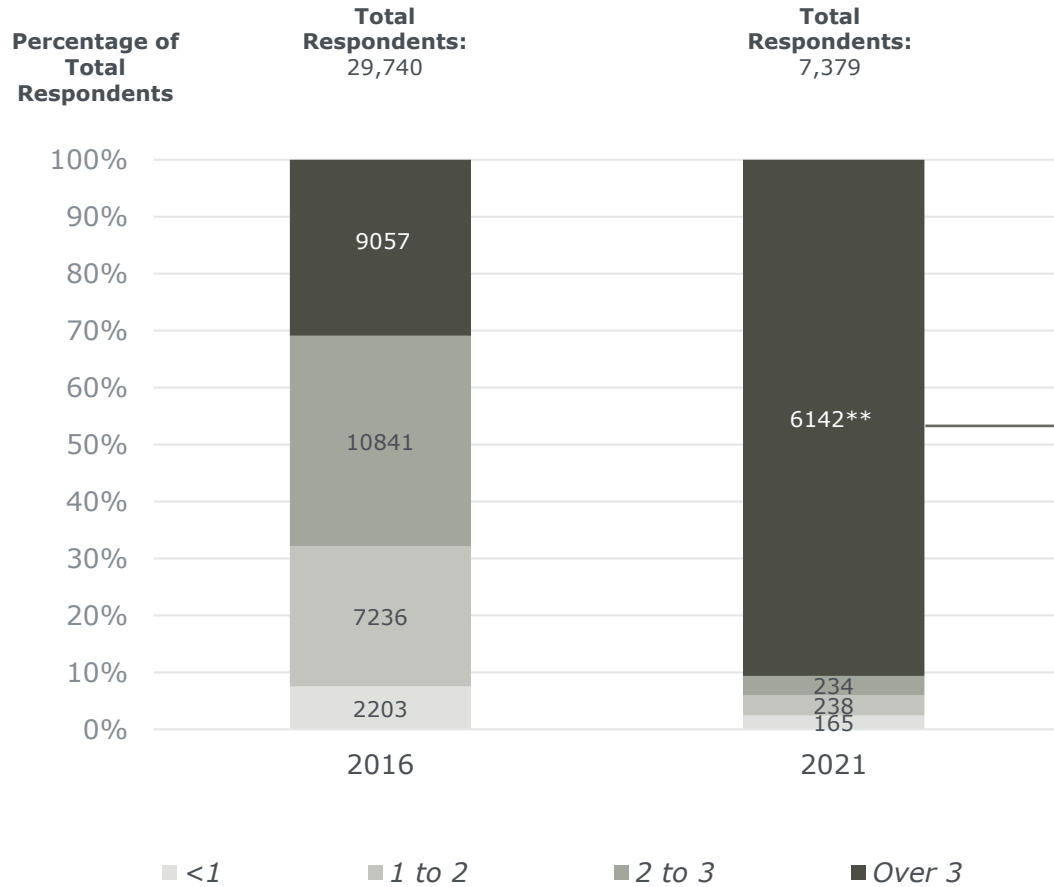


Question: How old are you? (years)



Question: How long have you been playing Dota 2? (years)

Additional Option	2016	2021
3-4 years	Not asked	380 (5.1%)
4-5 years		576 (7.8%)
5-6 years		840 (11.4%)
6-7 years		911 (12.3%)
7-8 years		1188 (16.1%)
8 years+		2847 (38.6%)

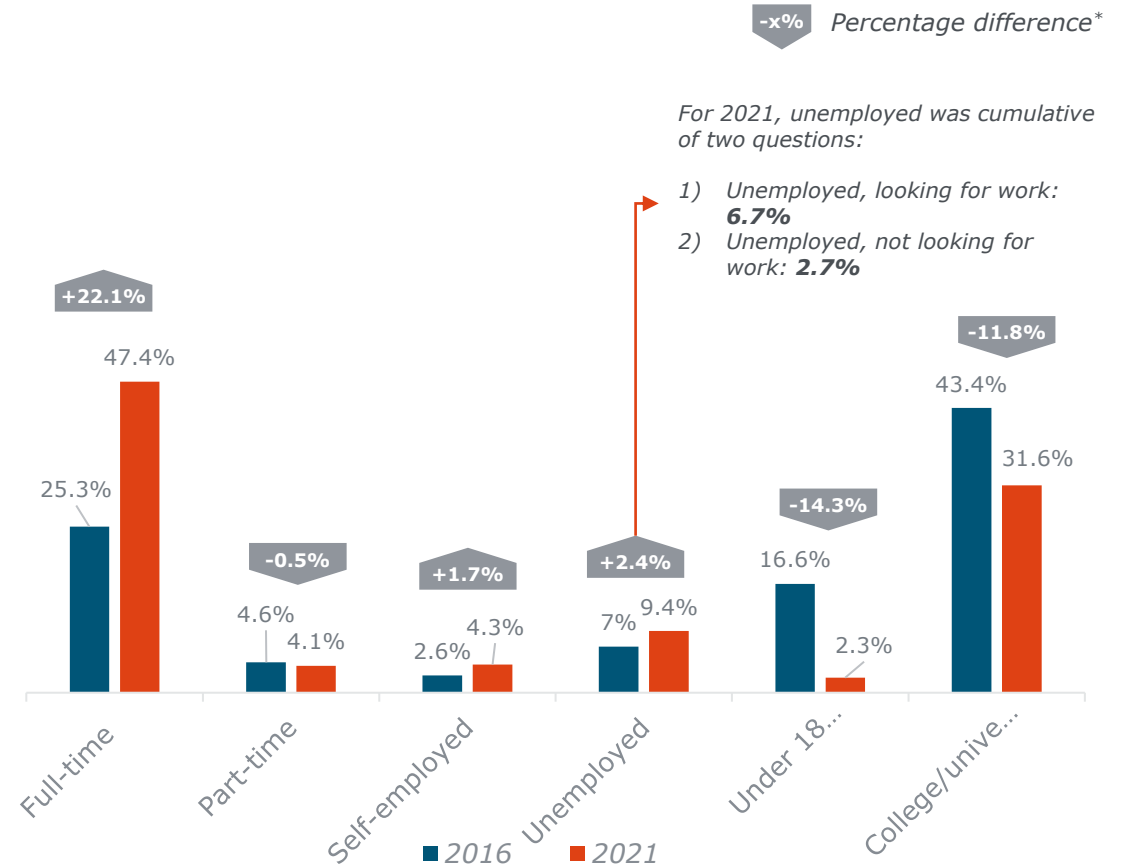
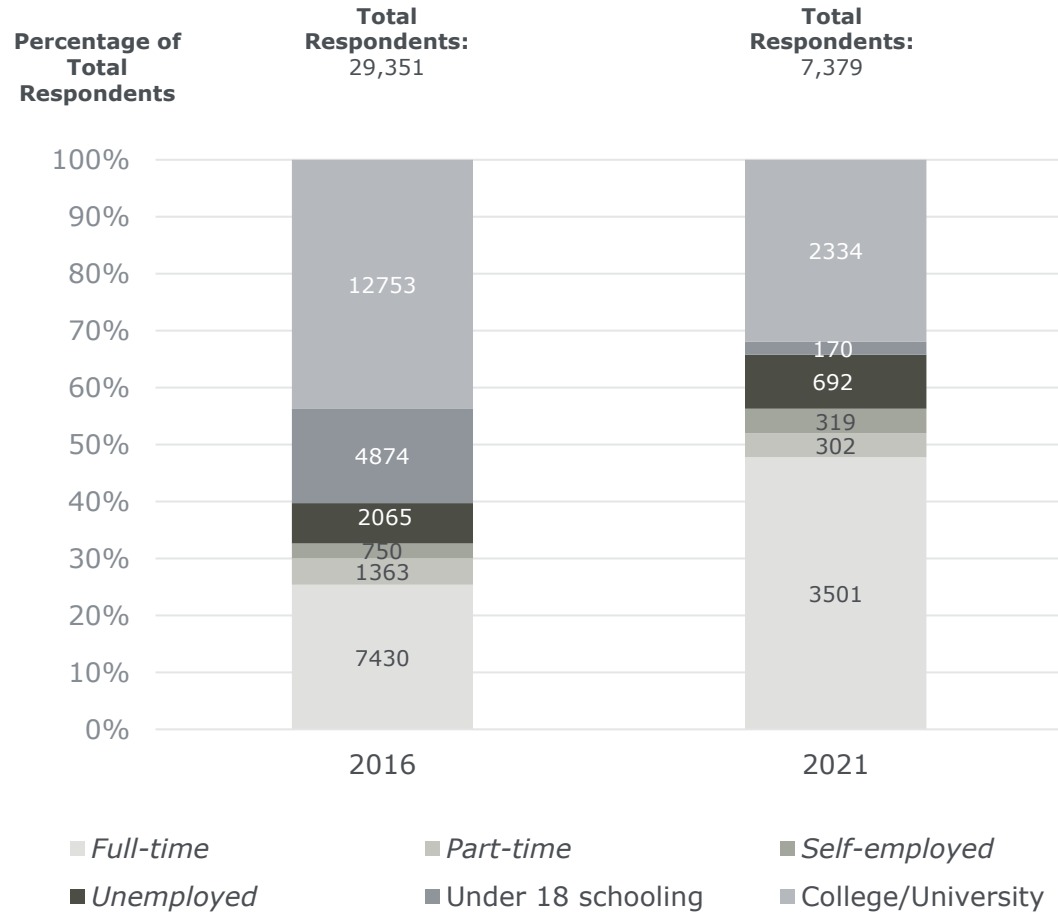


*percentage difference between each survey, from 2016 to 2021; **total is cumulative of additional options that are 3 years or over

Note: In the 2016 survey, an option was given for "I don't, I only use the subreddit for news" – which was not given in the 2021 survey. This figure is not included in the displayed data. It represented 403 (1.4%) of responses in 2016.

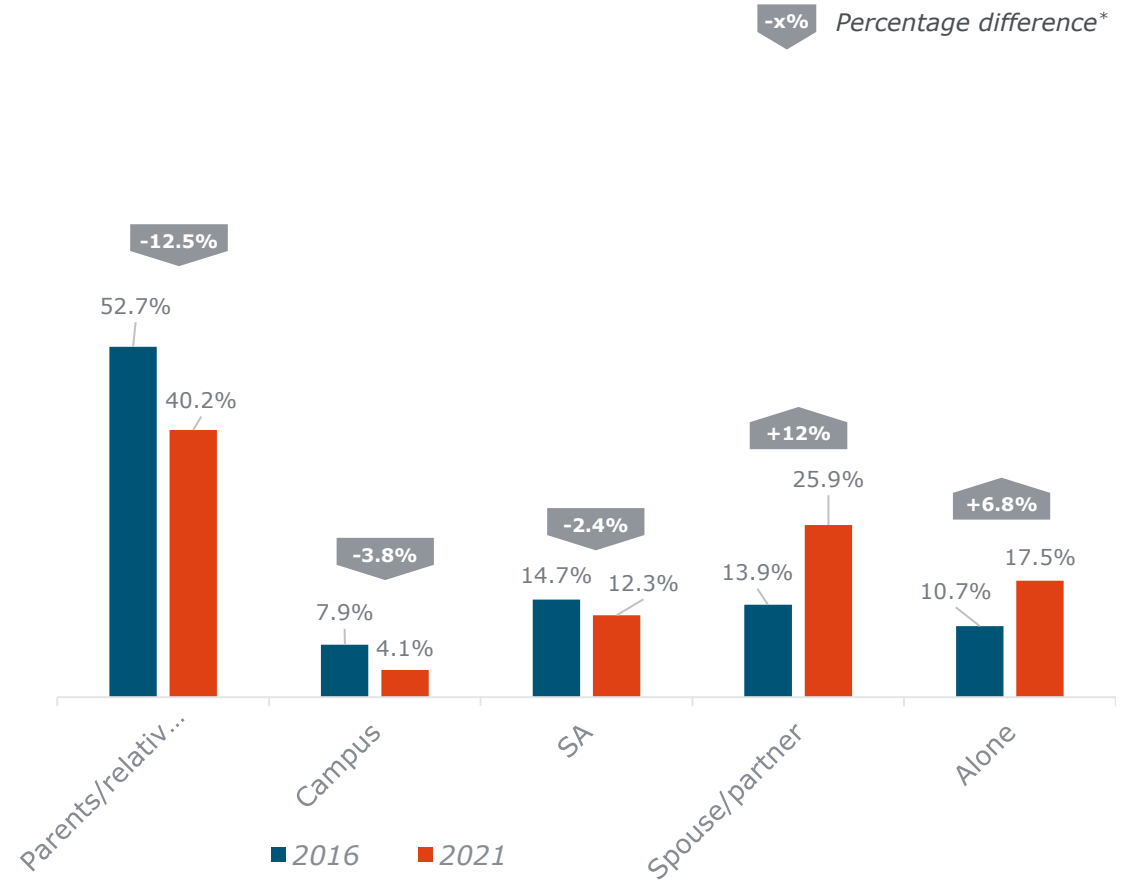
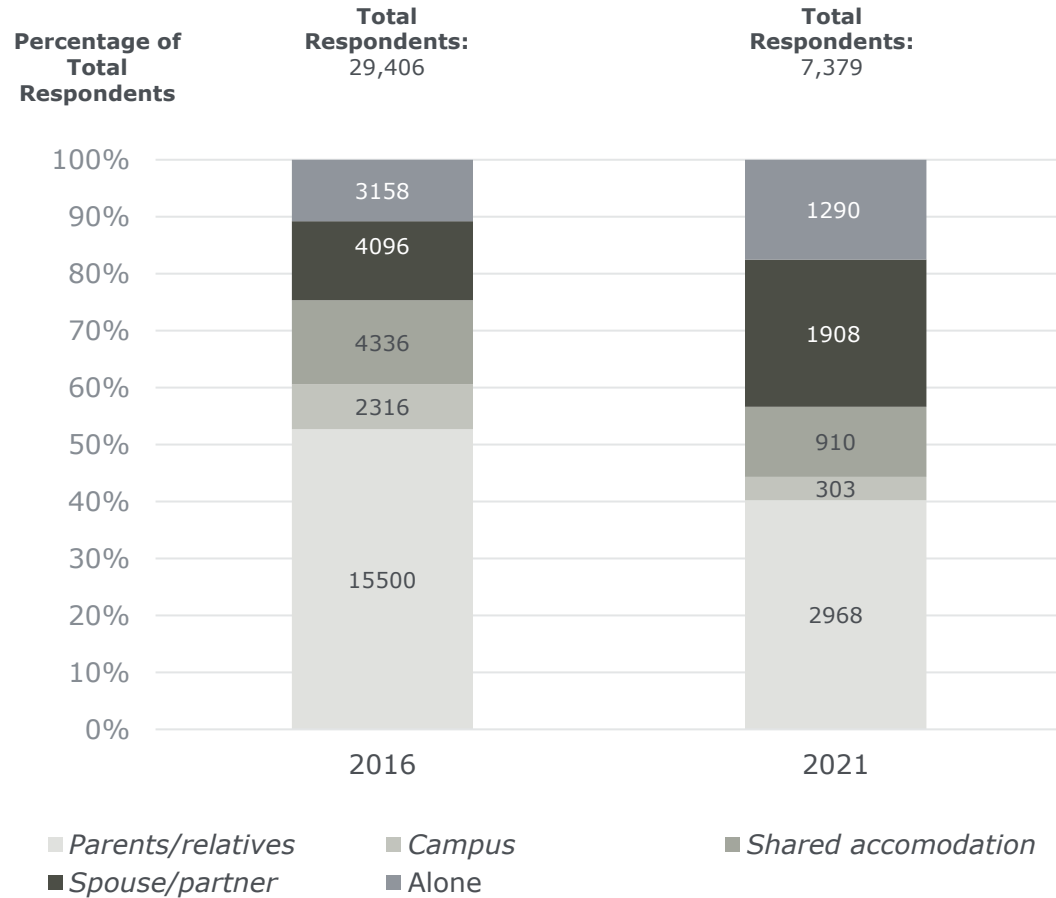
Question: What is your occupation?

Additional Option	2016	2021
Retired	55 (0.2%)	Not asked
Full-time parent	61 (0.2%)	16 (0.2%)
Military/Forced	Not asked	45 (0.6%)



*percentage difference between each survey, from 2016 to 2021.

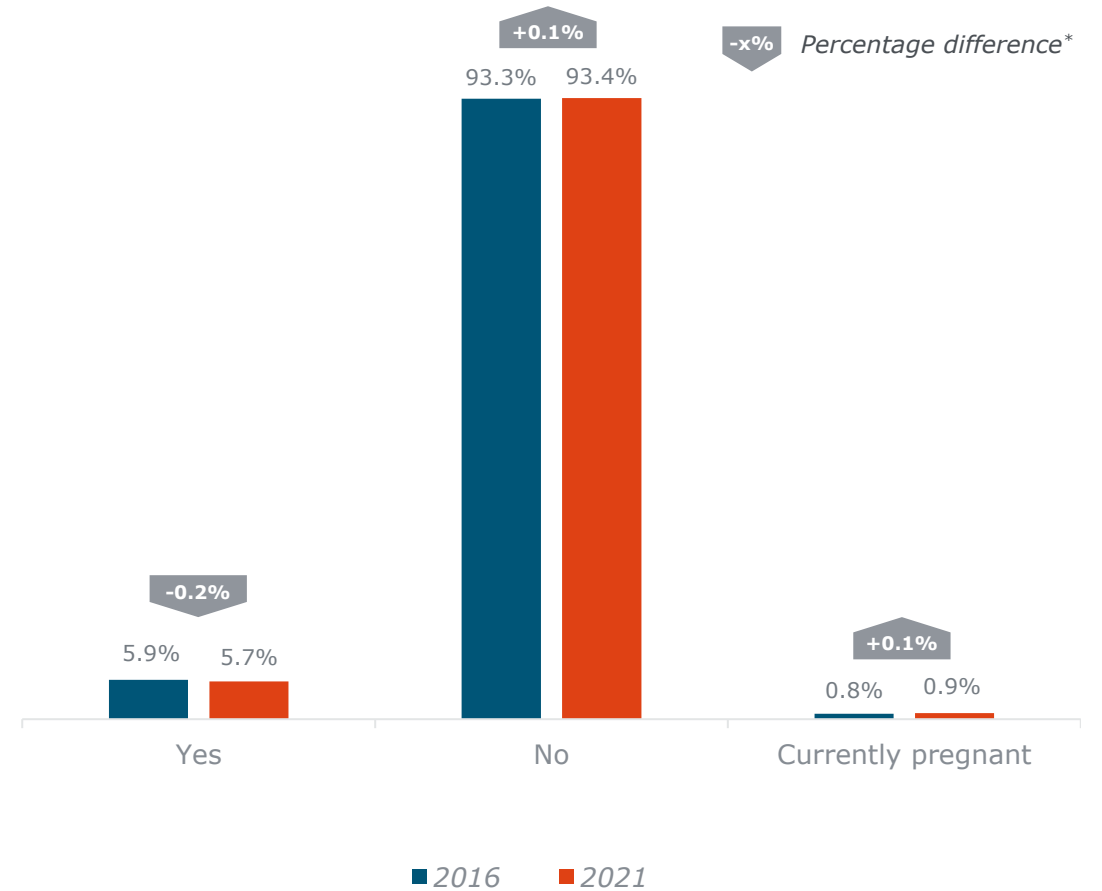
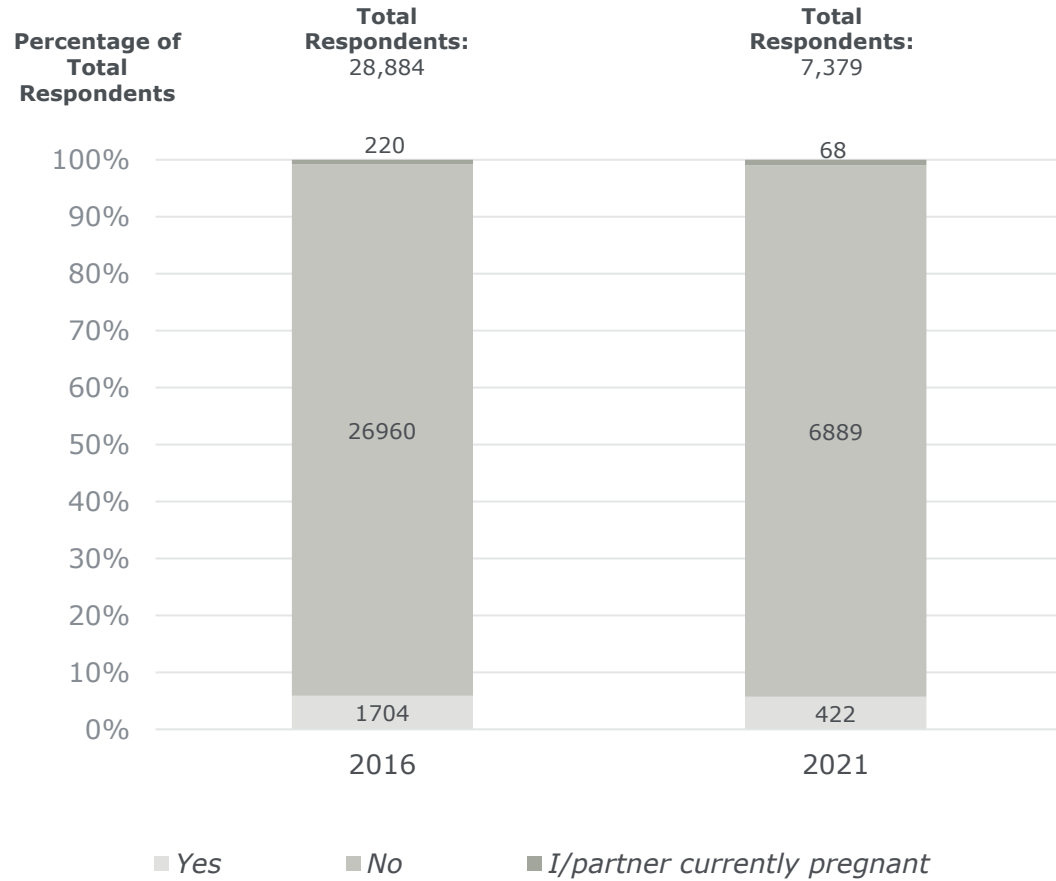
Question: Who do you live with?



*percentage difference between each survey, from 2016 to 2021. SA – Shared accommodation.

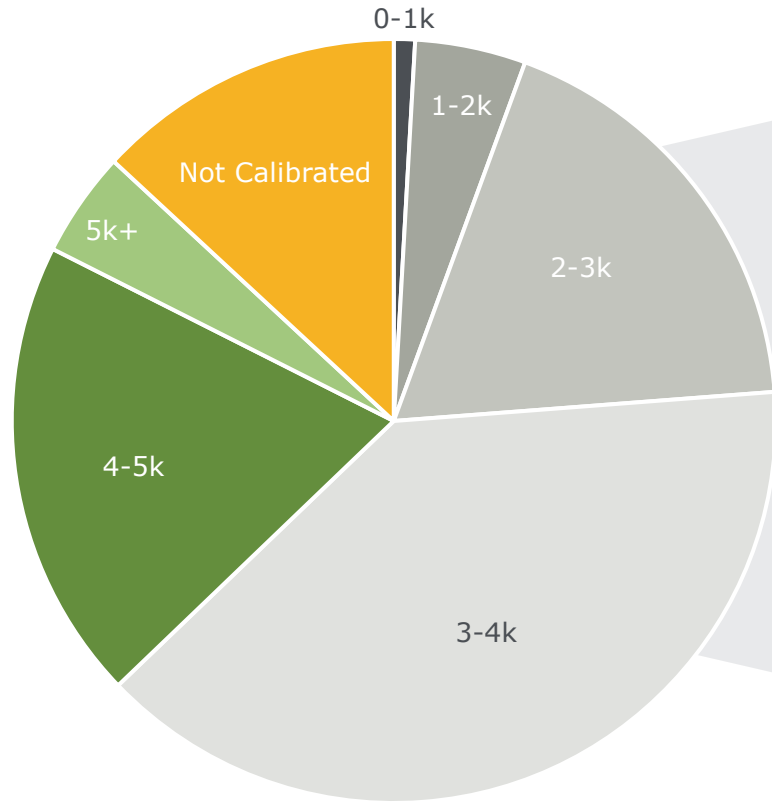
Note: Survey was conducted in February 2021 – and these figures may not reflect 'normalcy' in the sense that the COVID-19 pandemic may have impacted many people's living situation.

Question: Do you have children?



Question: What is your MMR? (2016)

Total Respondents:
29,763

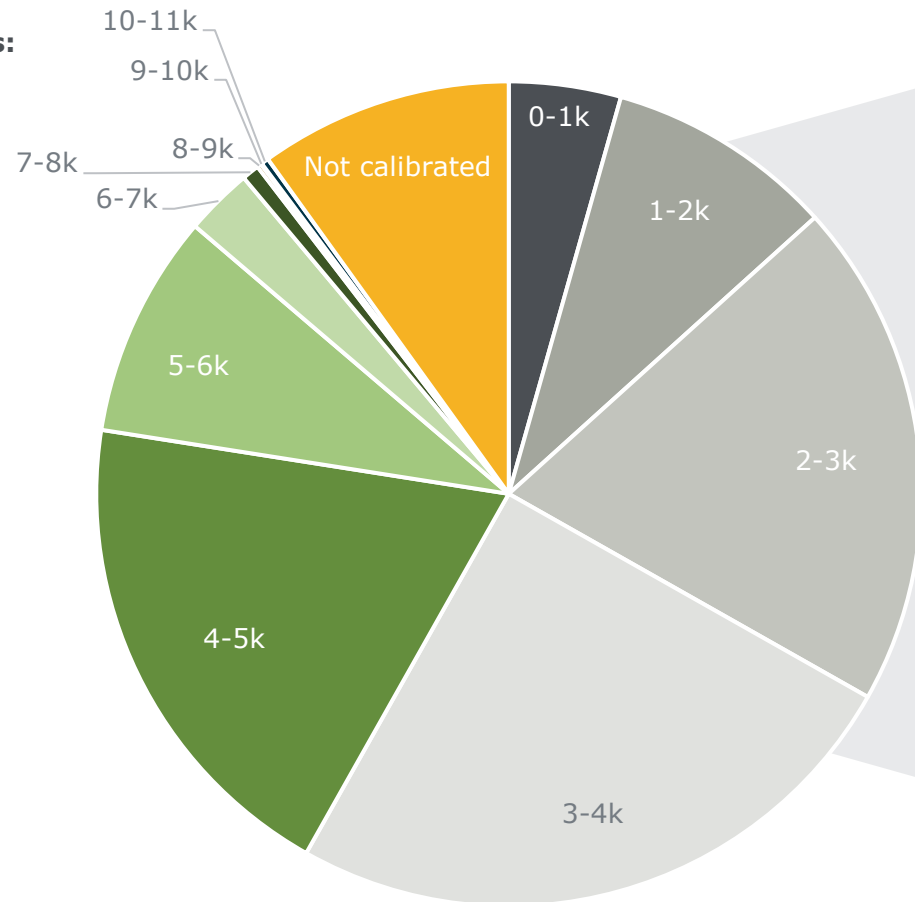


Dataset

Option	Answer Value
<i>0-1000</i>	267 (0.9%)
<i>1001-2000</i>	1397 (4.7%)
<i>2001-3000</i>	5415 (18.2%)
<i>3001-4000</i>	11621 (39%)
<i>4001-5000</i>	5835 (19.6%)
<i>5000+</i>	1329 (4.5%)
<i>Not Calibrated</i>	3899 (13.1%)

Question: What is your MMR? (2021)

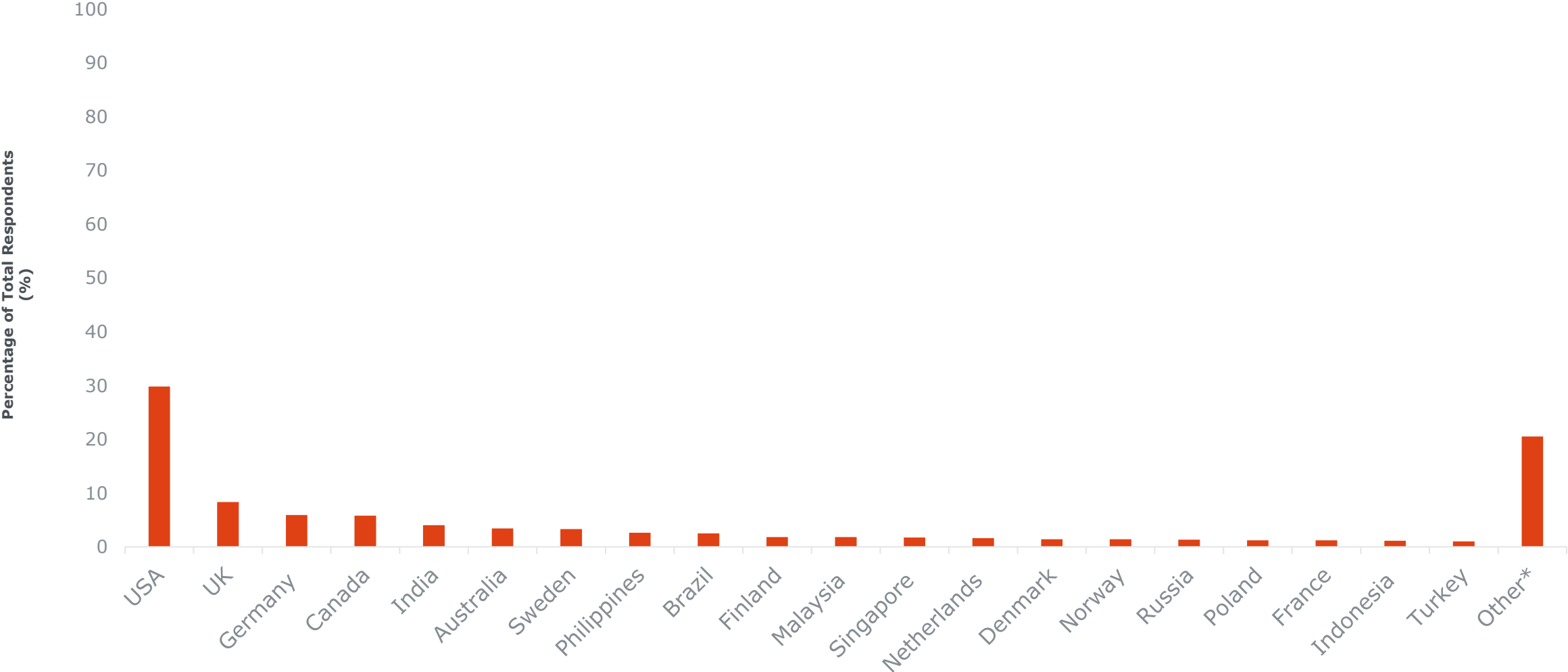
Total Respondents:
7,203



Dataset

Option	Answer Value
0-1000	316 (4.4%)
1001-2000	643 (8.9%)
2001-3000	1432 (19.9%)
3001-4000	1799 (25%)
4001-5000	1391 (19.3%)
5001-6000	631 (8.8%)
6001-7000	191 (2.7%)
7001-8000	49 (0.7%)
8001-9000	12 (0.2%)
9001-10000	3 (>0.1%)
10000-11000	21 (0.3%)
Not calibrated	715 (9.9%)

Question: Where do you live? (2021)¹



*For a complete compilation of 'other' please see the next slide.

¹A form of this question was asked in 2016, related to regions and not specific countries. For full details of this, please see: <https://imgur.com/a/gpfME>.

Question: Where do you come from? (Other, 2021)

Country	Percentage
Italy	0.9%
Czechia	0.8%
Romania	0.8%
New Zealand	0.7%
Austria	0.7%
Croatia	0.7%
Belgium	0.6%
Argentina	0.6%
Serbia	0.6%
Israel	0.5%
Ireland	0.5%
Spain	0.5%
Vietnam	0.5%
Switzerland	0.5%
Greece	0.4%
Ukraine	0.4%

Country	Percentage
Thailand	0.4%
Bulgaria	0.4%
Hungary	0.4%
Estonia	0.3%
Slovakia	0.3%
Pakistan	0.3%
Chile	0.3%
Nepal	0.3%
NM*	0.3%
Slovenia	0.2%
Japan	0.2%
Mongolia	0.2%
Lithuania	0.2%
Latvia	0.2%
Mexico	0.2%
Portugal	0.2%

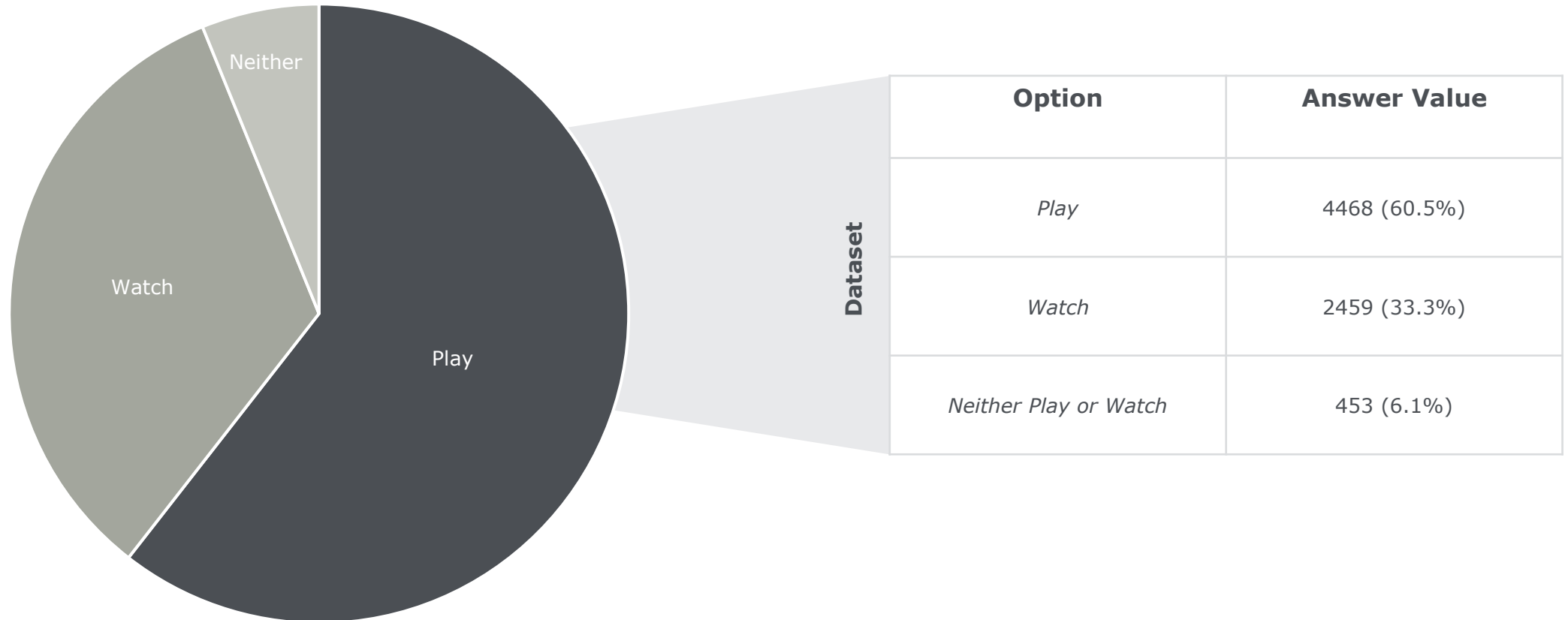
Country	Percentage
Lebanon	0.2%
Iran	0.2%
China	0.2%
Jordan	0.2%
UAE	0.1%
BN	0.1%
Georgia	0.1%
Saudi Arabia	0.1%
Bangladesh	0.1%
Sri Lanka	0.1%
Kazakhstan	0.1%
Afghanistan	0.1%
Iceland	0.1%
Paraguay	0.1%
Bolivia	0.1%
South Korea	0.1%

Country	Percentage
Belarus	0.1%
Cambodia	0.1%
Chad	0.1%
Venezuela	0.1%
Uruguay	0.1%
Albania	0.1%
Ecuador	0.1%
Uzbekistan	0.1%
Namibia	0.1%
Honduras	0.1%
Guatemala	0.1%
Colombia	0.1%
Barbados	0.1%
Malta	0.1%
Kuwait	0.1%
Azerbaijan	0.1%

Country	Percentage
North Korea	0.1%
Myanmar	0.1%
Palestine	0.1%
Montenegro	0.1%
Egypt	0.1%
Kyrgyzstan	0.1%
Libya	0.1%
Maldives	0.1%
Zimbabwe	0.1%
Tunisia	0.1%
Luxembourg	0.1%
Cyprus	0.1%

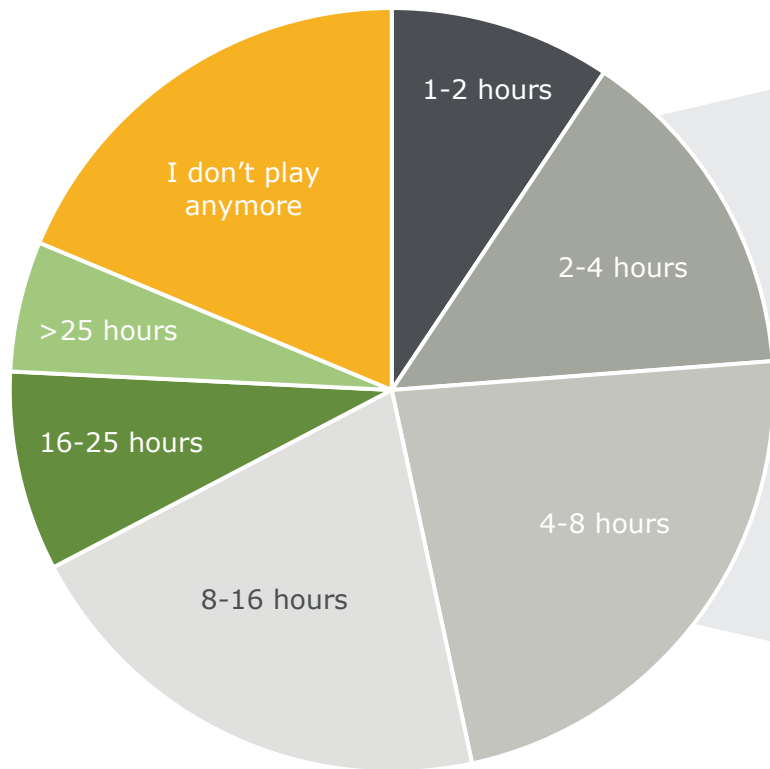
Question: Do you primarily watch, or play, Dota 2? (2021)

Total
Respondents:
7,380



Question: How long each week do you spend playing Dota 2? (2021)¹

Total Respondents:
7,380



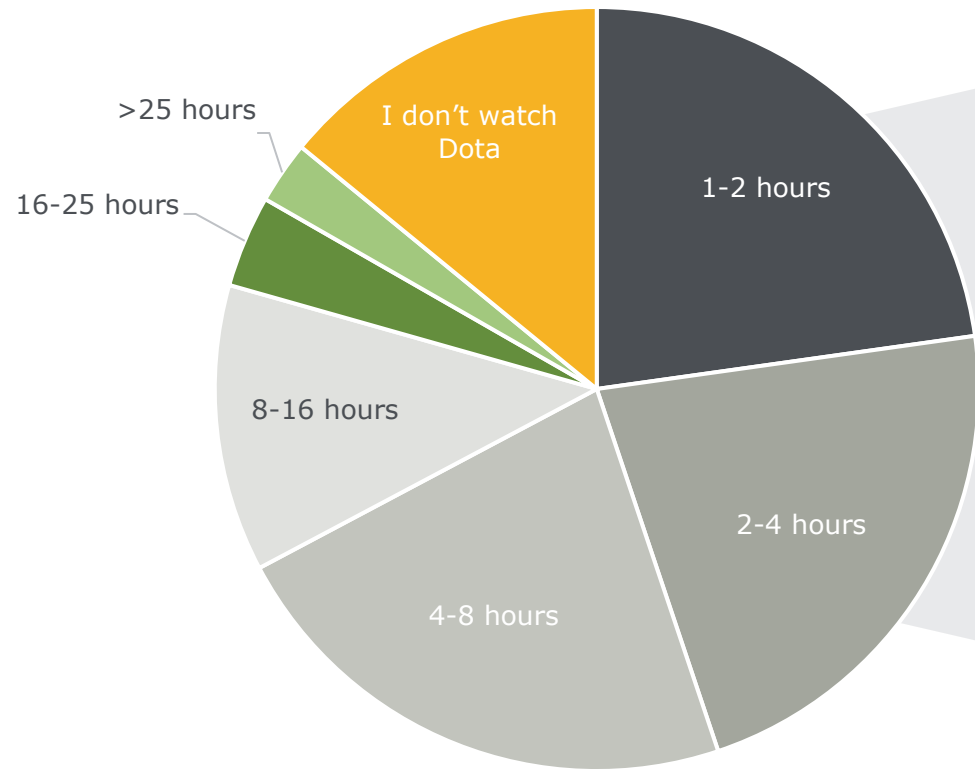
Option	Answer Value
<i>1-2 hours</i>	692 (9.4%)
<i>2-4 hours</i>	1064 (14.4%)
<i>4-8 hours</i>	1685 (22.8%)
<i>8-16 hours</i>	1527 (20.7%)
<i>16-25 hours</i>	624 (8.5%)
<i>25 hours or more</i>	408 (5.5%)
<i>I don't play anymore</i>	1380 (18.7%)

Note: Survey was conducted in February 2021 – and these figures may not reflect 'normalcy' in the sense that the COVID-19 pandemic may have impacted many people's viewing and playing habits.

¹Question not asked in the 2016 survey.

Question: How long each week do you spend watching Dota 2? (2021)¹

Total Respondents:
7,380



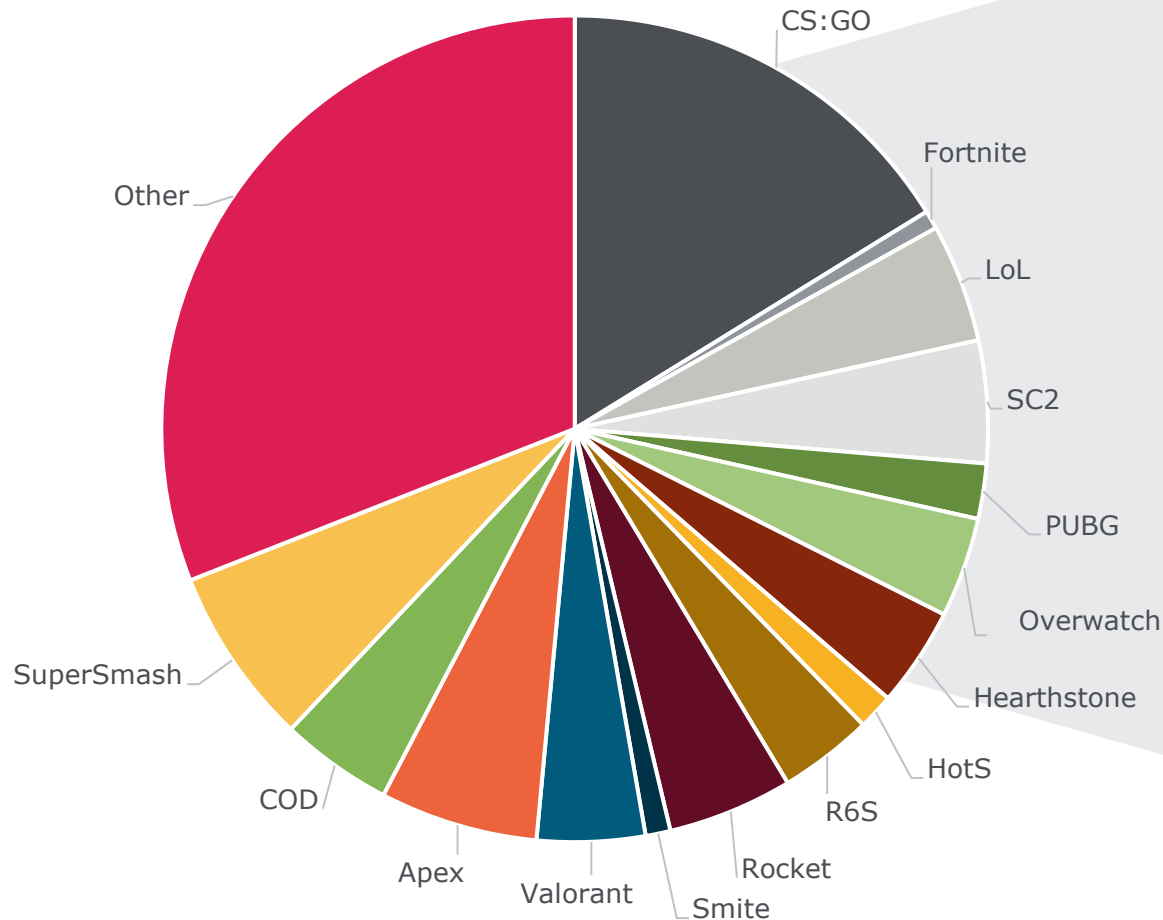
Option	Answer Value
<i>1-2 hours</i>	1681 (22.8%)
<i>2-4 hours</i>	1629 (22.1%)
<i>4-8 hours</i>	1652 (22.4%)
<i>8-16 hours</i>	897 (12.2%)
<i>16-25 hours</i>	287 (3.9%)
<i>25 hours or more</i>	195 (2.6%)
<i>I don't watch Dota</i>	1,039 (14.1%)

Note: Survey was conducted in February 2021 – and these figures may not reflect 'normalcy' in the sense that the COVID-19 pandemic may have impacted many people's viewing and playing habits.

¹Question not asked in the 2016 survey.

Question: What other esports games do you play and/or watch? (2021)¹

Total Respondents:
7,380



Dataset

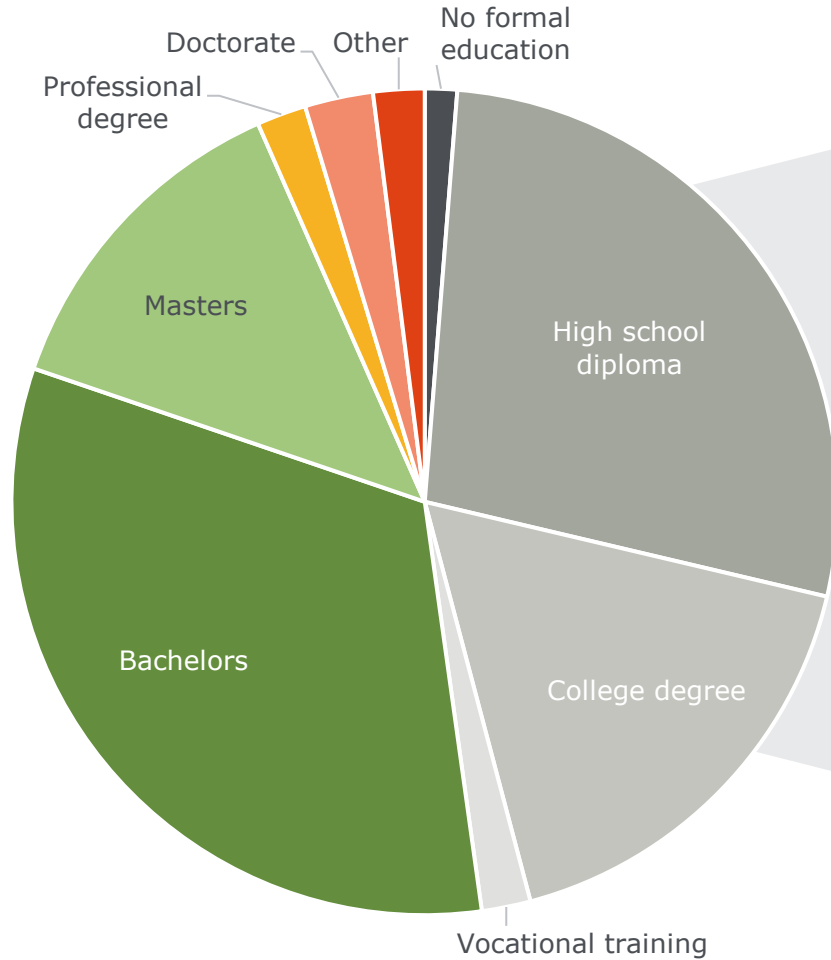
Option	Answer Value
CS:GO	1816 (24.6%)
Fortnite	81 (1.1%)
League of Legends	520 (7%)
Starcraft II	536 (7.3%)
PUBG	242 (4.9%)
Overwatch	439 (5.9%)
Hearthstone	436 (5.9%)
Heroes of the Storm	157 (2.1%)
Rainbow Six Siege	412 (5.6%)
Rocket League	549 (7.4%)
Smite	109 (1.5%)
Valorant	474 (6.4%)
Apex Legends	693 (9.4%)
Call of Duty	492 (6.7%)
SuperSmash Bros	782 (10.6%)
Other	3472 (47%)

¹Question not asked in the 2016 survey.

LoL – League of legends; SC2 – Starcraft 2; HotS – Heroes of the Storm; COD – Call of Duty

Question: What is your highest level of education? (2021)¹

Total Respondents:
7,380

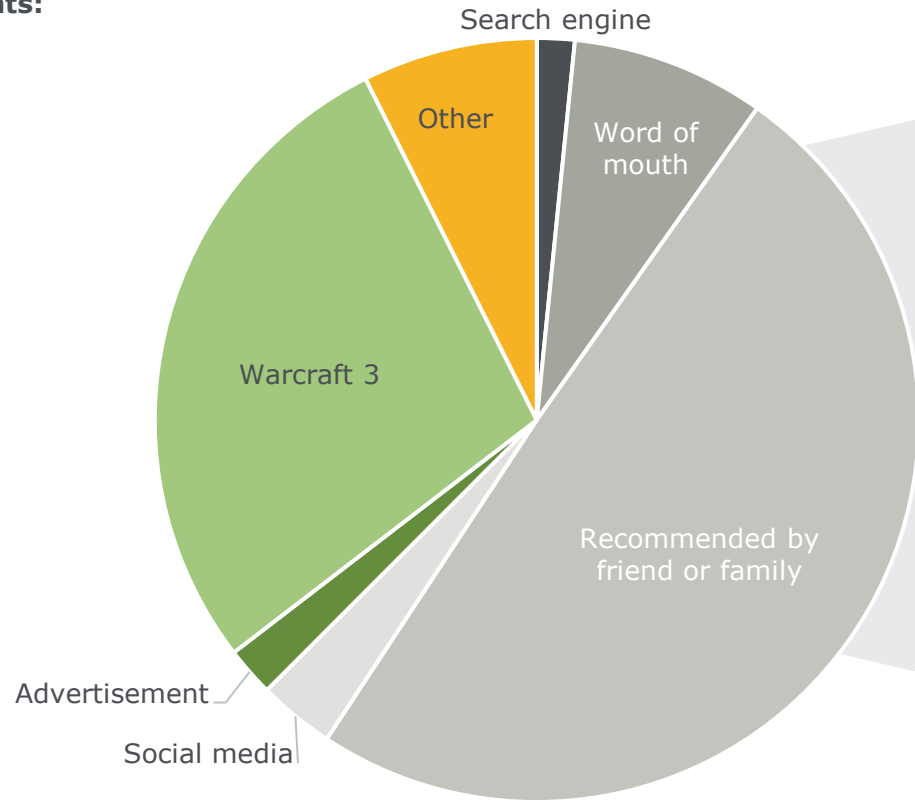


Dataset

Option	Answer Value
<i>No formal education</i>	93 (1.3%)
<i>High school diploma</i>	2024 (27.4%)
<i>College degree</i>	1269 (17.2%)
<i>Vocational training</i>	141 (1.9%)
<i>Bachelors</i>	2394 (32.4%)
<i>Masters</i>	971 (13.2%)
<i>Professional degree</i>	143 (1.9%)
<i>Doctorate</i>	197 (2.7%)
<i>Other</i>	148 (2%)

Question: How did you get introduced to Dota 2? (2021)¹

Total Respondents:
7,380



Dataset

Option	Answer Value
<i>Search engine</i>	118 (1.6%)
<i>Word of mouth</i>	605 (8.2%)
<i>Recommended by friend or family</i>	3651 (49.5%)
<i>Social media</i>	238 (3.2%)
<i>Advertisement</i>	154 (2.1%)
<i>Warcraft 3</i>	2068 (28%)
<i>None of the above (other)</i>	546 (7.6%)



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