



ESPORTS



- Esports (also known as electronic sports, e-sports, or eSports) is a form of competition using video games. Esports often takes the form of multiplayer video game competitions, especially between professional players, individually or as teams.



History

- The earliest known video game competition took place on 19 October 1972 at Stanford University for the game Spacewar. Stanford students were invited to an "Intergalactic spacewar olympics" whose grand prize was a year's subscription for Rolling Stone

- After Spacewar, games such as EVO, Quake, Doom appeared and became very popular as competitive games.
- Most popular games in 2000th is Counter-Strike and Quake.
- China was one of the first countries to recognize esports as a real sport in 2003, despite opinions at the time that video games were addicting.
- Further, by early 2019, China recognized esports players as an official profession.



- Russia became the first country in the world to recognize esports as an official sport. This happened on July 25, 2001.

Popular esports disciplines in our time include

- League of Legends
- Dota
- Counter-Strike
- Valorant
- Overwatch
- StarCraft
- and many others.



Roster of team

- In esports, in different disciplines, the number of players in a team is different, their number varies from 1 to 15.

Ideal team composition:

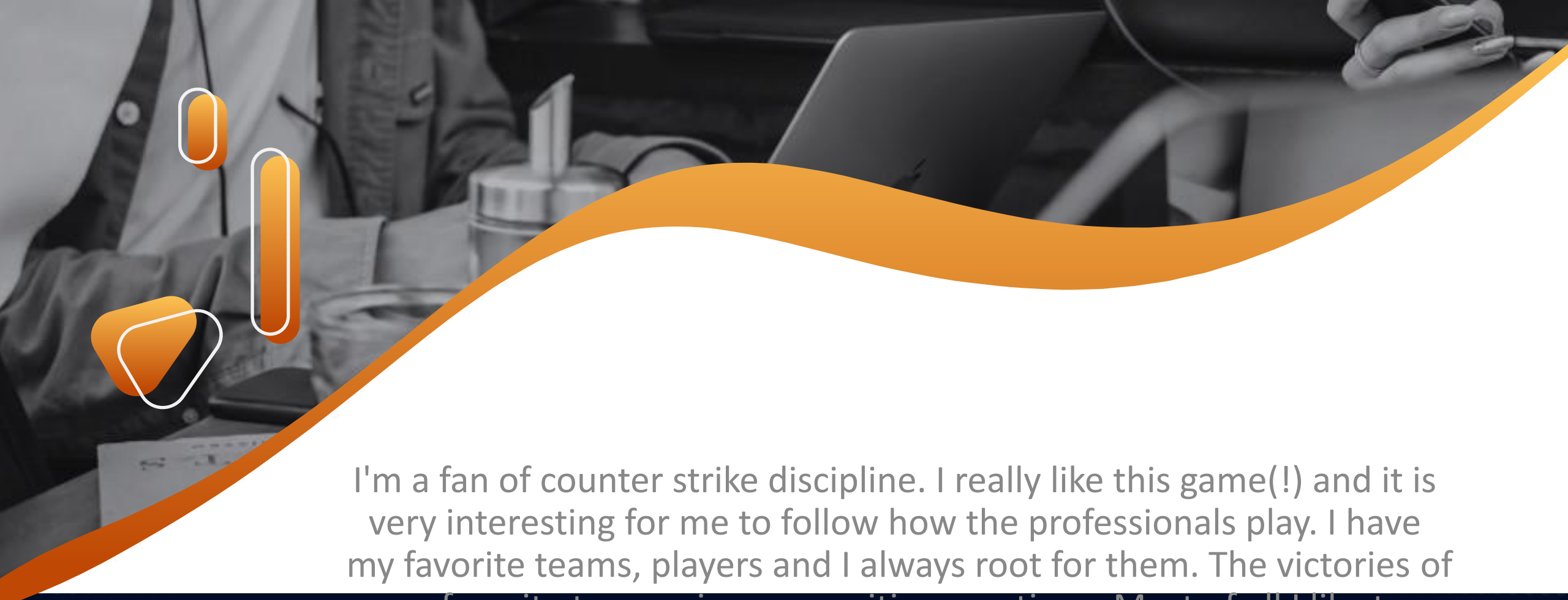
- Players with own role in team.
- Captain/in game leader.
- Trainer/coach.





SOURCES OF INCOME

- Professional esports players have few sources of income: team salary, prize money from tournament, from advertising.
- Also, CS: GO players gets a percentage of the sale stickers - virtual autographed weapon stickers and the emblems of their favorite teams that fans buy in competition time.
- Prize money in championships is divided between all team members.

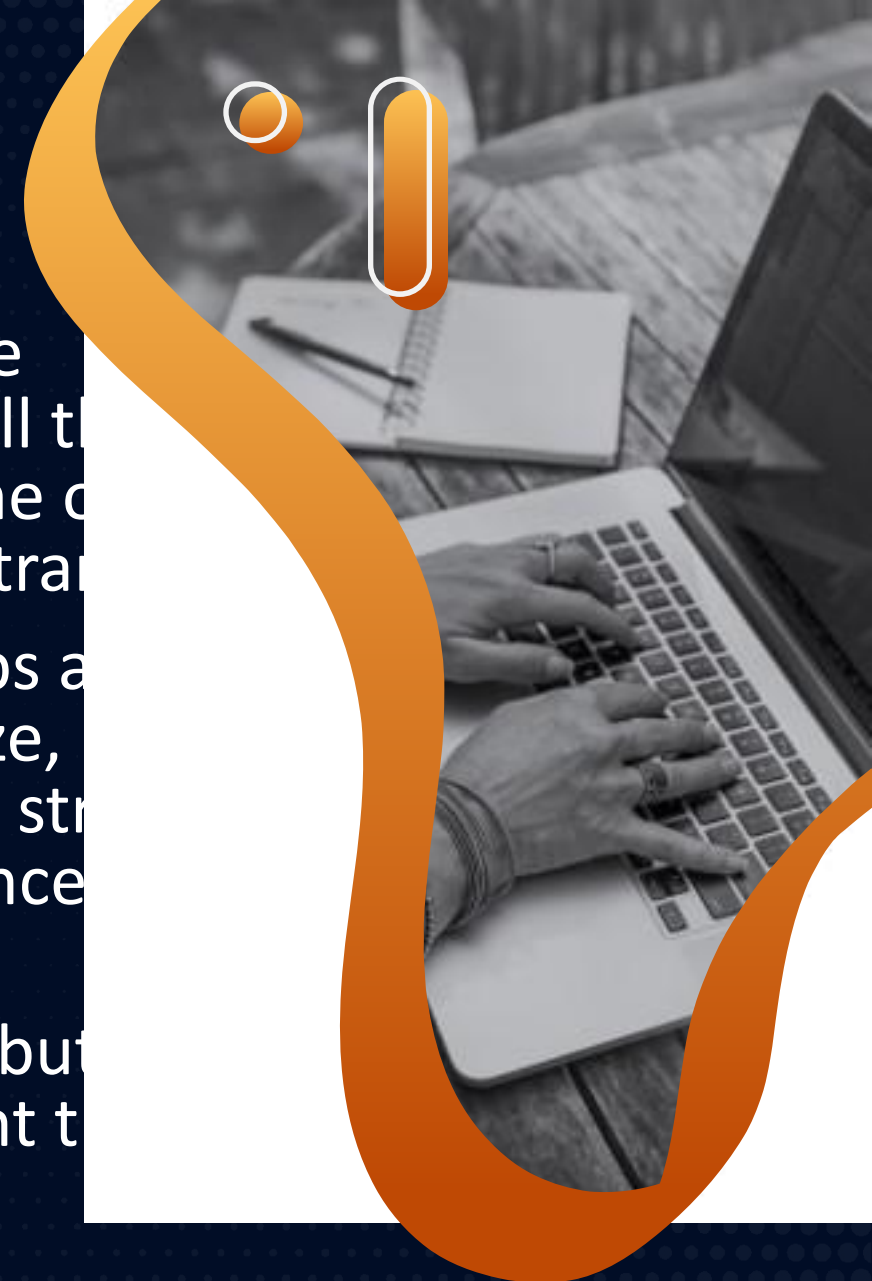


I'm a fan of counter strike discipline. I really like this game(!) and it is very interesting for me to follow how the professionals play. I have my favorite teams, players and I always root for them. The victories of my favorite teams give me positive emotions. Most of all I like to watch the majors (world championships). Many tournaments take place during the year, but this one is the most important and prestigious for any team. I think every CIS fans remember legendary year for CIS counter strike(!).



Conclusion

- Most people believe that e-sports is harmful because there is no physical activity, physical development. All this is also correct, but one can give an example of a game of chess that no one considers harmful, but on the contrary.
- Esports improves teamwork skills. The game develops a reaction, the ability to calculate one's actions, analyze, concentration of attention and adaptation to mental stress improves. Many computer games improve intelligence, logic, memory and attention.
- Everyone makes a decision about their own destiny, but for an objective choice, you need to take into account the pros and cons of this new area.



THANK **Y**OU!

I hope you like this presentation :-)