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Super League Launches Virtualis Studios, a Fully-Remote Broadcast Production Services Division

Virtualis Studios offers proprietary, leading-edge production solutions for scalable remote content creation and monitoring across entertainment, sports, lifestyle, advertising video and more

SANTA MONICA, Calif., Dec. 09, 2020 (GLOBE NEWSWIRE) -- **Super League Gaming** (Nasdaq: SLGG), a global leader in competitive video gaming and esports entertainment for everyday players, announces today the launch of **Virtualis Studios**, a fully virtual production studio providing proprietary, state-of-the-art, scalable solutions for video, television, and branded content. Production companies in need of experienced teams with a deep understanding of remote production technologies and systems can rely on Virtualis Studios' expertise, developed through years of broadcasting multi-location esports events. Whether for the creation and broadcast of premium content, or for monitoring productions from remote locations, Virtualis Studios supports a broad spectrum of critical needs in today's production environment.

Born from cloud-based esports broadcast solutions designed to enable thousands of simultaneous gameplay and player cam feeds to be live streamed across dozens of endpoints, Virtualis Studios specializes in integrating multiple technology solutions to ensure any given project can be produced and monitored successfully on a partially- or fully-remote basis. The proprietary infrastructure already supports multiple, concurrent virtual control rooms that are fully operational at any given time, with limitless scalability compared to what is possible within a physical studio and on-site control room.

"We created Virtualis Studios based on the rapidly increasing demand for premium video across the pandemic-beleaguered production landscape," says Matt Edelman, Chief Commercial Officer at Super League. "While there are individual off-the-shelf software products that address certain aspects of remote production quite well, we have found that production companies need a solution that can do everything well, with flexibility and creativity that applies across production types. That's what we've built - our expertise is as important as our technology systems, and both will bring immense value to our partners for years to come."

The Woo, a leading commercial production agency, recently tapped Virtualis Studios to support an upcoming national campaign for a well-known household brand.

"The Virtualis Studios solution went beyond our expectations for remote monitoring of an important commercial shoot," says Lorna Paul, Head of Production at The Woo. "Our client

was able to provide real-time input throughout the production with ease, which helped ensure we were meeting their core objectives."

With a sophisticated and proprietary approach, Virtualis' team of broadcast professionals makes it possible to manage everything from on-camera talent internet connections (and possible latency issues) to real-time single or multi-party communications, broadcast-grade graphics packages, integration of data and social media feeds, simultaneous international video sources, and more, all without a physical control room.

"Virtualis Studios already had a vast amount of experience evaluating, testing, and integrating dozens of technologies for both traditional and REMI workflows well before COVID-19 hit," says Brian Gramo, Head of Virtualis Studios and SuperLeagueTV. "Our success has come from designing the right mix of solutions for each project, and building proprietary workflows that inspire confidence among every member of the production crew, any executive who needs oversight via our remote multi-views, and all on-camera talent, from wherever they may be located."

About Super League Gaming
Super League Gaming (Nasdaq: SLGG) is a leading gaming community and content platform that gives everyday gamers multiple ways to connect and engage with others while enjoying the video games they love. Powered by patented, proprietary technology systems, Super League offers players the ability to create gameplay-driven experiences they can share with friends, the opportunity to watch live streaming broadcasts and gameplay highlights across digital and social channels, and the chance to compete in events and challenges designed to celebrate victories and achievements across multiple skill levels. With gameplay and content offerings featuring more than a dozen of the top video game titles in the world, Super League is building a broadly inclusive, global brand at the intersection of gaming, experiences and entertainment. Whether to access its expanding direct audience or the company's unique content production and virtual event capabilities, third parties ranging from consumer brands, video game publishers, television companies, traditional sports organizations, concert promoters, and more, are turning to Super League to provide integrated solutions that drive business growth. For more: superleague.com

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Forward-Looking Statements
Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995. Statements in this press release that are not strictly historical are "forward-looking" statements within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. These statements involve substantial risks, uncertainties and assumptions that could cause actual results to differ materially from those expressed or implied by such statements. Forward-looking

statements in this communication include, among other things, statements about our possible or assumed business strategies, potential growth opportunities, new products and potential market opportunities. Risks and uncertainties include, among other things, our ability to implement our plans, forecasts and other expectations with respect our business; our ability to realize the anticipated benefits of events that took place during and subsequent to the quarter ended March 31, 2020, including the possibility that the expected benefits will not be realized or will not be realized within the expected time period; unknown liabilities that may or may not be within our control; attracting new customers and maintaining and expanding our existing customer base; our ability to scale and update our platform to respond to customers' needs and rapid technological change; increased competition on our market and our ability to compete effectively, and expansion of our operations and increased adoption of our platform internationally. Additional risks and uncertainties that could affect our financial results are included in the section titled "Risk Factors" and "Management's Discussion and Analysis of Financial Condition and Results of Operations" in our Annual Report on Form 10-K for the year ended December 31, 2019 and other filings that we make from time to time with the Securities and Exchange Commission which, once filed, are available on the SEC's website at www.sec.gov. In addition, any forward-looking statements contained in this communication are based on assumptions that we believe to be reasonable as of this date. Except as required by law, we assume no obligation to update these forward-looking statements, or to update the reasons if actual results differ materially from those anticipated in the forward-looking statements.

Source: Super League Gaming