

CYBERSPORT

ESPORT

eSport ESports, also referred to as computer sports or electronic sports is a team or individual competition based on video games. In Russia it is recognized as a sport.

⦿ we will consider 2 games, the most popular at the moment among shooters:

⦿



- ◎ In short, this is a CS.GO about terrorists and anti-terrorists, and Fortnite, a survival game, only 100 players and need to take the top 1

History

- The prize money can be up to several million US dollars. Dota 2 tournament "The International" several times broke records for payments: so in 2016 was played 20.77 million dollars[8], in 2017-24.79.
- Tournament games are streamed live on the Internet, garnering a multi-million audience. For example, for the final of The International 2015, according to C TrackDota.com, was watched by over 4.6 million viewers.
- The history of eSports began with the game Doom 2, which had a mode of network play through the local area network. Due to the popularity of the game Quake, in 1997 in the United States there was the first League of eSports — Cyberathlete Professional League.