A PROJECT ON:

A STUDY ABOUT E-SPORTS AND PROSPECTS

BY

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SUBMITTED TO

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CERTIFICATE

This is to certify that Mr. Harshal Muthal - has successfully completed the Dissertation as a part of the Final project syllabus titles A study about esports and future prospects under the guidance of Prof. Deepak Gupta during the Academic Year 2022-2023

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DECLARATION

I wish to state that the work embodied in this dissertation titles A Study about Esports and future prospects is my own contribution. The Dissertation is carried out under the guidance of Prof. Deepak Gupta in this academic year 2022-2023

SIGNATURE OF THE CANDIDATE

PLACE:
DATE:

ACKNOWLEDGEMENT

I, Harshal Muthal would take this opportunity to express my sincere gratitude and appreciation to the principal of our college Nagindas Khandwala college for allowing me to do my dissertation smoothly and easily. I wish to thank my Coordinator, Vice Principal _____ for all the help and support that she/he has given me.

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_____

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EXECUTIVE SUMMARY

Esports is different from standard video gaming in that esports is competitive and usually has an engaging spectator element to it, like traditional sports. Esports tournaments usually consist of professional gamers compete against each other for prize money. The pro gamers who play tournaments practice for 12 hours a day and they know the game inside out, players can play one on one matches or team matches in tournaments. Professional players can expect to earn salary While this can vary greatly depending on the team, the game and the player, the top players can make hundreds of thousands of dollars per year. This can come from a standard salary, as well as sponsorship deals and streaming donations. Esports is not all about gaming, there are many other roles like Coach, analysts, host, journalist, PR executive, partnership manager etc. these roles build a esports ecosystem. Tournaments and leagues can be viewed by spectators on live physical event or over the internet through streaming platforms such as YouTube gaming which broadcast the games in real time online. Some of the biggest tournaments offer millions of dollars in prizes. The tournaments with the highest prize pools are the Dota 2 International with $34m and the Fortnite World Cup with $30m, as of 2019. These events are watched by millions of fans, and bring in a lot of interest into the esports scene.

Esports has grown into a billion dollar industry that's why some universities have started Esports courses for students in which they major STEM Science, technology, engineering, math. Esports and STEM go hand in hand. Esports athletes sit in one place for really long time which leads to heart diseases and diabetic problems that's why some athletes have starred focusing on health which will make them fit mentally and physically. In general, esports has advanced incredibly lately, with bookmakers, TV telecasters and enormous non-endemic brands like Coca Cola engaging in the space.

Also, Esports is a never ending business.

Chapter-1

Esports as a career

1.1

-INTRODUCTION

To understand what eSports is, we must first understand the definitions of 'game' and 'sport', and the differences between them.By definition, a sport is an activity involving physical exertion and skill, in which an individuals or teams compete against each other for entertainment.

In other words, a sport is a form of competition that requires effort from both the mind and the body. Therefore, activities like food tasting are not a sport, but competitive eating can be.

A game, on the other hand, is an activity that one engages in for amusement or fun. However, in eSports, the focus is more on games as a form of competitive activity that is defined by rules.

The term eSports often evokes the image of multiplayer video games played competitively for spectators, typically by professional gamers. However, as you can see from the definition itself, eSports is much more than that. Would you find comfort in knowing there is a wide range of professions within the esports industry? People had no idea just how many incredible jobs people could pursue within the world of video games.

What jobs are available in esports other than gaming? Most people think the only career in esports is professional gaming. In reality, there are jobs in management, operations, sales, event planning, coaching, travel agent, and even social media coordinating.With esports quickly becoming a billion dollar industry, more fantastic jobs are becoming available beyond gaming. There are limitless opportunities for upcoming talent in the esports world.

□ History of competitive gaming and the evolution of Esports

The gaming business we see today is immensely not quite the same as even 10 years prior. From arcades to home computer games, to the monster business it is today, gaming has gone from an engaging side interest to a diversion universe through its own effort. Computer games have turned into the greatest overall mechanism of diversion today, and one thing that aided make computer games so well known

is their serious nature, and with cutthroat gaming comes esports: gaming on an expert level. Along these lines, with next to no further ado, let us make a plunge and investigate the development of esports through an excursion through a world of fond memories.

➢ Origins of esports

The first sign of esports event was way back in late 1971. It was an event held by the University of Stanford, where students of multiple disciplines got to compete in a battle of the vintage Spacewar game. But unlike today, there was no prize money. This pioneer event announced the prize of a one-year subscription to the famous Rolling Stone magazine. Even though this event was not an official esports event, it was certainly the start of something new in the world of gaming. And the momentum this event provided kickstarted the first official competitive gaming event in 1980. The event was the Space Invaders Championship, and more than 10,000 players participated. The massive amount of interest put the world of competitive gaming into the people's eyes. Media, game developers, and numerous other organizations slowly started to realize the potential competitive gaming had, and started acting on it.

In the same year, another monumental competitive gaming event was held, with the game being run by Twin Galaxies. It was created by the Walter day organization, which kept the record of the top scores all over the world. Gamers from all over the world tried to beat each other and hold the title of the top 5 scorers at Twin Galaxies. People were crazy about gaming. And slowly but surely it made its way into television broadcasting. Many live shows held small events where people played against each other to get the highest scores. They were offered prize money or gift hampers. And many people all around the world, especially in the US enjoyed their afternoon while watching these competitions.

➢ The development of esports

In the later stage of the 1980s esports was starting to get dominated by Nintendo as they took the control, graphics, and accessibility of gaming to a whole new level The first Nintendo Entertainment System made its mark on North America back in the mid-1980s. Which was followed by the release of the Super NES in 1991. With Super Nintendo,

came Super Mario and the biggest game of the 90s, StreetFighter 2, The World Warrior. Nintendo was also one of the first companies that acted on the potential of esports and launched their world champions ship in the 1990s. In addition to that, the designers and the game developers were successful in making video games much more accessible to everyone than in the previous decade. The next world championship was held by Nintendo in 1994. The event was a huge success with a massive number of spectators at the grand finale held in San Diego, California.

These events made the road map to the esports events we see today. In the late 90's it was relatively difficult for gamers to connect to one another, as there were no social media or well-established regular gaming tournaments. And with the rise of the internet and PC gaming, esports finally elevated to another level.

➢ Counter strike

First Person Shooters are one of the most popular genres when it comes to esports. And whenever we talked about FPS games, the first name that pops up is Counterstrike. Counterstrike was actually a modification of the game called Half-Life, but CS became the gamers choice in FPS play. In 1999 Counterstrike released their first official version. And soon, Counterstrike became the number one multiplayer competitive game that players from all over the world joined today. The game made its esports debut back in 2001, offering 150,000 USD prize money. Many well-established gaming teams like NiP or SK gaming created a team of professional players. NiP won the first-ever CSGO victory at the event, which eventually shaped the FPS esports industry worth millions of dollars we see today.



➢ Types of jobs in Esports

There are many exclusive roles inside esports some more hands-on than others and greater non-endemic companies are opening esports divisions or including roles that work within the space.

Here's a selection of some of the more widespread jobs in esports.

Professional player
Shoutcaster/host
Coach/analyst
Journalist/content creator
PR/Marketing executive
Product manager
Sales/partnerships manager
Admin/referee
Organisation owner/manager
Community/social media manager
Broadcast/production crew
Event manager
AgentOther roles (statistician, lawyer, finance, support etc)Other gaming careers (developers, publishers, distribution etc)

- Esports market

The global esports market size was valued at USD 1.1 billion in 2019 and is expected to expand at a compound annual growth rate (CAGR) of 24.4% from 2020 to 2027. The increasing audience reach and engagement activities, formidable investments, rising live streaming of games, and increasing infrastructure for the league tournaments are key factors driving the market growth.The professionalization in the industry has created lucrative opportunities for game developers, gamers, influencers, and event organizers. Millennials are considering esports as a professional career owing to the increase in popularity of the gaming tournaments, impressive international prize pools, streaming revenues, and one-to-one sponsorships. Moreover, universities and colleges are starting a dedicated esports curriculum to develop skilled professionals.

1.2

OBJECTIVE

1. To identify career opportunities in eSports.
    - This study will be looking into different types of career opportunities created in esports
2. To understand how eSports is growing so rapidly and creating different types of jobs with it.
    - In this we will be looking into how esports is growing (market growth)
3.To understand the eSports industry market growth trends.
    - this specific study will be about which trends are helping esports ecosystem
4. To study about tournamets and its structure.
    - Detailed study about tournaments and league, how they are structured.
5. To understand people's perception towards esports industry.

1.3

SCOPE OF THE STUDY

This study will include the norms of data and conclusions arrived from the following:

- This study will look into how esports created jobs
- It will include revenues of top teams
- This research will include why esports came into schools and how is it helping students
- The study of game development
- The study of esports organisations and their functions
- It will include esports athletes income sources

1.4

LIMITATIONS OF THE STUDY

The study shall exclude the following:

- The research is solely based on data collected through secondary research
- This research will have a limited number of participants as it is not possible to survey everyone who knows about the topic.
- The age group of people participated in this survey will be 18- 23 .

1.5
METHODOLOGY USED TO COLLECT DATA

Two types of methods will be used to collect data, the two being primary sources and secondary sources.

1. Primary sources-

- Questionnaire for sample size which will include various options and prejudices for the participants to choose from.
- Thoughts and opinions directly obtained from interviewing people like analyst, coachs and eSports atheletes.

2. Secondary sources -

- Information fetched from eSports organisations (website).
- Articles, newspapers, websites, case studies.

E-magazines, research papers and social media will be used in this study

Chapter-2- LITERATURE REVIEW

1.Johnson, M. R., & Woodcock, J. (2021). Work, play, and precariousness: An overview of the labour ecosystem of esports. Media, Culture & Society, 43(8), 1449-1465

This paper focuses on the labour ecosystem of esports, how the media culture works.

Professionalized cutthroat computerized gaming or 'esports' has developed to where a large number of dollars are being granted in contests observed universally by a huge number of watchers. Past examinations of the peculiarity have inspected the role of work in esports performed by different entertainers - players, competition coordinators, supports, game engineers however these still can't seem to be brought together into a '10,000 foot view' of esports work, particularly while considering the connections between the work performed by various esports entertainers. In this paper author subsequently present a thorough outline of the work that various entertainers inside the arising Esports environment perform, and how they meet and impact each other to add to the presence of this exceptionally contemporary peculiarity. In doing as such we show that the fast development of Esports has made new work cycles and types of work, changed existing ones, yielded new vocation choices, and gigantic benefits to be made by a scope of involved entertainers. Esports' arising position as a significant worldwide industry both inside gaming and inside contemporary media all the more comprehensively requests close consideration regarding its work, this paper helped me understand how esports media culture works and influencers influence people, this develops growth in the industry.

2. Anderson, C. G., Tsaasan, A. M., Reitman, J., Lee, J. S., Wu, M., Steel, H., ... & Steinkuehler, C. (2018, September). Understanding esports as a stem career ready curriculum in the wild. In 2018 10th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games) (pp. 1-6). IEEE.

There are heap ways of taking part in esports that go past contending in a group: occasion sorting out, legitimate securities, web improvement, shoutcasting, game investigation, and numerous other essential exercises. These jobs are vital to the development of the competitions and encompassing local area. They likewise have solid connections to science, innovation, designing, and arithmetic related content and vocations that are seldom made express, despite the fact that they foster abilities esteemed in super advanced professions at the convergence of STEM and Entrepreneurship. In this paper they present a structure for getting the Esports Ecosystem according to the point of view of assorted and dissimilar jobs inside secondary school and university esports networks. In view of two years of subjective member perception of esports networks in Southern California, author detail the manners by which these types of support interface with esteemed secondary school scholarly and vocation prepared educational plan norms that together address STEM Entrepreneurship. It is based on these associations that have fostered a drawn out secondary school course that ties the abilities esports investment encourages and the vocations that they lead to. This article tells us about there's not only gaming in esports industry there are important roles which are vital to organise a tournament or a league. It also mentions that by including STEM in curriculum will help students in future for career in esports. This article helped me with my research as I'm also focusing on education part of esports.

3. Coates, D., & Parshakov, P. (2016). Team vs. individual tournaments: evidence from prize structure in eSports. Higher School of Economics Research Paper No. WP BRP, 138.

This study tests the implications of tournament theory using data on eSports (video game) competitions. This incorporate team production with the theory of rank order elimination tournaments since in the analysis, competitors in an elimination tournament are groups rather than individuals. In this setting, the

issue of proper incentives becomes more complicated than in the normal tournament model. Author's findings demonstrate that the prize structure is convex in rank order which means that the contestants in eSports tournaments are risk averse. The results for the team games are more consistent with the tournament theory than the results for individual games. From the practical point of view, this provide decision-makers in both sports and business with the insights about the compensation design with respect to importance of the competition and its type.

This article helps to understand that team based tournaments are better than individual based tournaments because chances of losing in team tournaments are less, prize pool distribution is inappropriate in individual tournaments.

4. DiFrancisco-Donoghue, J., Werner, W. G., Douris, P. C., & Zwibel, H. (2020). Esports players, got muscle? Competitive video game players' physical activity, body fat, bone mineral content, and muscle mass in comparison to matched controls. Journal of sport and health science.

Esports players, as customary competitors, practice for extended periods and, hence, are helpless against the negative wellbeing impacts of delayed sitting. There is an absence of examination on the active work and the wellbeing repercussions of delayed sitting by cutthroat players. The reason for this study was to research action levels,body mass index, and body arrangement in university esports players when contrasted with age-matched controls. This paper suggested a method to indulge a esports player in physical activity by signing a consent. Physical activity using daily activity (step count) with a wrist-worn activity tracker. A questionnaire assessing physical activity also administered. Secondary outcomes included body-fat percentage, lean-body mass, BMI, and bone mineral content measured using dual X-ray absorptiometry.

5. Lee, D., & Schoenstedt, L. J. (2011). Comparison of eSports and traditional sports consumption motives. ICHPER-SD Journal Of Research, 6(2), 39-44.

Electronic games are sports worked with by electronic frameworks and in which players and groups

cooperate in eSports exercises through human-PC interfaces. 1 eSports started as arcade computer games during the 1980s, and their structures advanced in the web period. 2 The expression "eSports" ordinarily alludes to coordinated computer game rivalries. 1, 3, 4 Video games have developed from a side interest to a coordinated game. eSports have parts that are like different games: players, onlookers, refs, specialists, associations, competitions, sponsorships, and the way of life of expert game play. 5 eSports has changed customary computer games into a vehicle of sports rivalries. In 2012, South Korea, a significant center of eSports in Asia, had in excess of 430 expert eSports players or eSports competitors. 6 Because eSports players are viewed as competitors (both expert and beginner), eSports rivalries are respected more truly than sporting ongoing interaction. During 2010-2012, overall awards for the main 10 eSports games added up to more than $18 million. 6 More than 70 million onlookers were assessed to watch eSports in 2013. This particular paper is a comparison of traditional sports and esports. It shows how esports has changed over the years earlier it was just a recreational activity but now it's turned into business

6. Ströh, J. H. A. (2017). The eSports market and eSports sponsoring. Tectum Wissenschaftsverlag.

In the last decades, the market for digital games has grown to nearly $100 billion. During this growth, a special gaming segment and community formed surrounding the direct competitive aspect of games: eSports. The core of eSports is similar to traditional types of sport. Players train to become better, clubs are established, tournaments are organized and fans enjoy watching their game being played on the highest level of performance. With viewers and prize money in the millions, eSports have grown into an economically significant media sport ecosystem and a marketing landscape that started to attract non-endemic companies as advertisers and sponsors. This article analyzes the components of the eSports ecosystem as well as their interactions with each other. Furthermore, the attitude of eSports fans towards engagements of non-endemic companies is researched by using a real case study including the Electronic Sports League and German home loan bank Wüstenrot. This article showed us that esports and traditional sports is similar in many ways and helped me understand esports ecosystem.

Chapter- 3 - CONCEPTUAL FRAMEWORK

3.1 DIFFERENT ROLES

As esports has grown, so too have the job positions available.Some are more hands-on than others, with different working requirements and tasks varying greatly depending on the role.

1) Esports athlete

These are usually signed to a particular team and will compete in different tournaments for prize money. yet the world's top professionals might possibly acquire countless pounds per annum thinking about their pay, sponsorship arrangements and prize rewards.

Geniuses normally get going in beginner or grassroots competitions or arrive at the higher rankings inside a specific game prior to grabbing the eye of greater teams .

2) Shoutcaster/ host

Casters are esports commentators who provide running commentary during live matches, and usually engage in discussion before and after games. They may also be required to interview players and other experts. Like football and other sports, there are generally two types of esports shoutcasters play-by-play casters (who provide running on-the-fly commentary) and colour casters (who provide supplementary information or comment, usually following a noteworthy moment in a game). A host will be the public face of a particular event or tournament. They will introduce matches, may interview players after games and discuss key moments with casters and analysts. Like a TV host, they will communicate with the viewers to provide an entertaining and fun show. Hosts will usually have a strong personality and good social/communication skills.

3) Analyst/ coach

Analysts are experts at taking information and using it to provide interesting stats or learn from it, either

for a particular team, tournament provider, broadcaster or game developer. Team analysts usually work with coaches to generate strategies, analyse strengths and weaknesses, and communicate this to the players in order to get the best out of them. Coaches work closely with the players, to identify their strengths and weaknesses and make sure they are playing at their best. They will develop strategies and analyse opponents in order to win as many matches – and tournaments as possible. Coaches may also be required to take care of day-to-day tasks in the team's gaming house, ensure everyone is on the same page and make sure the environment is right for the players.

4) Team manager / owner

This can be an incredibly varied and hands-on but very rewarding – role. Team managers can be responsible of all kinds of things, from arranging player contracts, finding new talent, motivating and instructing existing staff and players, entering tournaments, dealing with travel and accommodation, and developing the team's brand, strategy and partnerships.

Other senior executives within a team or organisation may look after other areas, such as sales, partnerships and business development.

5) Tournament admin / refree

Admins and refree guarantee an esports competition moves along as expected and that all guidelines and guidelines are complied to.They might have with manage player questions, work with occasion and broadcast staff to ensure everything runs on schedule, and sort out the competition plan.

6) Content creator / journalist

Esports teams and other companies may hire their own content creators, who may be required to write news, edit videos, handle copywriting, conduct interviews and write about partnerships and sponsorships. Sometimes this role will cross over into social media/community management. Similar to a content creator, journalists usually work for a publication and their focus will be more objective. Journalists will often seek out exclusive stories, conduct investigative reports or uncover scoops. They will be required to conduct interviews, write articles, grow a varied contact book and stick to tight deadlines. They may also be required to produce video content and post updates on social media.

7) Marketing / PR executive

Laid out groups and organizations will as a rule have a different office liable for advertising and showcasing. PR executives will work with writers and influencers to get positive and high profile inclusion for their image, while promoting leaders might be answerable for keeping a financial plan, putting ads and signings sponsorships to become their fanbase or customerbase. A few leaders will care for both PR and promoting inside their organization. There are likewise outer PR marketing offices that can care for a few unique brands.

Advertisers and promoters can be vital to the outcome of a specific competition or esports occasion.

8) Community/ social manager

Community managers are responsible for looking after the fanbase or customerbase of a particular game, company or team. They may be required to produce interesting and engaging content for the community, track the amount of fans, handle promotions, competitions and other initiatives, gather feedback and relay it to other teams within the company.

9) Sales / partnership manager

Like sales positions in other industries, sales in esports is very similar. Sales executives or managers may be responsible for ticket sales, sponsorship agreements, hardware sales, growing their customerbase or fanbase, and coming up with new ideas to generate excitement around a brand and generate revenues. . Sales positions are generally commission-focused, so the specialist will get a higher paycheque relying upon how much deals they have gathered inside a specific month, or then again in the event that they have hit a specific objective. Esports groups may likewise have their own association leaders who are expected to lay out relations with different organizations and accomplices. They will chip away at joint tasks with accomplices and patrons, assist with producing incomes for the group and work on drives intended to draw in and adapt their fanbase.

10) Agent

Esports agents will aim to get the possible contract and deals for their players. They will negotiate on the player's behalf, manage partnerships and present players with different opportunities in order to grow their stature and revenues.Agents will usually take a commission from any deals they strike.

11) Event manager / production executive

These supervisors will be liable for getting sorted out and regulating live or online esports occasions. They might be expected to foster techniques, work with various divisions and accomplices on satisfied and guarantee everything is set up to regulate an effective occasion.

12) Production / broadcasting

Individuals in the broadcast and production department at an esports occasion will be dealing with a wide scope of exercises, from lighting and camera work, to guaranteeing every one of the details are working accurately, like the streaming set up and any screens/projectors/speakers, and should work to a set timetable. Video creation staff might have to record extra meetings before the occasion and alter them in.Some esports studios will have their own committed transmission/creation spaces for staff to work.

LEGAL / FINANCE

Lawyers, legal experts, accountants and solicitors will usually help esports teams and companies produce contracts, settle disputes (inside and out of the court, or through arbitration), restructure and work on any complicated legal matters. Some organisations will have internal finance staff to keep on top of accounts and manage incomings and outgoings. These areas can be well-paid but will usually require a degree or other higher education qualification.

3.2 GAME DEVELOPMENT INDUSTRY

Game development requires a variety of different skills and a huge range of creative and technical input. In small teams, it's normal for individuals to wear multiple hats, whereas in larger organisations, individuals

tend to specialise.

1. Game designing

Game Designers are responsible for devising the structure of a game: its mechanics, systems and gameplay. In larger studios, the overall direction of the project are often determined by a Creative Director or other creative lead role, who will then collaborate closely with a Lead Designer to flesh out their initial vision. Junior Designers and Level Designers handle the situational implementation of the overall game design. A Level Designer will arrange levels so that they provide the right challenges to the player, and opportunities to showcase the game's mechanics, whereas Junior Designers might be handed specific gameplay systems to work on.

Game Design is now taught as an academic subject at several levels, however many game designers are still self-taught. In any context, the key to learning game design is to complete a variety of design-related projects and exercises – employers and other potential collaborators will look for concrete evidence of finished, high-quality work.

2. Coding

Programmers build the game to the specification of the designers: they write the code which powers every feature and system. They also create pipelines that allow other developers, such as Artists and Animators, to integrate the content they have created.

Games are usually built on a pre-existing game engine, such as Unity or Unreal. Engines provide fundamental building blocks, tools and editors which teams can use as the basis for their project. Some indie developers do still choose to write their own engines, but this is largely the preserve of highly skilled programmers. Popular programming languages for game development are C# and C++, with many teams employing higher-level scripting languages such as Python for certain tasks.

Just as with Designers, Coders can be highly specialised (focussing on an area such as rendering or audio, for example) or wide-ranging in their skillset: there are many solo indie developers who handle all of the programming on their own projects.

Coding is an essential game development skill: to make a game, you will either need to develop your own knowledge of programming or collaborate with a coder.
A degree in Computer Science, with specific emphasis placed on game coding projects in an applicable language, is a traditional route into game programming which is still valid today. However, it is absolutely possible to teach yourself game programming by working in a specific engine and learning its intricacies over time.

3. Art

Video game art comes in a wide selection of different flavours: game visuals are largely primarily 2D or 3D, and art requirements will vary accordingly. 3D Artists are largely concerned with making models in specialist software such as Maya or 3DSMax. These models then usually have secondary content (often in the form of a "material", which can contain a 2D image known as a "texture") applied to their surfaces in order to make them appear more detailed.

2D and UI (user interface) artists often produce content in software like Photoshop which appears directly in-game. Many higher education institutions offer computer art and animation qualifications: these are often required by games industry employers in these fields. However, qualifications mean relatively little in comparison to a strong portfolio of practical, relevant work. Also, there are many successful indie games with minimal art, so focussing your efforts in a very specific area can pay dividends if you are planning on tackling art yourself from scratch.

4. Animation

Animators take the models produced by 3D artists and add a structure to them, known as a rig, to make them move in-game. They then create a variety of animation content for each model.

Traditional animation qualifications are highly relevant in the field of game animation, however many institutions now offer specific game-related courses. As with other forms of art, your work speaks for itself, so developing your skills is largely a function of time investment.

5. Writing / Narrative design

Writers write text that players read, as well as writing scripts for the actors who will provide voice overs. In recent years, the role of the Narrative Designer has emerged: this involves using game tools to allow the player to experience narrative elements as they progress through the game. Many games industry writing jobs require an English degree and some evidence of previous publication, so traditional study combined with your own independent creative work is key.

6. Sound design / Music composition

Sound Designers create and then implement audio elements that the player hears in-game: they often audio "middleware" such as WWise and FMOD to script how sound will behave.

Composers write music, and can also often be involved with the direct implementation of their work.An audio engineering qualification which also allows you hands-on time with industry relevant tools is a great place to start down the path of game sound. You will also need to develop a showreel – many sound designers and composers do this by taking an existing game and providing their own original content for it.

3.3 HOW DO ESPORTS TEAMS MAKE MONEY

1. Turning a profit in the business of esports

Revenue and profit reports from some of the most popular esports companies are not usually public for people to view. They hide them due to the lack of understanding behind the financial part of esports. Aside from the top brands, most esports teams tend to lose money instead of profit initially. To thrive in the business of esports, you have to be patient and consistently build. Esports teams generate money from tournament prize money, streaming/content creation, merchandise, and sponsorships.

2. Tournament winnings

The simplest way to make money in Esports is to win tournaments. Unfortunately, this is not a consistent way to make money since you will not always be the team winning the

largest prize pool. Tournament funds are at best sustainable at the amateur or semi-professional level, as passion fuel to fully commit to pursuing a career. Long term, unless the team wins The International every year, or something equally crazy, tournament winnings alone cant sustain the team. Furthermore, tournament winnings rely on the performance of quality players, and it is hard to find players who are not willing to join the more infamous teams. If you are looking to start an Esports team it is important to understand that you realize that winning tournaments is not realistic because some of the best in the world will be playing on the major teams. Even winning the biggest esports tournaments will not be enough to keep an organization sustainable long term.

3. Sponsoring and partnership

The growing viewership of Esports, teams do not have to rely solely on tournament prize pools to make money. In the esports industry, sponsorships make up the majority of revenue for teams. Brands realize the influence of esports, so they are willing to put their faith into esports teams to market their company to an audience.

Electronics companies and hardware are some of the biggest partners in Esports however, supplement companies like G Fuel have sponsored so many different personalities in esports. Analytics company Newzoo predicts esports revenue streams in 2021 and showed sponsorships making up over half of the revenue. In 2020, out of $950.3 million in the 2020 data gathered, $584.1 million came from sponsors. For 2021, they estimate this number to go up to $641.0 million.

4. Streaming and content

Esports teams do not solely invest their money into competitive players. They also look to sign popular streamers to add star power to their team. It may not directly profit the team to sign a streamer, but the potential audience of the stream is what teams should look out for. Popular streamers have a consistent audience, so it makes it easier for sponsorships to take place since there is a consistent audience to market

to. Product placement during partner streams is the end goal, with streamers serving as brand ambassadors for both the esports team and it's sponsors.

5. Merchandise

Finally, Merchandise will always bring in revenue if you are a popular esports team. Organizations like FaZe Clan and Cloud9 are household names in the industry, so their ability to sell merchandise is easy because they have a loyal fanbase. It is important to realize that audiences love to feel a part of the team, and merchandise is easy to make that happen. When trying to make money in this industry it is important not to limit your resources.

3.4 HOW DO PROFESSIONAL GAMERS MAKE MONEY ?

In general, there are five primary sources of income for professional gamers: prize money, salaries, sponsorships, live-streaming, and video-on-demand content.

1. Prize money

Prize money is the oldest and simplest form of making money as a professional gamer. If a player places high enough in a tournament, they receive a portion of the tournament's prize pool similar to conventional sports such as golf or tennis. Prize pools tend to be more prevalent in single-player focused titles, however, team competitions in major tournaments often share prize pools with the players who competed on behalf of the organization.

2. Salaries

Some of the earliest formed esports teams include Cloud9, Team SoloMid (TSM), and Team Liquid. These organizations spearheaded many of the trends that have ultimately led to an increased quality of life for their players, the most important of which is a guaranteed salary.

Several years later, esports leagues such as the Overwatch League, would expand on the benefits available to those who compete at the sports highest level. Overwatch's parent organization, Activision-Blizzard, has mandated that all players must receive health benefits and access to a retirement plan on top of a $50k minimum salary, a total compensation package that is in line with the median in the US.

3. Sponsors

Sponsorships are another viable, high-paying source of income for both professional players and streamers. As esports players and streamers became increasingly visible to the broader public and started attracting sizable fanbases, companies not endemic to video games or esports began sponsoring these individuals, as well as teams and leagues, in increasing numbers. Beverage brands such as Red Bull, Monster Energy, and Mountain Dew, and computer companies such as Intel and AMD, all have sponsorships with high-profile players and teams. In turn, the organizations and players endorse their sponsor's products on their Twitch streams and social media, use their products, and feature in commercials. Food, beverage, and computer component and peripheral companies were among the first entities to sponsor gamers given the deep association and direct link with the consumption of video games and related content. These sponsors are typically viewed as natively endemic to the space and have had years to realize the returns on their initial investments in the space.

4. Twitch

Twitch is the most popular streaming platform, but faces competition from Facebook Gaming, as well as traditional VOD powerhouse YouTube. Streaming is perhaps the most popular way for non-competitive gamers to make a living in the video game space While streaming has evolved to include in-real-life (IRL) activities like cooking, watching movies, or just chatting, gaming was undoubtedly the genesis of this rapidly growing industry, and still represents a significant portion of overall traffic on streaming sites. Competitive esports athletes can also leverage streaming to expand on their earnings potential, with individuals on teams often streaming when their season is over or outside of team-mandated practice. The most popular streaming platform, Twitch, dominates with approximately 72% of the market. YouTube Gaming has approximately 20% of the streaming marketplace, with Facebook Gaming (5%) and Mixer (3%) rounding out the remaining notable participants.

Since Twitch's inception in 2011, it has established itself as the live streaming platform of choice for streamers. The primary mechanism by which streamers can earn money on Twitch is by becoming a partner,

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which allows channels to charge subscribers a fee for access to content. While not a necessity to access standard streaming content, subscriptions allow subscribers to reward their favorite content creators, and can grant access to custom emotes, among other benefits. Twitch subscriptions are broken out into three tiers:

Tier 1: $4.99 per month

Tier 2: $9.99 per month.

Tier 3: $24.99 per month



As streamers grow their audience procure ever more subscribers, it becomes increasingly apparent how the most popular streamers can make a living off subscriptions alone. A streamer with 2,000 Tier 1 subscribers alone can take home roughly $5,000 a month (2,000 * $2.50). Meanwhile, a popular streamer with twice the subscriber base who has renegotiated their rates can earn $14,000 a month (4,000 * $3.50). In addition, if a streamer has a significant number of Tier 2 and Tier 3 subscribers, their monthly earnings can be even greater. Each month,subscribers need to renew their monthly subscription for streamers to continue being paid.

Subscription numbers fluctuate up-and-down depending on how loyal a streamer's audience is. This dynamic incentivizes streamers to stream often, engage with their fans, and encourage their audience to re-subscribe.

5. YouTube

Esports professionals and streamers often upload short, edited versions of their Twitch streaming sessions onto YouTube so that fans who are unable to view the stream in real-time are still able .

Posting VOD content to YouTube is another way many professional gamers monetize the content that they have created. Many professional gamers have editors that reduce down a full, eight or ten hour streaming session into a ten to twenty minute VOD for distribution on YouTube, providing an opportunity for fans who may not be able to watch content in real-time to still consume content from their favorite creators.

Similar to Twitch, YouTube also has a pay subscription, called a "channel membership" however, there is only one tier at a cost of $4.99 a month. YouTube also provides options to accept donations and run ads on the platform, so as long as certain criteria for monetization are met. The Google-owned platform also collaborates with the merchandise brand Teespring, which allows creators to sell their own merchandise directly through the platform. As a result of YouTube's more stringent monetization criteria, a number of content creators have turned to Patreon as an alternative to direct content distribution via YouTube itself instead offering access to private channels as rewards for monthly subscriptions processed via Patreon.

3.5 ESPORTS TOURNAMENTS AND LEAGUES

1. Leagues

First, the similarities between traditional sports and eSports include the establishment of leagues. These leagues are dedicated to certain games and places. Each game is considered to be an individual sport. Traditionally, there's baseball, basketball, and soccer. Electronically, there's League of Legends, Call of Duty, and StarCraft 2. Furthermore, there are specific consoles for certain eSport leagues. For example, the Call of Duty World League plays Call of Duty: Black Ops 3 on the Playstation 4. The console used can be determined by the game, such as 343 industries' own Halo Championship Series which is only played on Xbox. Halo is a franchise that has been exclusive to Xbox, despite that soon changing. There are leagues such as Ultimate Battle and European Gaming League which are specific to a region. Obviously, European Gaming League is specific to Europe, including the United Kingdom. Ultimate Battle is an open league in India that plays some of the bigger titles. Additionally, Cybergamer is a premier eSports league local to the Oceania region Australia, New Zealand, and so on.

2. Operation

ESL is an organization that hosts hundreds of gaming competitions around the world. It has partnered with

video game publishers such as Blizzard Entertainment, Riot Games, Valve Corporation, and Microsoft to name a few. In order for a game to be played in a competition, ESL has to conduct business with the developers. Collaboration and cooperation facilitate competitions, supporting the players at both the national and international level. Not only does partnering with the developers facilitate competitions, it also increases fame. Working with many prominent companies creates an excellent reputation for ESL. The fans want to watch their favorite games. Publicity, especially for ESL, has been growing for almost two decades. We've seen how big eSports has become and it's not going to stop growing for a long time.

ESL has the budget to hold competitions at renowned venues across the globe, pleasing current fans and catching the eye of soon-to-be fans. Beneath the ESL, there are nine official Pro Leagues, each dedicated to a specific game. They are all cross-continent competitions with finals in London, Cologne, and Los Angeles; access to locations doesn't determine whether or not someone can watch the competition because of streaming sites, namely Twitch.tv. We've seen what the biggest prize pools have been. The advantage of a league as broad as ESL is that it has the budget to put up larger prize pools. The leagues of eSports are not particularly loaded, despite the crazy amount of revenue and popularity. Therefore, it's important that teams in those leagues acquire sponsorships.

That aside, a crucial part of an eSports league is its countermeasure for cheating. From our example league came the ESL Wire Anti Cheat software. It adopted Wargaming's "Battle API" which exposes player and game data through the API application. So, even for online events, the matchmaking that utilizes ESL's software more accurately matches competitors based on skill. Just like traditional sports, players of eSports are capable of using performance-enhancing drugs. Stimulants like Adderall are particularly desired. Policies that prohibit that sort of thing are a necessity for eSports leagues, and strict enforcement of said policies is required.

3. Tournaments

Let's continue with our example, ESL. This giant's famous competitions include the ProLeagues, ESL Play, ESL National Championships, and Intel Extreme Masters. To review, the Pro Leagues are given to the different titles. There's an Overwatch Pro League, a Hearthstone Pro League, a Mortal Kombat X Pro League, and so on. In the future, ESL will undoubtedly acquire more titles and more partnerships with

levelopers. ESL Play provides tournaments and ladders for all games and all skill levels. The ESL Open is he first cup on the league ladder and is open to everyone. Beginners can enter the world of eSports through t. That's where new talents can be found and drafted; the other competitions like ESL Major have prerequisites for participation, unlike the Open. Another tournament under ESL is the Intel Extreme Masters (IEM), the product of ESL's partnership with Intel. However, the league is owned by Turtle Entertainment. The way this league unfolds starts with plenty of offline qualifiers. Those who qualify for the finals are put into two groups of six. The top two of those advance. The first-place member of each group advances directly to the semifinals; the second- and third-place members go to the quarterfinals.

There are continental championships for this tournament: the American Championship, European Championship, Asian Championship, and finally the World Championship. These championships begin with the Group Stage. There, two single-elimination groups each with four teams compete and the top three teams from each group move on to the Playoffs. The Playoffs have a Double-Elimination Bracket. A team that wins the Semifinals advances to the Upper Bracket Final. If a team wins that, it earns a spot at the Grand Final.

TOURNAMENT FORMATS

1. Match types

In many games, such as CSGO, one team may be significantly better on one map and the other team significantly better on another. Due to these reasons, esports matches are typically played over a series of games in order to determine a winner, as outlined below.

Best of 1 : A single game is played between teams in group stages only. It's very rare that it will see use in a knockout stage.

Best of 2 : This game type is occasionally used in a group stage, where points for draws can be awarded.

Best of 3 : This is commonly used in knockout stages of tournaments and also sees use in group stages. They can take anywhere from around one to three hours depending on what game it is.

t of 5 : This is the longest match type that is only seen in knockout stages of tournaments and sometimes ıe grand finals. It typically takes around between two and five hours depending on the game.

2. Open or closed?

ting whether a tournament is open or closed is essential in allowing those interested to see if and how y can get involved. Major tournaments like The Dota 2 International are invitational, and use the Pro cuit to allow teams to qualify from various regions. Some tournaments may require an application form certain requirements (such as from a particular region) to be applicable to join. Not all tournaments ow this, so here are the two main types to look out for:

en: Anyone can enter.

ɔsed / Invite-only: The event coordinator chooses who will compete, and there is no other way to enter.

3. Group stages

oup stages come in various shapes and sizes, with some being split into groups, some being randomised d some being seeded. These are the main types to look out for. This is where every team or individual ll play each other once in a league format. Teams will receive a different number of points depending on ıether they win, draw or lose.

ɔund robin- In a round robin, every individual or team will play each other once in a league format. Teams e then awarded points based on whether they win, lose or draw (if the match allows for draws). Double und robin works exactly the same, except teams play each other twice. The double round robin format is ıong the most commonly used across all esports leagues and the matches are usually BO1, BO2 or BO3.

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League Championship Series (RLCS) is known to use swiss seeding.

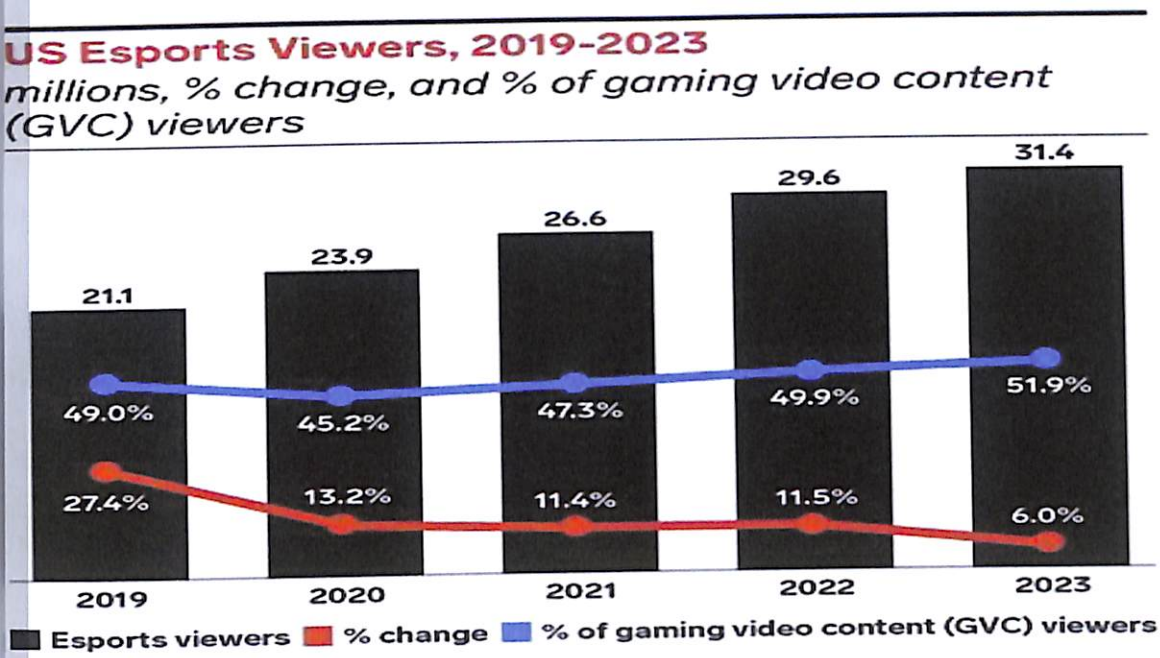
4. Playoffs / Knockout stages

Single elimination bracket- This bracket is very straightforward. The teams that qualify for the bracket will be drawn into a place on the bracket, depending on their seed. The fixtures will then be played out and the winner will advance onto the next stage, while the loser will be eliminated from the tournament. A single elimination bracket stage will usually use the following match types: BO3 or BO5.

Double elimination bracket- This is where two brackets are used to progress teams or players towards a grand final. Entrants first enter the upper bracket stage, which is the same as a single elimination bracket but with one key difference.The winning team will still progress onto the next stage of the tournament. However, the losing team will drop down to a second bracket, known as the lower bracket, which will also lead right up to the grand final.If you lose a game in the lower bracket, you are eliminated from the tournament.

The grand final can be played out in one of two ways in a double elimination format. The first is that the upper bracket winner begins the final 1-0 up. The second, often found in fighting game tournaments, is that the upper bracket winners only need to win the grand final to be declared the champions. The lower bracket winner has a more difficult task: they must win the initial grand final to 'reset the bracket'. If they do this, another grand final is played and the winner is declared the champion.

3.6 ESPORTS ECOSYSTEM, VIEWERSHIP GROWTH TRENDS AND MARKET REVENUE STATS



Esports industry market growth trends-

As competitive video games continue to integrate into popular culture, global investors, brands, and media outlets are all paying attention. Consumers are as well. In fact, there will be 29.6 million monthly esports viewers in 2022, up 11.5% from 2021, according to our estimates.

The pop-culturization of the esports industry has helped power the explosions in esports investment and revenue. Esports has hit this stratosphere in large part because of the social component of live streaming and gaming. Video gaming-specific streaming platforms like Twitch and YouTube Gaming give fans a direct connection to the players and teams, while more mainstream socials have allowed those connections to flourish. Certain esports organizations, like FaZe Clan, are also moving aggressively into areas like merchandise, lending their brands more notoriety than if they'd stuck to esports alone. Rick Yang, partner at NEA a venture capital firm that invests in esports underscored this in a conversation with Insider Intelligence: "I actually think of esports as the mainstreaming of gaming, or the pop culture instantiation of gaming versus the pure idea of these players becoming professionals to compete at the highest levels." It's essential to think of the esports opportunity in this way one inclusive of gaming, media, pop culture, and commerce as it shines a light on opportunities beyond gaming events alone.

sports industry revenue stream stats-

s a result, the industry has seen a huge uptick in investment from venture capitalists, and more recently om private equity firms. The number of investments in esports doubled in 2018, going from 34 in 2017 to 8 in 2018, per Deloitte. That's reflected in the total dollars invested, too: Investments are up to $4.5 billion 2018 from just $490 million the year before, a staggering YoY growth rate of 837%, per Deloitte. These vestments are distributed to players across the ecosystem from esports organizations, to tournament perators, to digital broadcasters allowing it to function and grow.

sports teams and advertising-

ust like traditional professional sports, esports teams have owners, franchises, endorsement deals, cash rizes from tournament winnings, and more all contributing to their annual revenue and total valuation. When the pandemic subsides, esports leagues will likely resume their efforts to expand their audiences by osting live gameplay with regional esports teams in a way that will more closely mimic traditional sports agues. As of 2020, the top five most valuable esports teams according to Forbes are:

SM – Value: $410 million
stimated Revenue: $45 million
evenue from Esports: 50%
wner: Andy Dinh

loud9 – Value: $350 million
stimated Revenue: $30
evenue from Esports: 70%
wners: Jack and Paullie Etienne

eam Liquid – Value: $310 million
stimated Revenue: $28 million
evenue from Esports: 89%

Owners: aXiomatic Gaming, Victor Goossens, Steve Arhancet

FaZe Clan – Value: $305 million
Estimated Revenue: $40 million
Revenue from Esports: 20%
Owners: Lee Trink, Richard Bengston (FaZe Banks), Thomas Oliveira (FaZe Temperrr), Yousef Abdelfattah (FaZe Apex), Nordan Shat (FaZe Rain)

100 Thieves – Value: $190 million
Estimated Revenue: $16 million
Revenue from Esports: 35%
Owners: Matthew Haag, Drake, Scooter Braun, Dan Gilbert

Esports ecosystem-

Most projections put the esports ecosystem on track to surpass $1 billion in revenue for the first time this year. And revenue is expected to grow from here Newzoo projects it to hit $1.8 billion by 2022. Money flows into esports through media rights, live event ticket sales, merchandise sales, and in-game purchases, but most of the revenue (69%) comes from sponsorships and advertising, per Newzoo figures cited by Statista.

That growing revenue stream comes from around the world:
Asia-Pacific (APAC), North America, and Europe are the top three esports markets, respectively, in terms of audience and revenue. APAC will account for over half (57%) of global esports viewership in 2019, up from 51% in 2017, per Newzoo. Meanwhile, North America is set to hit $300 million in esports revenue this year, while Europe is expected to reach $138 million, per PwC estimates.

The rest of the world only accounts for about 15% of total esports revenue, but it contains several regions to watch. One of the fastest-rising regions is Latin America, which is expected to hit $18 million in esports revenue in 2019 before skyrocketing to $42 million by 2023, per PwC estimates.
The future of the esports industry will likely be powered by mobile, which will further reduce barriers to

ıtry and allow even more gamers and fans to pour in. The mobile gaming segment is set to make up 45% f the total global games market this year. That popularity is already spilling over into some competitive paces, as China already has a thriving mobile esports scene.

➢ THE BIGGEST ESPORTS GAMES.

1. Dota 2 Release Year - 2013
   Total Prize Money Awarded - $224.7 million
   Noteworthy Tournaments - The International

2. Counter-Strike: Global Offensive
   Release Year - 2012
   Total Prize Money Awarded - $96.5 million
   Noteworthy Tournaments - World Electronic Sports Games (WESG), ELEAGUE

3. Fortnite
   Release Year - 2017
   Total Prize Money Awarded - $89.1 million
   Noteworthy Tournaments - Fortnite World Cup,
   Fortnite Fall Skirmish Series, FortniteSummer Skirmish Series

4. League of Legends
   Release Year - 2009
   Total Prize Money Awarded - $75.5 million
   Noteworthy Tournaments - LoL World Championship

5. StarCraft II
   Release Year - 2010
   Total Prize Money Awarded - $33.0 million
   Noteworthy Tournaments - WCS Global Finals, World Electronic Sports Games (WESG)

6. PlayerUnknown's Battlegrounds (PUBG)
   Release Year - 2017
   Total Prize Money Awarded - $22.2 million
   Noteworthy Tournaments - PUBG Global Championship, PUBG Nations Cup

7. Overwatch
   Release Year - 2016
   Total Prize Money Awarded - $21.7 million
   Noteworthy Tournaments - Overwatch League

8. Hearthstone
   Release Year - 2014
   Total Prize Money Awarded - $21.1 million
   Noteworthy Tournaments - Hearthstone World Championship, GrandMasters, Masters Tour

9. Heroes of the Storm
   Release Year - 2015
   Total Prize Money Awarded - $18.1 million
   Noteworthy Tournaments - Heroes of the Storm Global Championship's

10. Arena of Valor
    Release Year - 2015
    Total Prize Money Awarded - $14.5 million
    Noteworthy Tournaments - Honor of Kings World Champion Cup, King Pro League

11. Counter-Strike
    Release Year - 2000
    Total Prize Money Awarded - $13.4 million
    Noteworthy Tournaments - No recent tournaments

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11. Counter-Strike
    Release Year - 2000
    Total Prize Money Awarded - $13.4 million
    Noteworthy Tournaments - No recent tournaments

12. Rainbow Six Siege

Release Year - 2015

Total Prize Money Awarded - $12.1 million

Noteworthy Tournaments - Six Invitational, Six Major

13. Rocket League

Release Year - 2016

Total Prize Money Awarded - $8.8 million

Noteworthy Tournaments - Rocket League Championship Series

14. SMITE

Release Year - 2014

Total Prize Money Awarded - $8.6 million

Noteworthy Tournaments - Smite World Championship

15. StarCraft: Brood War

Release Year - 1998

Total Prize Money Awarded - $8.2 million

Noteworthy Tournaments - No recent tournaments

ESPORTS IN SCHOOLS

Esports in school is catching on as the popularity of esports continues to grow. And while research shows that participation in school activities improves students' performance and overall well-being, parents and educators have resisted the idea of organized esports in schools. But based on current trends, that may be set to change for the better.The High School Esports League (HSEL) just one of several such leagues claims over 1500 schools as members. Between 2018 and 2019 the number of leagues that facilitate esports in schools nearly doubled. Newcomer PlayVS has an exclusive contract with The National Federation of State

igh School Associations (NFHS), the governing body for most high school sports and activities in the nited States.

TEM learning-

sports and STEM go hand-in-hand. Students who are drawn to gaming are often equally captivated by the roader technology ecosystem. Sponsors at both the high school and college levels report that a substantial umber of their esports participants are interested in science, technology, engineering, and math.

ften, it's proportionally larger than the student population as a whole. In 2018, for example, Riot Games irector of collegiate esports said that nearly two-thirds of their League of Legends players were majoring n STEM fields. That's a notable jump from the 45% of all undergraduates in 2015 that planned to study TEM. Offering esports as an extracurricular activity is a great way for high schools to encourage students o pursue careers in lucrative STEM-related fields.

STEM career-

Students involved in esports are a natural fit for careers in STEM, which are projected to offer some of the best employment opportunities for today's students. Of the 100 jobs defined as STEM-related by the U.S. Bureau of Labor Statistics, 93 have wages above the national average. Growth n STEM employment is projected to be better-than-average. Computer-related occupations are the largest projected category of new jobs between 2014 – 2024. (By a long shot.)

When students take part in esports in school, coaches can nurture a passion for STEM and guide students to explore STEM careers. Colleges with a strong esports culture tend to offer a robust STEM curriculum. Shawnee State University in Portsmouth, Ohio, for example, is a pioneering leader in game design and esports competition. The university offers a BS in gaming programming through the Engineering Department as well as a BA in Game Art through the fine arts department. The school also offers a minor in game design.

College scholarships -

Not only does esports in school boost student interest in higher education, but it can also provide a pathway

› postsecondary scholarships. Close to 100 colleges and universities are members of the National ıssociation of Collegiate Esports , the official governing body for varsity esports. Over 250 more have club rograms. Nearly 200 US colleges collectively offer around $15 million a year in esports scholarships.

➢ TECHNOLOGY AND ESPORTS

·Sports are being pushed to the front of the brandishing scene. Innovation assumes a basic part in conveying he experience to fans and empowering players, from the streaming stages that appropriate transmissions to he ergonomic arrangements that forestall wounds. The brilliant ascent in notoriety has prompted contests ınd gaming lounges being worked around the nation, and having the right innovation arrangement is pivotal o a fruitful eSports experience. Whether you're creating a setup for your unique gaming needs or making ;ritical choices for a school's new eSports lab or large-scale arena, here's a closer look at how technology ;an help you master gameplay.

Technology can make or break an eSports venue or lab, and the cornerstone of your setup is the ınfrastructure that runs the games and connects fans to gameplay. There are a number of areas to consider, ıncluding security, your data center, connectivity, cloud computing, digital signage, and cabling solutions. Here's an overview of some of the most important considerations to keep in mind as you get started.

Network -

Your organization speed, readiness, and data transfer capacity are basic. Probably the greatest issue that has ımpacted the eSports space is inactivity. Essentially, competitions are communicated through streaming stages like Twitch and Steam. Envision a framework attempting to work in superior quality, with definite designs and huge gatherings of exceptionally talented players taking actions that should be played back in milliseconds. As VentureBeatnotes, a solid framework is crucial for quickly developing eSports, from diminishing dormancy to conveying the ongoing encounters eSports requests. Cloud organizations are centered around building network steadiness and decreasing dormancy to as much as 20% of standard OK slack for no-nonsense gamers. The dangerous development of titles, for example, Fortnite on portable stages has driven toexplorations of how arising versatile advancements including Wi-Fi 6, 5G, and edge figuring

can diminish slack and better address the issues of versatile gamers. Network at all levels is essential to ongoing interaction and the fan insight.

On-Premises Solutions for Security-

From fan engagement to real-time cheating and fraud detection, since officiating happens online, on-premises technology is preferred for eSports. InformationWeek reported, "In other words, gaming faces transformation comparable to enterprises migrating from on premise to the cloud with a vocal audience that despises lag." On-premises solutions help eSports venues keep tight controls of security to prevent cheating, interference with gameplay, and hacks that can affect thousands of users. If you're not sure where to start, a partner can help you map out the technology infrastructure that's right for your venue, level of competition, and hardware and networking considerations to make your vision a reality.

Gaming Devices-

While building an eSports field or the individual arrangement for a serious gamer, the foundation is the gaming control center or PC that runs the activity. Gaming PCs give convenientce expected to gamers in a hurry, while work areas offer upgraded limit during contests. The associations your group contends in will have directing innovation specs. The innovation is continually developing, and the bleeding edge is pushing ahead.Before you make your underlying ventures, get the fundamental specs given by the associations that your groups will contend in. Many additionally offer a see of how those tech needs will advance in the approaching year, which can assist you with putting resources into innovation that will address your issues after some time. Frequently, these remember rules for handling power, RAM, hard drives, and illustrations cards. Working with the right accomplice can assist you with creating pre-assembles that depend on cutthroat particulars.

It's additionally vital to contemplate the continuous administration of these resources. Resource labeling assists you with monitoring gadgets and deal with your arrangement. Working with an accomplished eSports accomplice likewise opens up a large group of correlative administrations. For instance, do you need your gadgets laser engraved with your logo? You can likewise use elements like request the board and continuous associations for redesigns, fixes, and administrations. Keeping your armada of gaming gadgets current and upheld is a top thought for long haul innovation arranging.

Monitors and Digital Signage-

Screens and advanced signage bring the visual experience of your gaming field to life. The principal thought is the screens contenders will use during ongoing interaction, practice, and rivalries. Screens are basic, as they convey the visual point of interaction that empowers solid interactivity. A best in class gaming screen has the illustrations, size, and invigorate abilities to offer a visual encounter that sets with a PC that processes ongoing interaction at lighting speed. Perhaps the greatest thought is whether to go with bended screens or level monitors.Curved screens offer a more vivid field of view, yet there is a more extensive scope of decisions in brands, size, and cost for level screens. One more variable to consider is advanced signage and huge screen video shows. On location fans will regularly sit for a really long time, watching the interactivity unfurl. Brands like ViewSonic and LG offer an assortment of enormous screen choices to redo your on location shows. From streaming ongoing interaction to showing details from a rivalry in the works, adding huge screens makes a "major insight" feel for your field and arranges everything.

Accessories-

All aspects of your eSports field helps take your group to a serious level. Extras are no special case. From consoles to headsets, it's essential to contemplate what adornments mean for the gaming experience. As you travel through the interaction, there are various extra classes to consider:

- Headsets: Headsets permit your players to hear the interactivity and partake in group conversations by means of mouthpieces. It's essential to consider models that are agreeable for long haul ongoing interaction and proposition sound quality that upholds what your players need.
- Consoles: For PC-and PC based gamers, the console is a significant piece of smoothing out gaming and offering an ergonomic encounter. The greatest component to consider is whether you'll pick a standard layer console or go for a better mechanical console. There are additionally specific gaming consoles now and then called MMO consoles with additional buttons that can be utilized to upgrade ongoing interaction.
- Mouse: As you pick what gaming mice you'll buy, recall there are various choices that adjust to game kinds. A shooter mouse functions admirably with first-individual shooter games, while a MOBA-or MMO-style mouse offers extended button access. Talking about what games will be utilized in the associations you're contending in, and what mouse they suggest, is a shrewd beginning

stage.

- Cameras: To genuinely encounter the adventure of eSports, video creation, hardware and situating are basic. Putting resources into broadcast quality cameras intended for the superior presentation needs of the business isn't just a prerequisite in many associations yet in addition a need that gives crowd commitment.

Services-

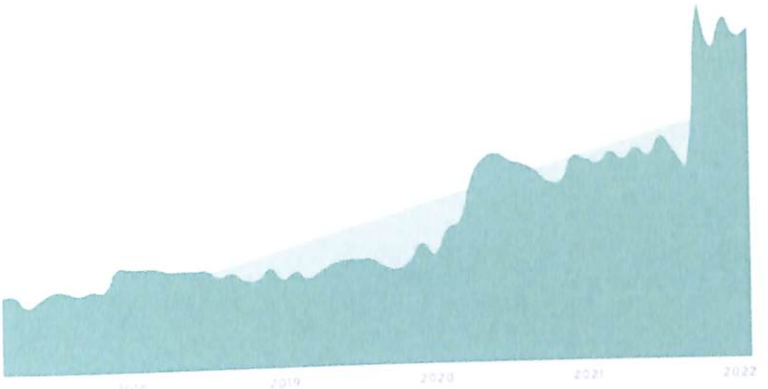
When outfitting an eSports arena or choosing the components to optimize your gaming experience, every detail matters. Keeping your technology on point is an important part of staying competitive, and laying the right technological foundation can be the key to building your eSports program's momentum. A technology partner can offer services at a range of levels, from initial consultation and assessments to implementation and ongoing managed services. By working with a services partner, you can take advantage of a deeper expertise in eSports technology and dive into the pre-planning process to ensure that your investments and venue design support both your immediate needs and long-term goals.

➢ GAMING INDUSTRY TRENDS-

With the PS5 and Xbox Series X now both sent off, the gaming scene is in for a few significant changes throughout the following 4-5 years. However, cutting edge equipment isn't the main significant gaming industry pattern to zero in on.

As a matter of fact, there are a few other significant patterns that anybody in the computer game industry should watch out for. We will cover 7 of them here.

Roblox Helps Scale Indie Gaming-



earches for "Roblox" are still rising and are up 322% over the last five years.

ndie gaming is nothing new. What is new is that indie game producers now have platforms (like Steam) hat allow them to easily distribute their new games. Which has led to indie games like Among Us and Stardew Valley becoming bestsellers.



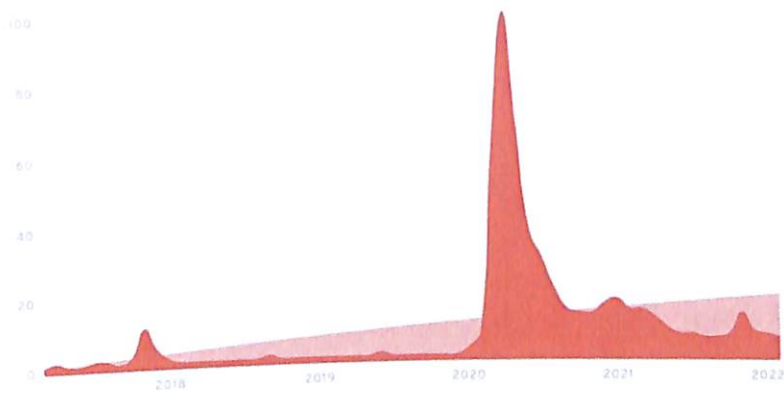
Best selling Indie game

Roblox is hoping to increase the non mainstream gaming pattern.How?Roblox joins game creation and game conveyance in a solitary stage.Furthermore, it is by all accounts working.

Roblox presently gloats over 200M month to month dynamic clients. All things considered: by far most of these clients never contact a dev pack. Or on the other hand will at any point construct a game utilizing the Roblox Studio game motor. Yet, many do. Furthermore, these hopeful game designers utilize the Roblox stage to rapidly get criticism and emphasize on their games from their huge client base of players.

ncreased Diversity In Games-

t's no secret that most gamers are male. (Although mobile gaming does seem to appeal to women. In fact, 55% of women in the US play mobile games.) However, certain games (like Animal Crossing) have helped bring in more women to the console, PC and esports gaming world .



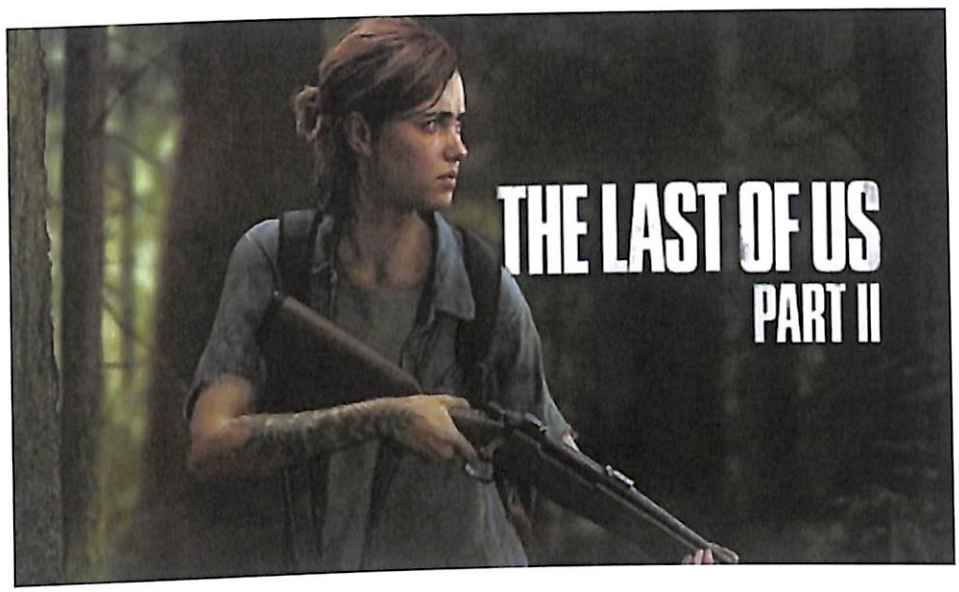
Animal Crossing installment was a mega hit. Especially among women and girls.

It's assessed that, by and large, 45% of gamers are female, truth be told.So indeed, the male/female split of gamers is moving toward 50/50.Yet, the reality stays that gaming is a male-ruled industry.Truth be told, just 30% of individuals that work in the business are female.

What incompletely clarifies the way that most gaming heroes are white guys. Truth be told, the famous

PG Kingdom Come: Deliverance got strong surveys. Yet, was scrutinized for an absence of minorities in ıe game world.That's starting to change. Like with society as a whole, the gaming industry is starting to ay attention to representation in their games. Specifically, developers are starting to make women and ıinorities more prominent in the worlds they create.

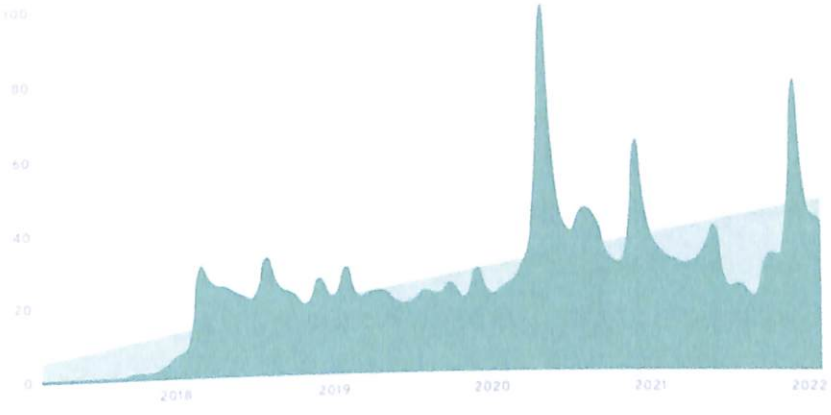
or example, The Last of Us Part II was one of the biggest releases of the last year. And it features a female rotagonist.



New PC Gaming Platforms Challenge Steam-

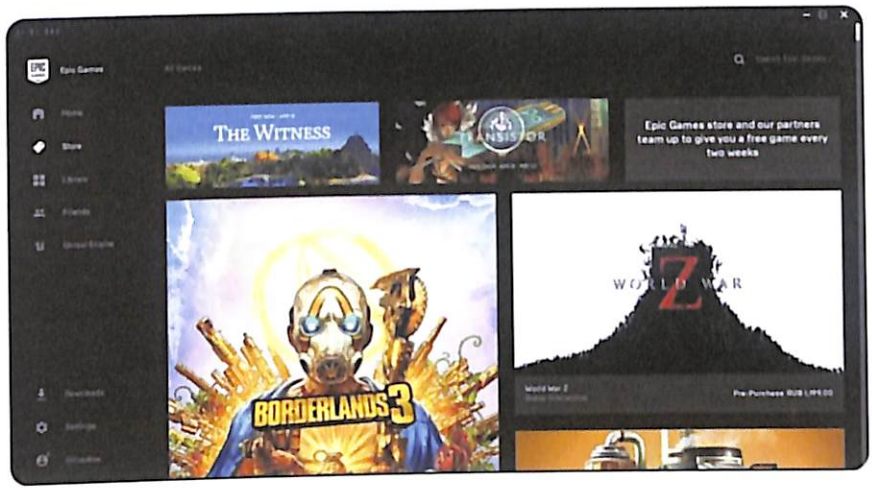
The PC gaming industry is worth roughly $35B,To place that in context, $35B is similar to the whole gaming console market. As of not long ago, the PC gaming market was overwhelmed by a solitary stage: Valve's commercial center, Steam. As a matter of fact, Steam is predominant to such an extent that 47% of distributers put their games on Steam's foundation. Steam rose to noticeable quality generally because of a first-mover advantage. It was one of the primary stages to permit gamers to peruse, purchase, audit, and play PC games in a single spot. They likewise developed a sizable local area of gamers that mess around together, examine bugs on discussions, and construct mods. GOG at first centered around more seasoned games that were challenging to track down on Steam. However, they currently offer an assortment of old

nd new games, including standard deliveries.Truth be told, GOG is one of a handful of the gaming iological systems that offer The Witcher 3 alongside works of art like Heroes of Might and Magic. GOG's ther specialty is that all games sold on the stage are "without drm". DRM is a dubious practice in the aming scene. Numerous gamers think about DRM a minor issue. Others see DRM as a bigger issue that isregards the freedoms a purchaser ought to get when they pay for a piece of media. In functional terms sans drm" implies that gamers can mess around without requiring for the stage to "check" on the off chance nat they got it truly or not. Which has assisted GOG with standing apart from Steam. In any case, maybe ne greatest long haul challenger to Steam isn't GOG. In any case, Epic Games.



Searches for the new-ish Epic Games platform are up 4,000% since 2017.

By all accounts, Epic Games is like Steam and GOG.It offers a sizable library of games in various kinds, rom technique to RPG. You can oversee and send off games from within the stage. Furthermore, interface with different players for multiplayer games.

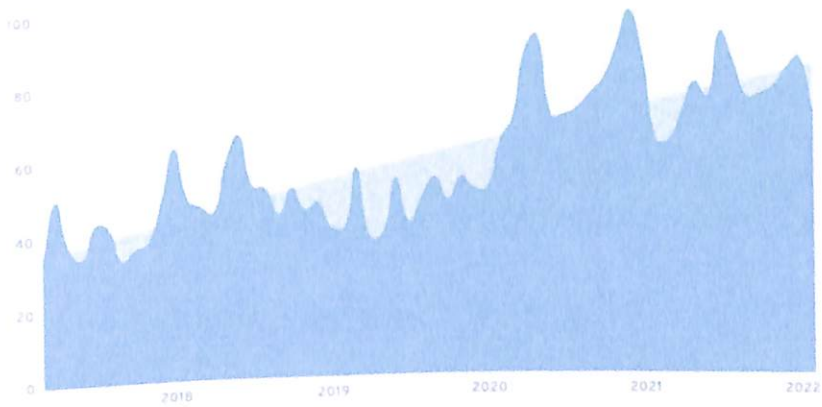


Epic games store

/hat makes Epic Games different is their extraordinary library of games. In particular, as the makers of ıe game, they're the main PC stage that offers the uber hit versatile game Fortnite.

/hat's more, Epic Games desires to allure more Steam clients to attempt the stage with a group of elite tles. For instance, they had the option to make Metro Exodus an Epic Games selective for a year after its elivery. The reality of the situation will become obvious eventually assuming these special features will ssist them with ousting Steam. Or then again how their public fight with Apple will work out. In any case, will be intriguing to perceive how Epic Games passages against occupant Steam.

Cloud Gaming Services Grow And Expand-



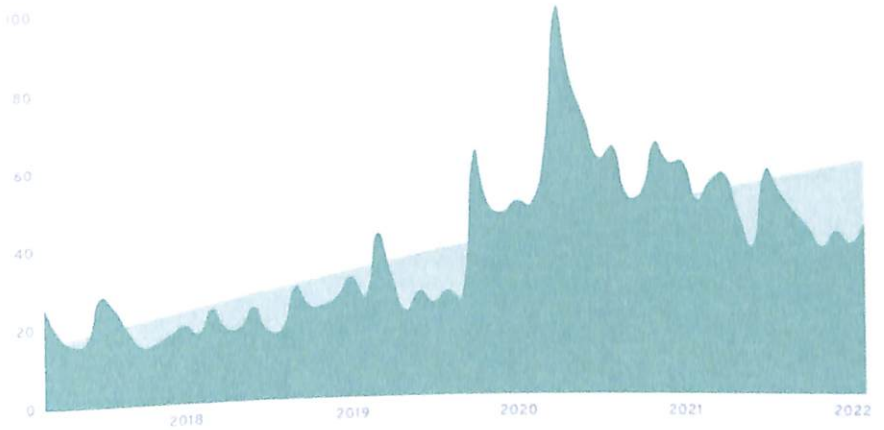
erest in "cloud gaming" has grown by 105% over the last five years

principle, purchasing a game online should be an astounding encounter. You can peruse great many titles. so, buy a game immediately without expecting to take off from your home.Yet, by and by, purchasing a me online has its concerns. For one thing, downloading the game can require hours (particularly from ny Playstation's broadly sluggish servers).

nd that implies that it's frequently quicker to head to the store and purchase an actual duplicate of the me. Second, your equipment may not be acceptable. Which can prompt execution issues. Or on the other nd, you may basically not have adequate space on your PC or control center for another game.

oud Gaming sidesteps these irritating issues. Rather than purchasing and downloading a game, you stream progressively. Like that, gamers can utilize the best in class equipment without expecting to put resources to it. Besides, there's no compelling reason to download anything. You can begin playing immediately. uyers aren't the ones in particular that like cloud gaming.

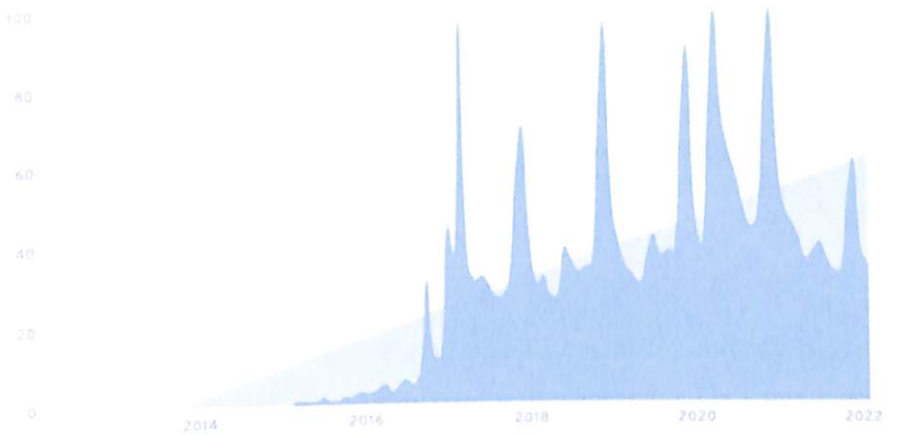
eal time features like PS Now give Sony a significant repeating income stream. It likewise gives stributers a method for adapting old games (counting those from past control center ages) years after their lease.



PlayStation Now, with 3.2M+ users, is exploding in popularity

Next Gen Consoles Battle It Out-

› list of gaming trends would be complete without discussing the next generation of consoles that ınched in 2020: Xbox Series X and PlayStation 5. It's impossible to predict who will win this round of : console wars. But it's clear that these two console giants (along with the Nintendo Switch), will largely termine the biggest gaming industry trends for the next few years.



ıe Nintendo Switch (3300% 10-year growth) is a wildcard in the console battle as its 2017 release means somewhat straddles console generations.

ike previous console wars, the console with the best games will likely come out ahead.But each console ɔasts a handful of unique features that may help give it an edge. For example, the PS5 includes a high-end SD. This hardware upgrade over the PS4 significantly reduces load times.
/hich lets game developers create bigger, more detailed worlds. And the Xbox Series X includes a "Smart elivery" feature. This basically gives you a free Xbox Series X version of any Xbox One game that you ought in the past.

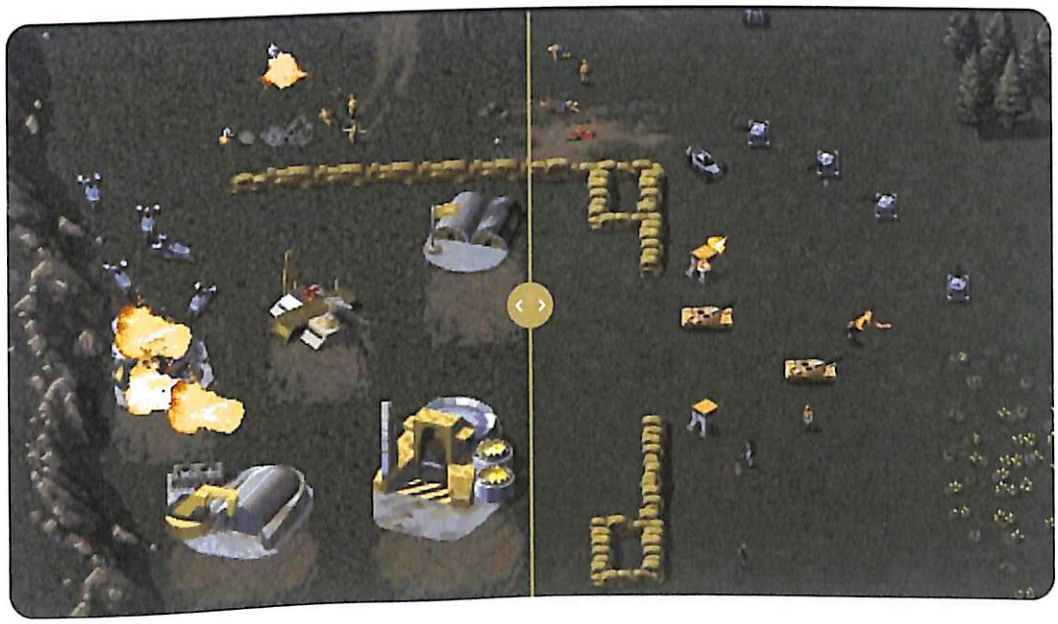
Aore Remakes And Reboots-

. Crash Bandicoot reboot was one of the main ten top rated rounds of 2020, as indicated by NPD. Last antasy additionally VII got a change, which beat smash hit records for a period.



Scene from the Final Fantasy VII remake.

ike Hollywood, the gaming industry is starting to realize that remakes and reboots sell well. And, unlike completely new franchise, they're less likely to bomb. Besides FF7 and Crash, the Resident Evil 2 and 3 emakes both sold well. Which is why developers are working double time to create new versions of classic ames. For example, midway through 2020, EA released a "remastered" version of the original Command z Conquer game.



reenshot that compares the original Command & Conquer game to the remastered version.

rthermore, Nintendo has remastered and yet again delivered the acclaimed RPG Xenoblade Chronicles Xenoblade Chronicles: Definitive Edition.In 2021, we saw Prince of Persia rebooted with the Sands of me title. The 2001 religion exemplary RPG Gothic is likewise getting a change.

rly Access Changes The Game Development Process-

ccording to research published in Empirical Software Engineering, approximately 15% of all games fered on Steam are "Early Access". And as Early Access becomes the norm for many developers, this gure is set to grow significantly in 2022 and beyond.Early Access is a win-win for gamers and developers. amers love it because they get to play a game months or even years in advance. Developers use Early ccess as a way to get feedback from actual players. Feedback that can ultimately change the direction of game. For example, sci-fi strategy game Rimworld became one of Steam's highest-rated games largely anks to an Early Access-focused development cycle. Rimworld sold thousands of copies as an Early ccess game. And it received rave reviews upon its full release a few years later.

➢ Bootcamp in Esports-

he esports athletes need proper guidance and space to practice. So that they can compete in this competitive nd growing industry same as other sports industries like basketball, football etc

hus gamers need a place to practice with teammates and coaches regarding the strategy of the game. Here ootcamp plays a major role. Thus we are here to discuss the importance of Bootcamp in esports and what appens in the esports Bootcamp before getting into the importance of Bootcamp we should focus on the vord Bootcamp.

What is meaning of bootcamp in esports?

The word Bootcamp is generally taken from the military. Boot camp means a military training camp for new recruits, with very harsh discipline. In a Bootcamp, a set of intensive exercises is done on a regular

is and designed to improve strength and fitness. In the same way, esports Bootcamps are generally made the training of esports athletes for a shorter duration. The duration of Bootcamp is of one to two weeks. wadays gaming or esports Bootcamps is also organised by some academic institutions, esports teams, d esports professional centres.

e Bootcamp in esports is somehow similar to the training centres for traditional sports.

nportance of Bootcamp in Esports -

o get the significance of Bootcamp in esports or gaming. Here are a few focuses which give n unmistakable comprehension of how Bootcamp assists with further developing gamers.

- Gaming Peripherals: Bootcamp gives the most elevated level gaming arrangement to rehearse. In this serious industry, each edge is counted. In this manner it is important to have first rate gaming gadgets with great web availability.
- Coach : It is a significant element concerning the individuals who are beginning a mentor assists with further developing the gaming abilities. The players in the Bootcamp, came to know their mix-ups by their mentor. Mentor assists gamers with settling those slip-ups.
- Information on games: In esports or cutthroat gaming, the games are especially evolving quickly. In this manner in Bootcamp with the assistance of a mentor and colleagues, it assists with getting the game in a superior manner and comprehend the meta of the specific game.
- Self- confidence : Bootcamp entirely assists with working on self-assurance. In Bootcamp, you are with your colleagues and mentor. They are there with you to inspire you to let the slip-ups know which are happening in the games.
- Synergy: Bootcamp is an incredible method for understanding your colleagues and construct trust among them. Collaboration for the most part implies holding, trust and science between colleagues.



Everything revolves around getting the synergy for the group - playing together has turned into a digit of an extravagance for some groups. Also, with the first rate gear and line speed accessible, they're ready to play under appropriate competition conditions - something that can be the contrast among winning and losing in a game like CS: GO. Offices are accessible in Decent bootcamp in esports or gaming. Following are a portion of the essential offices which should be accessible for a respectable esports Bootcamp.

- Players Rooms: A respectable room ought to be accessible for the esports competitor to rest. As esports players use to prepare over 10 hours every day so a nice room is a need for a new beginning.
- Preparing rooms: Training rooms are the main thing which they came for in the Bootcamp. Preparing rooms with phenomenal web network and very good quality gaming gadgets. Here esports competitors use to invest the vast majority of their energy crushing.
- Lounge area: A lounge area for having nutritious suppers. During games, their food and beverages assist them with giving energy for steady crushing.
- Coach: The mentor ought to be accessible in the Bootcamp to interface with the mentor and needs to acquire abilities in that game.
- Gym: Due to steady preparation toward the front of a screen, gamers will quite often debilitate along

these lines they need some sort or actual activity. Here comes the job of the rec center to make gamers in great shape.

Difference Between esports bootcamp and gaming house?

Most people tend to get confused between esports Bootcamp and gaming house. Let me be clear on this, these are basically two different things.The most basic difference between them is that a gaming house is a place where professional gamers lives and a gaming Bootcamp is a place where they basically train for a shorter duration. The time span is between one to two weeks.
Gaming houses are generally owned by big esports organisations as they have a lot of money to spend on their players. Whereas an esports Bootcamp is for a shorter duration where pro players come to a venue and practice the game as a team prior to the tournament.

A ton of gaming focuses are coming out which give gaming Bootcamp to novice and expert gamers. What's more, numerous esports associations additionally give Bootcamp to different players and assist them with further developing their gaming abilities. At the point when we talk about gaming houses, the large esports associations like TSM, FaZe Clan, Fnatic, T1 and so on furnish gaming houses to each group with their mentor and administrator. In The gaming house, the players and mentor live respectively and get to know one another and construct cooperative energy together. Presently one inquiry emerges is regardless of whether we can accomplish something beneficial without esports Bootcamp? To this inquiry, the response is both yes and negative, as aggressive gaming or esports is profoundly erratic. These days more than cash is on the line in a competition. Enormous esports associations are burning through huge number of dollars on their players. So very challenging for the gamers don't have insight of the game at a serious level to beat those esports associations. To beat those esports players, you need to accomplish more than, simply practice or grind.



➢ FITNESS FOR GAMERS

Most people are aware of the training that athletes undergo. But especially in the current time, in which consoles and PCs at home are used more and more, sufficient fitness for ambitious gamers is especially important for optimal performance.let's take a closer look at the profession of eSports and shows exercises and methods that help eSports professionals not only stay healthy but also improve their in-game performance. A reasonable eating regimen and adequate activity are significant for wellbeing. Its an obvious fact. Nonetheless, many individuals disregard the way that wellness is likewise a fundamental achievement factor for Gamers and eSportsmen. It advances focus and response time, both fundamental elements for progress in both cutthroat and leisure activity eSports.

As in pretty much every game where dependable, redundant strain is worked out, there are likewise a few trademark actual grumblings in eSports. As indicated by Dr. Thore-Björn Haag, head of sports treatment at the Theresie Orthopedic Center, eSportsmen ought to thusly coordinate actual preparation into their regular day to day existence. This incorporates designated strength preparing as well as coordination, mental or aerobic exercise.Schedules that incorporate warm-ups, yet in addition practices like standard breaks, adequate rest and, most importantly, early activity in case of grievances are helpful for keeping up with

great wellbeing.

The preparation researcher sees the primary driver of wounds to eSportsmen in overstraining the ligaments, tendons and muscles in the locales of the hands, elbows, bears and back.

Gamer complaints-

- Carpal tunnel syndrome: Pain and numbness in the area of the thumb, index and middle finger due to a constriction of the middle arm nerve
- Cubital tunnel syndrome: pain and numbness in the area of the little and ring finger due to compression of the ulnar nerve
- Sciatica syndrome: damage to the nerve fibres of the main nerve of the leg (ichias nerve)
- Mouse elbow or shoulder: Overstraining the tendons in the arms and shoulders
- Gamers thumb: pain in the thumb due to overstraining of the tendons (especially when using controllers)
- Medial epicondylitis: pain on the inside of the elbow and forearm due to inflammation of the tendons that bend the palm of the hand towards the wrist.

Moreover, there is frequently back pain, which can influence both the upper and lower back, yet in addition eye and cerebral pains. The explanations behind this are the long sitting (in a twisted stance) and the static gazing at the screen.

Healthy nutrition and sufficient exercise-

Fitness begins with eSports, as with any other sport and in everyday life, with nutrition. The German Society for Nutrition has put together some principles for this. These include the following points:

- Diverse and varied nutrition. This ensures that all required vitamins and nutrients are covered.
- Observe the "5 a day" principle. This means: three portions of vegetables and two portions of fruit a day. One portion corresponds to about a handful. Sliced fruit and vegetables is also an ideal snack during gaming sessions.
- Whole grain instead of white flour products. This satiates longer and contains more nutrients.

- Milk products such as cheese or yoghurt should be eaten daily. Meat only 1-2 times a week and weekly no more than 300 to 600 grams.
- Mainly use vegetable fats, such as rapeseed oil.
- Drink water instead of sweetened drinks. At least 1.5 litres of this. Better still, even more, because sufficient hydrogenation is essential for good concentration.
- Prepare meals gently in order to preserve the nutrients of the food.

Improve Your Own Performance - Both In-Game and Out-Game-

eSportsmen benefit from wellness and actual work for a long time. Its an obvious fact that a significant degree of wellness prompts prosperity and worked on mental execution. Overseeing Director of Digital Fitness OG Felix Wachholz underscores that numerous eSportsmen and gamers don't know about the way that their abilities can be prepared explicitly for Out-Game as well as In-Game preparation. This implies that presentation in the game can be worked on through activities to further develop focus, discernment and coordination. For this reason, the Digital Fitness chief and coach suggests the accompanying activities, among others:

- Finger row

Objective: Increase of fixation under pressure, improvement of finger coordination and general perseverance

Appropriate for: Games with high focus prerequisites, yet in addition shooters or reproductions

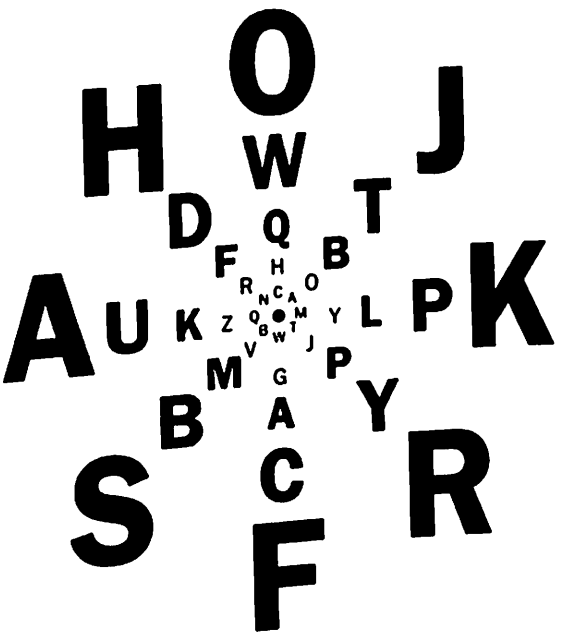
Technique: With Finger Row, the thumb is tapped progressively on the forefinger, then, at that point, on the center finger, ring finger, little finger. In the first place, consideration ought to simply be paid to staying away from blunders. When the channel is set up, you can then speed up or prepare on two hands at the same time. To accomplish an impact on fixation, the activity ought to be performed throughout a more drawn out timeframe, for example 3 minutes.

- Peripheral Chart Board

Objective: To further develop discernment

Appropriate for: Shooter with befuddling guides, reenactments, or feverish MOBAs and other quick games

Technique: The "Fringe Chart Board" is a round plan of characters that get increasingly big from the back to front. For the activity the eyes are centered around the point in the drawing circles. Thereafter, the individual attempts to peruse the characters clockwise from within to the outside as quick as conceivable without removing the middle from center.



Peripheral chat board

- Professional Neuro-Training for Esports Professionals

Such activities are additionally important for a neuro-preparing. Our cerebrum manages and controls everything in the body. It processes outer and inner data with the accessible information and "makes" an end-product from it. The mind gets the data it needs from the three development controlling frameworks of the body: eyes (visual framework), balance (vestibular framework) and self-insight in space (proprioceptive framework).

Such activities are likewise essential for a neuro-preparing. Our mind directs and controls everything in the body. It processes outside and inside data with the accessible information and "makes" an eventual outcome

from it. The mind gets the fundamental data specifically from the three development controlling frameworks of the body: eyes (visual framework), balance (vestibular framework) and self-insight in space (proprioceptive framework).

As indicated by Pieter Grimm, neuroathletics mentor of Ludwig Artzt GmbH, this is the place where neurotraining comes in. The objective is to track down the individual flimsy spots in the body and to actuate them explicitly with extraordinary activities, like Peripheral Chart Board Training. These purported neuro-drills cause an improvement in the assimilation and handling of data, a "awakening" of the mind, as it were. The end-product, for example, the response time in the game, is in this way streamlined. The neuro athletics mentor sees in addition to other things a better capacity of the eyes - through more exact and fast eye leaps to various targets - and a protracting of the focus length.

➢ WOMEN IN ESPORTS

The British Esports Association has sent off a pristine mission to celebrate females inside the esports business. From casters to proficient players, marketeers to creation subject matter experts and that's only the tip of the iceberg, there is a tremendous measure of ability in the esports business to yell about. 30.4% of esports viewership is comprised of ladies, as indicated by a report by Interpret in Q4 2018, and that number has risen 6.5% throughout the course of recent years. Be that as it may, there is still a lot of space for development, also an absence of female esports players at the high level. A few females have participated in the British Esports Championships for schools and universities, including a couple from the Farnborough Falcons League of Legends and Overwatch groups who played at the live finals at the NEC in Birmingham. There was likewise an all-female Overwatch program contending in season 2 from Carmel College. It's appearance that the interest in esports for females is rising, and the British Esports Association needs to give a drive to assist with supporting females who are trying to be proficient gamers as well as those investigating vocation possibilities.

Through this mission, British Esports needs to assist with bringing issues to light and further develop inclusivity in esports also to different associations like Women in Games/Women in Esports, Women of

Esports, AnyKey, FemaleLegends and then some. It desires to work close by them to advance variety together.As a public body, its points are to help esports and give skill and counsel. To have the option to give adjusted guidance, it has chosen to send off this mission to get points of view from females inside the esports business. The mission will cover the British Esports Association's key points:

- To advance esports in the UK and increment its degree of mindfulness
- To work on the norm of UK esports
- To motivate future ability
- The Women in Esports mission will be something British Esports does consistently as an association and has no mission end date.

The Association will be running various exercises all through the Women in Esports crusade, for example, a choice of online media crusades, interviews across the site, Twitch channel, YouTube and substantially more.The mission is driven by British Esports Association schools and universities contact official Alice Leaman and advertising administrator Morgan Ashurst.

Morgan Ashurst said: "It's pinnacle at the British Esports Association that we are providing advice from numerous perspectives. The challenges and experiences I have faced personally are something for other females to be aware of when entering the scene and worthwhile knowledge to pass over to aspiring esports fanatics."

Alice Leaman added: "By celebrating and supporting women in esports we can help increase awareness of the accessibility and inclusivity of esports. Competitive videogaming is enjoyed by diverse audiences worldwide, and by learning about different women involved, and how many have overcome challenges, we can help support wider UK talent to get involved from the grassroots up."

➢ The Biggest Esports Sponsors in the World

Redbull



In the year 2006, in the period of June, explicitly Red Bull marked their first esports competitor, the Halo Legend David Walsh.Five years later, they additionally opened up the 'Red Bull LAN.' In earlier years they have additionally supported the 'Dota 2', ' Tempo Storm,' and 'Snowstorm's StarCraft 2' competitions. This year, in any case, they have put more than 578 Million USD into esports. This caffeinated drink delivering organization has a total assets of more than twenty Billion USD.This organization has a great deal to acquire as it was anticipated that the esports income before the finish of 2020 would hit 1.8 Billion USD.And furthermore, they would have a lot to reinvest in esports this year. This makes Red Bull the best of the relative multitude of Esports Sponsors up until this point. This juiced drink conveying association has an all out resources of in excess of twenty Billion USD.This association has an extraordinary arrangement to secure as it was guessed that the esports pay before the completion of 2020 would hit 1.8 Billion USD. What's more, besides, they would have a ton to reinvest in esports this year. This makes Red Bull the best of the overall huge number of Esports Sponsors up until this point.

Comcast Xfinity



This Is fairly one of the most youthful organization on this rundown to join esports. It is a web organization with a total assets of more than 85 Billion USD.Comcast joined esports in June 2016 by giving dependable Internet administration and preparing offices for both ESL and Evil virtuoso. The world's greatest electronic games organization and quite possibly the best electronic games association, individually. Abhorrent virtuoso won the worldwide five Dota 2 title a year ago. Comcast additionally supports the ESL overwatch association season two end of the season games and great finals. Last year Comcast put fifty million USD into the beginning of the Philadelphia Fusion Arena for esports preparing practice.This field will be opened in 2021.

It has a sitting limit of north of 3,000, electronic contraptions, select suites, adaptable hotel boxes, etc. Xfinity has done every one of these in light of the imagined benefit that the esports business will turn over.

Intel



This world-perceived innovation monster with a total assets of north of 200 Billion USD has been supporting electronic game starting around 2002, by giving PC PCs and 5G to its accomplices. Intel has been supporting esports through the accompanying means: it supports ESL CS: GO, star association, IEM, ESL 1, overwatch association, Intel aces, and ESL National title.Intel additionally upholds LPL, a China arranged association beginning around 2013.

Most as of late, in the lists of intel sponsorship to esports is the venture of north of a hundred million USD into IEM. Intel additionally plans to give grants to understudies from the NSE (National Student esports) for the purpose of empowering school and secondary school understudies who are keen on esports. For intel, similar to the wide range of various organizations on the rundown, the benefit from esports is altogether worth the effort.

To that end it sits easily at number 3 on our rundown of top esports supports.

Honda

HONDA

This Japanese vehicle organization with a total assets of more than fifty billion USD started supporting esports last year. It partnered with Team liquid last year and also is the only automobile company to sponsor the 'League of Legends.'

About two years ago, Honda also single-handedly hosted an esports game tournament in Thailand.

Pepsi's Mountain Dew



Mountain dew is Pepsi's fourth blockbuster and furthermore worth more than one hundred Billion USD. Mountain dew has been in esports for seventeen years at this point.This was after it guided its prestigious game fuel flavor to game players. Last year, nonetheless, ESL made Mountain dew its true and worldwide perceived drink accomplice for ESL 1and IEM.

Unequivocally three years prior, notwithstanding Splyce, Team Dignitas, and Team Sk, mountain dew joined its most recent game, ' Next Big Caster.' around two years prior, Mountain dew burned through 119.5 million USD on promoting esports. Like each and every other organization supporting esports on this rundown, simply the yearly psyche raking esports benefits is an adequate justification for mountain dew to give 40% of their showcasing spending plan to game players.

Coco- cola

Coca-Cola is one of the worldwide refreshment goliaths starting from North America.
Coca-Cola is worth more than seventy Billion USD and is exceptionally renowned in LOL (Leagues Of Legends) It accomplices with revolt games to have world perspective gatherings in Europe and North America. Coca-Cola has been in the 'field' of esports for a considerable length of time now after it marked a sponsorship arrangement of 5Million USD, and last year it turned into the authority refreshment drink of the overwatch. Coca-Cola was additionally essential for the backers for eNASCAR's iRacing series of 2019, while in 2020, Coca-Cola apparently put more than 5,000,000 USD in esports.

U.S Air Force



The U.S Air force planned a complete amount of 1,000,000 USD for esports in 2020.

Two years prior, the Air force announced its advantage in esports by supporting Cloud 9 CS: GO in the competition.The association was obvious as the group had the Air Force logo on their Jersey. Taking everything into account, the Air force has collaborated with joyous beyond words as well as with the North America 2020 occasion series, ELEAGUE, ESL ProLeaguee season 1,1, and Intel Extreme Masters for all their resulting games.

The Kraft group



his organization is an exclusive organization which was established by Robert Craft 22 years prior. Aside
om it's numerous different auxiliaries, the Kraft Group is likewise associated with proficient and electronic
mes. This organization has put significantly in esports. In 2017 it started supporting esports when with
enty million USD it bought an esports group the overwatch association group. The Kraft group has also
ilt an esports arena at patriot palace.
is palace is designed to contain a hundred personal computers, gaming network, a hundred gaming station
.c

isney's Marvel



organization worth more than a hundred and thirty Billion U.S Dollars has as of late hit an association
ge Team fluid. As proof of this organization Team, fluid players presently wear pullovers planned
gh motivation from Marvel film characters Avengers. This arrangement with Team fluid was
ever Marvel first was collaborating at esports. Wonder has likewise entered a two-year organization
currence with Chiefs esports Club and as it did with Team fluid, Ideas from Marvel film characters will
ught into games facilitated by The Chiefs

rcedes Benz



Mercedes-Benz

organization is worth 77 Billion USD and joined esports just four years prior.
017 this organization distributed its association manage the ESL by granting a vehicle worth 50,000
) to an esports player. What's more, a year from that point forward, it turned into the overall
owledged ESL versatility accomplice. In 2019 notwithstanding, it turned into the primary vehicle
er to put resources into esports.

INTRODUCTION

search is described as human activity based totally on intellectual software in the investigation
center. The principal purpose for applied lookup is discovering, interpreting, and the
elopment of techniques and systems for the development of human expertise on a huge
ay of scientific matters of our world and the universe. The time period lookup is additionally used to
ribe an complete series of information about a particular subject. Methodology is the method
ompanied while conducting the find out about on a specific project. Through this methodology a
matic find out about is conducted on the foundation of which the groundwork of a document is
duced. It is a written recreation diagram for conducting Research. Research methodology has many
ensions. It includes no longer solely the research methods but also considers the logic behind the
ods used in the context of the find out about and explains why only a particular method or technique
been used. It also helps to apprehend the assumptions underlying more than a few techniques and by
h they can figure out that positive techniques will be relevant to certain problems and different will
Therefore in order to clear up a lookup problem, it is fundamental to design a lookup methodology for
Problem as the some might also range from problem to problem. The methodology adopted for
iewing Peoples" Perception closer to career in esports.

NATURE

Information required for fulfilling the objective involved descriptive research method. The
hodology adopted to achieve the project objective involved descriptive research method.

TYPE OF RESEARCH

study is descriptive. It helps in breaking indistinct trouble into smaller and accurate trouble and focuses
discovering of new ideas and insights.

RESEARCH DESIGN

study seeks to identify the awareness about esports and its wide range of career options .
study is descriptive in nature. The research has been conducted on people living in India
selection of the data, convenient data collection method was used and an attempt has been made to
all the Age groups.

RESEARCH INSTRUMENT

strument used for collecting data was Google forms questionnaire. Few esports athletes were
viewed to cross check the authenticity of the data they provided in questionnaire.
plement the primary data and to facilitate the process of drawing inference, secondary data was
ed from E- magazines, websites, E- newspaper.

DATA COLLECTION

ture of requirements of the study to collect all the information regarding the awareness of knowing
perception about Esports and it's career options.
onnaire was adopted for the collection of primary data.Secondary has been collected through internet.

RCES OF DATA

Secondary data -
from E- maganzines, Esports websites, E- newspaper, Articles has been used in this

• Primary data-

stionnaire was used to collect data through Google forms. The questionnaire was structured type and
ed questions relating to different dimensions of career in esports.
ple are Interested in esports, do they consider esports online gaming to be real sports, are they
ted in gaming industry. The questionnaire were open- ended, and offering multiple choices.

SAMPLE DESIGN AND SIZE

iptive research design is been used in this research. Judgement and convenience Sampling method is
o get the information about people's view and opinion. This method is used because we are interested
oring gender , age and interest.

SAMPLE SIZE

e number of people surveyed. The sample size was restricted to 105
ndents due to lack of time and money. The respondents age is from 15 to more than 30.

SAMPLING UNIT

es the target population that is sampled. In this survey people from Maharashtra answered
tions.

PTER 5 - DATA ANALYSIS AND INTERPRETATION

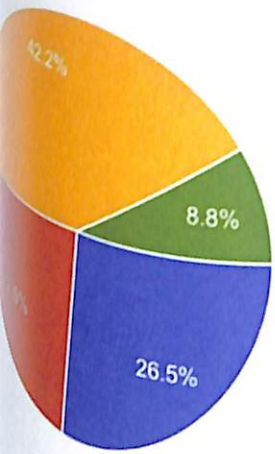
nalysis is the process of cleaning, changing, and processing raw data, and extracting actionable,

nt information that helps businesses make informed decisions. The procedure helps reduce the risks
ent in decision-making by providing useful insights and statistics, often presented in charts, images,
, and graphs.

ber of respondents: 105

) What statement best describes you ?

- I am very knowledgeable about what esports is - 26.5%
- I have heard about esports but know very little about it - 22.5%
- I have some knowledge about what esports is - 42.2%
- I have never heard of esports - 8.8%



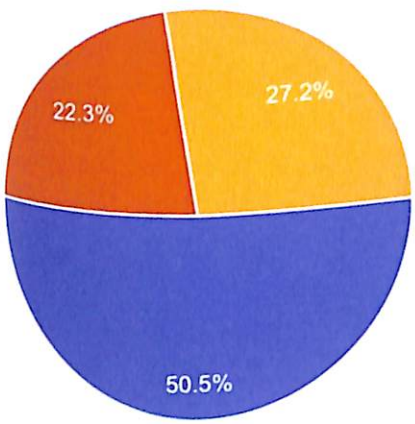
ve- The objective of this question is to understand if the respondents aware of esports.

on- 42.2% are the people who have some knowledge about esports which is the highest percentage
pie chart, only 26.5% have knowledge about esports, 22.5% have little knowledge and 8.8% have no
hat esports is.

retation- this shows that people are not that knowledgeable about esports but they have some idea
it.

2) Would you be interested in playing online games as a professional player?

- Yes - 50.5%
- No - 22.3%
- Maybe - 27.2%



Objective- this question's objective is to understand if the respondents is interested to play as a professional esports player.

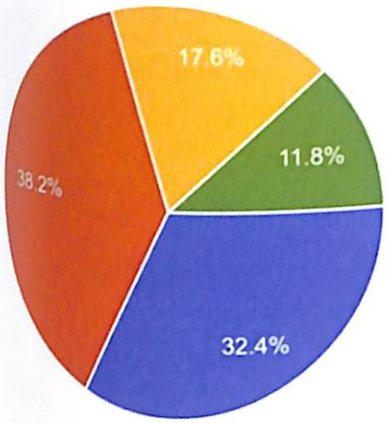
Analysis- maximum people are interested to be a professional esports athlete and 27.2% are confused with the decision, 27.2% answered no.

Interpretation- this shows that people are interested in esports and would like to be esports athlete

3) Do you consider eSports online gaming competitions to be real sports?

- Strongly agree - 32.4%
- Agree - 38.2%
- Undecided - 17.6%
- Disagree - 11.8 %

- Strongly disagree - 0.0%



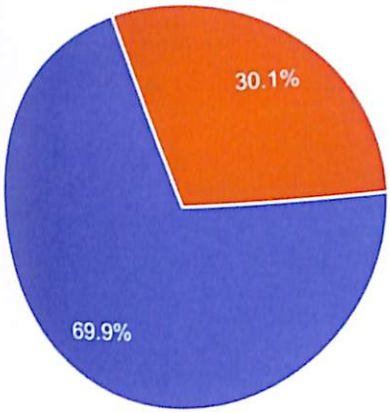
Objective - this question is regarding if respondents consider esports to be real sports and do they really respect esports.

Analysis- 38.2% respondents agree and 32.4% strongly agree with this question, 17.6% People are unclear with the decision, and 11.8% have denied the fact that esports is real sports.

Interpretation - maximum people are in favour with the fact that esports is real sport they totally respect the esports gaming competition and rest 11.8% are not considering it to be a real sports.

4) Do you play online multiplayer games ?

- Yes - 69.9%
- No - 30.1%



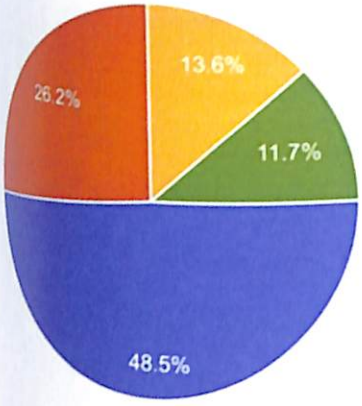
Objective- motive of this question was quite simple if the respondents play online multiplayer games or not.

Analysis - almost 70% people play multiplayer online games, this number shows that a lot of people play multiplayer games because it's entertaining and fun and 30.% people don't play multiplayer games.

Interpretation- online gaming is growing on daily basis because it's fun, one can play with their friends and it's a stress buster and it's addictive too, that's why large number of respondents play online multiplayer games and rest who don't play are people above 30. Due to lack of interest and lack of time from their busy schedule people above 30 mostly dont play multiplayer games.

5) How many hours per day do you spend playing video games?

- 0 - 1 hour - 48.5%
- 1 - 2 hours - 26.2%
- 2 - 3 hours - 13.6 %
- More than 4 hours - 11.7%



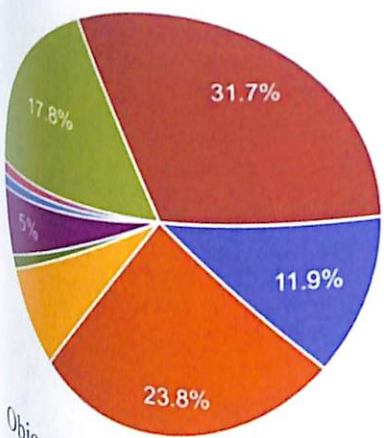
Objective- question 4th and 5th are related questions because if a person plays games then how many hours do they spend on it ?

Analysis- maximum group of people are maintaining the stress on eyes by playing games only for 1 hour a day, 26.2 % are playing for 1-2 hours a day which is still quite good from health point of view, 13.6% play for 2-3 hours a day and 11.7% responses are from people who play more than 4 hours a day that means they spend 200- 217 hours a month.

Interpretation- this specific data showed us that there are 48.5% people who play for just 1 hour a day and they probably just playing for entertainment purpose only. 26.2% and 13.6% respondents who play for more than 2 hours to 3 hours . Nowadays games are story based and takes time to finish, one can't finish these games within 1 hour so playing for 3 hours is normal. The rest 11.7% are esports athlete who practice and play for more than 6 hours a day.

6) Is a university course of study or a career in the gaming industry of to you ?

- Yes, i intend to study gaming after transfer - 11.9%
- Yes, as a professional gamer - 23.8%
- Yes, as a game developer - 7 %
- Yes, as a gaming graphic designer- 1.0%
- Yes, in marketing and scales - 5%
- Yes, in rapid prototyping - 1.0 %
- Yes, as a journalist or a broadcaster - 1.0%
- Yes, in another career field- 17.8%
- Not, interested - 31.7 %



Objective - America,England,China,Canada and South Korea have started university course study. Because they know the future of the esports. There's not only gaming in esports there are different essential jobs which helps organise a esports event.

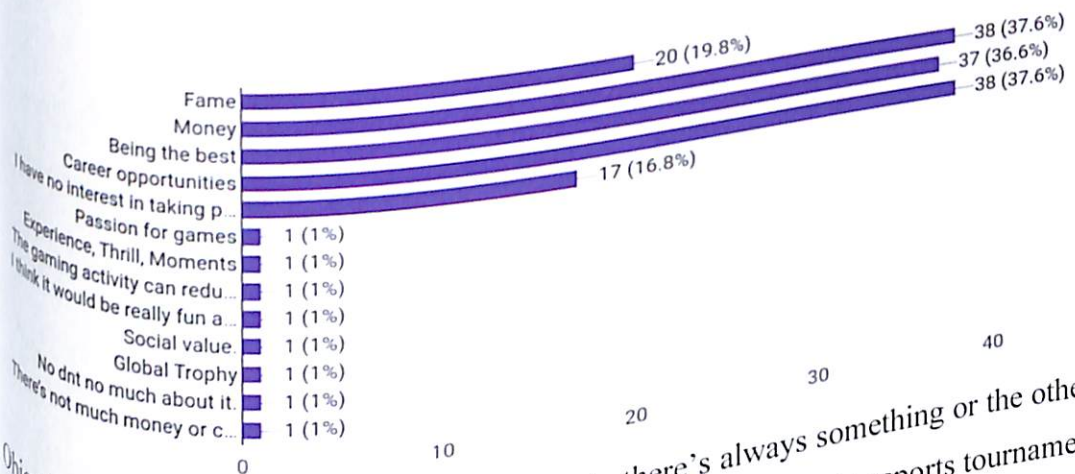
Analysis- only 11.9% People want to study gaming, 23.8% want to be a professional gamer, 7% as a game developer, 5% for marketing and scales, only 1% of respondents wants to be a Graphic designer, rapid prototyping and journalist or broadcaster. 31.7 %people are not interested in this career option and rest 17.8% are interested in another career field .

Interpretation- though people are interested in gaming they don't want to make a career out of it. Some want to study gaming and some want to be a professional gamer but there are only 10% of respondents who are

interested in other jobs apart from gaming.

7) What would motivate you to take part in an esports tournament?

- Fame - 19.8 %
- Money - 37.6%
- Being the best - 36.6 %
- Career opportunities - 37. 6 %
- I have no interest in taking part - 16.8 %

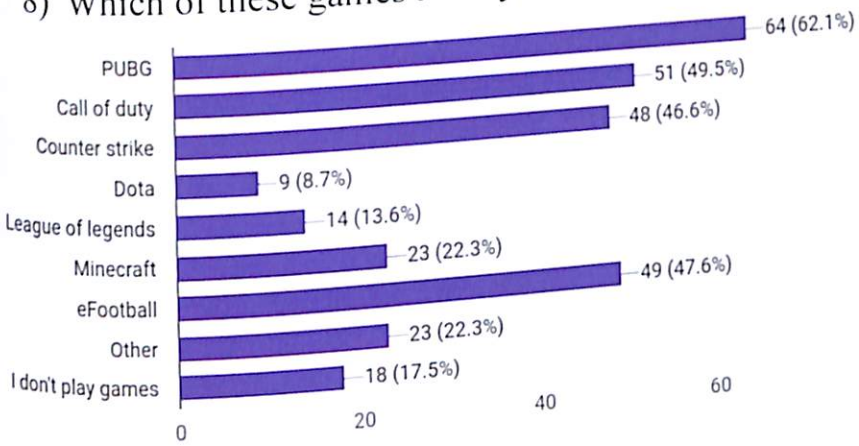


Objective- without motivation people don't work, there's always something or the other that keeps person going in life so I wanted to know what would motivate people to join esports tournament

Analysis - 19.8 % are motivated by fame, 37.6% would like to play for money which is the highest number. If you want to do something you always want to be the best that's why 36.6% want to be the best in the tournament, 37.6% are interested towards the career part of tournaments Which is also the highest number, 16.8% are not interested, rest 8 % have their personal motivation to play a tournament.

Interpretation- Most esports athlete start their careers because of fame, money, career opportunities and to be the best, these factors are truly motivating for a person to start a career in this field . One of a respondent mentioned about wining a global trophy for the country this shows that there are also people who have their goal which is above money and fame.

8) Which of these games have you played?



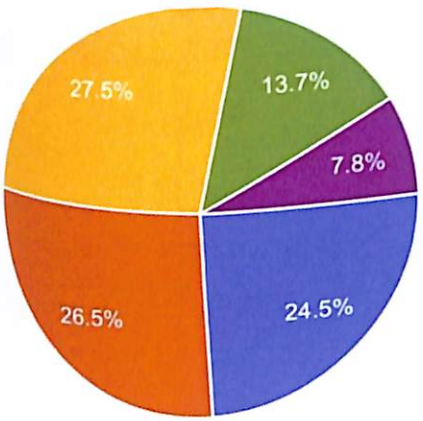
Objective- There are 1181019 video games in total, in the world full of games these are few top and trending games. Esports competitions are dominated by these games.

Analysis- the most famous and trending PUBG game is played by 62.1% Call of duty is played by 49.5%, The 21 year old game counter strike is still played by 46.6% respondents, Dota is played by 8.7%, League of legends covers 13.6% of the respondents, minecraft is also the oldest game which was released in 2011 and still played by 22.3%, efootball which was initially pro evolution soccer is also 20 year old game and played by 47%, 22.3% play other games which are not mentioned in this questionnaire and rest 17.5% don't play games.

Interpretation- 20 years old games are still played because the games are updated annually for better gaming experience and monthly there are small updates which makes the game better.
Games like counter strike and efootball are emotion of esports these games will never shut down.
PUBG. League of legends, call of duty have captured the esports industry, these games have the highest prizepool in tournaments.

9) How often do you watch esports?

- Never - 24.5%
- Rarely - 26.5%
- Sometimes - 13.7%
- Usually - 27.5%
- Always - 7.8%



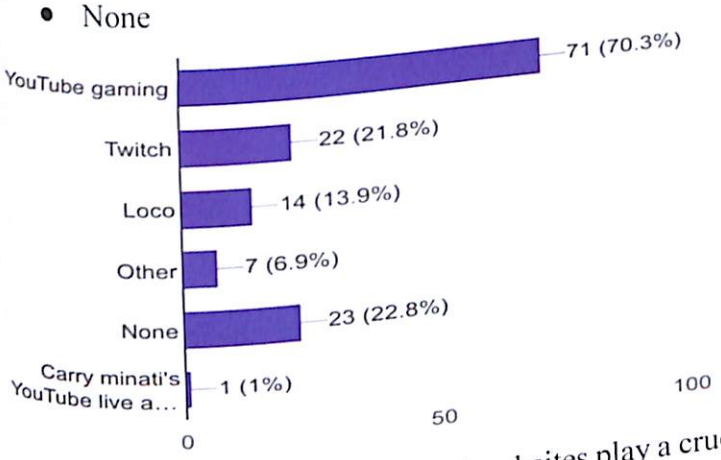
Objective- there two types of people one like to play and other likes to watch, just as every sport have spectators there are esports supporters who watch esports and support particular teams or a player. So I wanted to understand how many of them actually watch esports.

Analysis- respondents in my research 26.5% of them rarely watch esports, 24.5% never watch esports, 27.5% usually watch tournaments, 13.7% spectators watch it sometimes and only 7.8% respondents watch esports on daily basis. This analysis shows that people don't prefer watching esports they prefer playing it.

Interpretation- from my understanding people prefer watching traditional sport rather than watching esports, there are only few esports fans.

10) Which esports live streaming services websites do you watch?

- YouTube gaming
- Twitch
- Loco
- Other
- None



Objective- Live streaming apps and websites play a crucial role in broadcasting esports and its a high profit business. People can buy membership on these websites for exclusive content. This question is to understand on which platform people watch esports.

Analysis- YouTube gaming platform covers 70.3% of viewers and not a single platform is competing against YouTube. Twitch covers 21.8%, loco is a new platform and for a new platform 13.9% viewership is good enough, 6.9% use other platforms and other 22.8% don't watch live streaming . One respondent only watch live stream of carry minati which is also on YouTube gaming.

Interpretation- live streaming gaming business is truly dominated by YouTube they have the hold on live streaming. From my understanding twitch can compete against YouTube in upcoming years because it has the potential, loco is a new bee and also looks promising. There are lot of steaming platforms but these are the top most.

Chapter 6 - FINDINGS, SUGGESTIONS AND CONCLUSION

Findings from the secondary research-

- The journey of esports from 1971 to 2022 (still growing)is been incredible, how gaming was just a fun activity and now it's a million dollar industry. The gaming we see today is vastly different from even 10 years ago. From arcades to home video games, to the giant business it is today.
- Nintendo's development gave esports a kick start. They took control of graphics and created legendary games like super mario, streetlight and the world warrior. In 90s they also hosted world championship.
- Games like counterstike and call of duty came into picture which gave a boost for the growth of esports, craze for shooting games started from 2001.
- Demand for tournaments increased and it created multiple jobs for people. Game development became one of the highest paid job in the world. The process of game designing, coding, art, animation,narrative design, sound design creates a game.
- Esports teams Make money through tournament winings, sponsoring and partnership, streaming and content, merchandise.
- Professional gamers play for organisations and they get salaries, prize money, sponsors for extra income they stream multiple hours on streaming platforms.
- Esports revolves around tournaments and high revenues are generated by it. We also saw what tournaments format is used in professional gaming.
- As competitive video games continue to integrate into popular culture, global investors, brands and media outlets are all paying attention. As a result, the industry has seen a huge uptick in investment from ventures capitalists, and more recently from private equity firms.
- Most projections put the esports ecosystem on track to surpass $1 billion in revenue for the first time this year
- The future of the esports Industry will likely be powered by mobile, which will further reduce barriers to entry and allow even more gamers and fans to pour in.
- Esports offers players opportunities to make connections and form communities of organized play. In education, esports is integrated with a games-based learning approach promoting 21st century

skills, college preparatory and career technical education pathways, and prepares students for future-ready careers in STEM (science, technology, engineering, and mathematics).

Findings from primary research -

- Only 26.5% of respondents are very knowledgeable about esports and 42.2% have some knowledge about it.
- 50.5% respondents are interested in playing online gaming as a professional athlete.
- From competitive part of view 38.2% of respondents consider online gaming competitions to be real sports and only 11.8% disagree.
- Multiplayer games are played by 69.9% of respondents. 30% don't play games.
- Almost 74.7 % respondents play video game for maximum 2 hours a day and only 11.7% play for more than 4 hours as they are esports athletes.
- For a university course and career in esports 31.7% are not interested and 23.8% are interested in professional gaming, rest are interested in other jobs apart from gaming
- Fame, money, career opportunities and to be the best are things that will motivate people to enter in tournaments.
- PUBG, Call of duty, counter strike and efootball is played by maximum respondents.
- Respondent's interested in watching esports is less , they are more into playing rather than watching livestreams. Only 7.8% watch esports on daily basis
- YouTube gaming has the highest viewership among all live streaming platforms. They are dominating the business.

Suggestions-

- To begin with, Unscrupulous players look for advantages over the competitors, creating a market for game cheats in the underground. Hackers looking to profit from esports will target vulnerable players, push targeted malware, launch distributed-denial-of-service attacks against tournaments and more. This is a major issue in gaming competition, many athletes don't get to perform at top level due to hackers. Game developers should improve anti cheat and should do regular maintenance check up if there are any hackers in the server. Social media id and game id are linked to each other, if a hacker uses hacks game developer should ban his both social media and gaming account.

- Testing is a basic piece of game turn of events. Whether it's a little gathering in-house or a worldwide gathering of beta analyzers, testing permits game engineers to consummate elements and execution. While testing universally, you'll require a testing climate. Be that as it may, you most likely need to downplay assets during this stage without surrendering execution.Analyzers audit games in light of these testing conditions. It's fundamental to carry out them utilizing stages that give ideal execution without focusing on exorbitant assets. Involving server farms for this gives extraordinary UX to analyzers, prompting positive promotion as the game send off approaches.

- The gaming business manages traffic highs and lows consistently. For example, servers should be fit to be scrutinized during the initial not many days or weeks that a game is sent off. As players wrap up with it, similar assets aren't important to deal with the lessening interest. Versatile scaling furnishes gamers with the most ideal experience. As traffic spikes, more assets are devoted to the game to guarantee execution never waivers. This likewise works to the greatest advantage of the gaming organization as well. In a pay-more only as costs arise style model, assets scale effectively founded on request and you just compensation for the assets you really use.

- As per Newzoo, there are 2.2 billion gamers around the world. This implies the gaming business needs to zero in on giving a solid organization that offers a similar degree of execution for gamers across the globe. The least demanding method for further developing UX in this space is to have content conveyed from different server farms that are situated around the world.For example, a

Conclusions-

- Esports has experienced an explosion in popularity in the past few years. And while some teens focus on studying and using technology to hone their skills, others are trying to become popular athletes in esport games.
- With the massive growth of lucrative events and tournaments many careers in the esports industry and even more keep emerging as the industry develops.
- Video games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills.
- The public's acceptance and awareness of eSports is growing and more people watch or play video games every day, so I believe that in a few years more people will consider it a sport.
- Esports athlete can earn money through various platforms apart from tournaments, like streaming, sponsorship and reward apps .
- Esports has grown so much that it's been included in university curriculum
- Though esports is fun and a good income source ,"sitting is the new smoking" there is some truth to that. People weren't meant to sit on their glutes and hamstrings all day. Being sedentary for too long is starting to be linked to numerous health complications.
- From investment point of view esports industry is profitable business if invested in right team and players. The more you invest the more you get.

CHAPTER 7 - BIBLIOGRAPHY AND ANNEXURE

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Annexures

1) What statement best describes you ?

- I am very knowledgeable about what esports is
- I have heard about esports but know very little about it
- I have some knowledge about what esports is
- I have never heard of esports

2) Would you be interested in playing online games as a professional player?

- Yes
- No
- Maybe

3) Do you consider eSports online gaming competitions to be real sports?

- Strongly agree
- Agree
- Undecided
- Disagree
- Strongly disagree

4 Do you play online multiplayer games ?

- Yes
- No

5) How many hours per day do you spend playing video games?

- 0 - 1 hour
- 1 - 2 hours
- 2 - 3 hours

6) Is a university course of study or a career in the gaming industry of to you ?

- Yes, I intend to study gaming after transfer
- Yes, as a professional gamer
- Yes, as a game developer
- Yes, as a gaming graphic designer
- Yes, in marketing and scales
- Yes, in rapid prototyping
- Yes, as a journalist or a broadcaster
- Yes, in another career field

7) What would motivate you to take part in an esports tournament?

- Fame
- Money
- Being the best
- Career opportunities
- I have no interest in taking part

8) Which of these games have you played?

- PUBG
- Call of duty
- Counter strike
- Dota
- League of legends
- Minecraft
- eFootball
- other
- I don't play games

9) How often do you watch esports?

- Never
- Rarely
- Sometimes
- Usually
- Always

10) Which esports live streaming services websites do you watch?

- YouTube gaming
- Twitch
- Loco
- Other
- None