

Cybersport as a sport paradox

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Abstract

The article considers esports as a form of sport competition using videogames. The structure, tournaments rules and types of cybersport are analyzed

Key words: cybersport, gamer, real-time strategy, multiplayer online battle arena, training, tournament.

Анотація

У статті розглядається електронний спорт як форма спортивного змагання з використанням відеоігор. Проаналізовано структуру, правила турнірів та види електронного спорту

Ключові слова: кіберспорт, геймер, стратегія в режимі реального часу, багатокористувачка онлайн-бойова арена, тренування, турнір.

Introduction

A cybersport era is thought to begin with the introduction of local connections which allowed gamer, to observe virtual battle in popular games such as Warcraft 2, Duke Nukem and, of course, Quake, being ancestors of all eSports. A breakthrough in eSports can be safely considered 1997, when Angelo Munoz created the first professional organization that was engaged in the organization of professional tournaments - The Cyberathlete Professional League (CPL)[3]. People started to connect together locally, create teams, train and win tournaments. A new era of the video game industry came.

Esports (also known as electronic sports, cybersport, eSport) – is a form of sport competition using videogames. Esports tournaments are mostly organized by professional teams, often by individual players and sponsored by various organizations. Each competition uses its own video game genre. The most popular of these are: first-person shooters, real-time strategies, card games, fighting games, battle royales and multiplayer online battle arena (MOBA).[2]

ESports is recognized in many countries as a sport, because they have a lot in common. As in normal sports, the principle of hard training, improving one's individual abilities and teamwork are in place. Players improve critical thinking, reaction and tactics in the game. On special bootcamps (a certain amount of time for training) teams play the practice (practical games against teams of their level) and closer to the tournament analyze the opponent to understand how best to beat him.

Each team usually has a coach and a commander - they are the ones most often correcting team mistakes, establishing communication and improving training through well-developed tactics and training. Like regular sports, organizations sign contracts with players and thus buy them from other organizations. Such agreements are called transfers, and team changes are called reshuffles. Such changes in the team increase the morale and the psychological status of the players, giving the motivation to play better with the new team.

Tournaments have always been the most important stage in the career of every eSportsman, because it is his teams that are preparing and showing their results on stage. There are usually two stages of tournaments. The first - which runs on a group or Swiss system, where some

teams are eliminated. And the second (play-off) - which takes place on the flight to determine the winner.

Disciplines change regularly. This is due to the release of new games, sharpened for eSports. Now the most popular in the world are League of Legends, Dota 2 and Counter-Strike: Global Offensive. Several years ago, CS: GO and Dota 2 were not yet popular. Counter-Strike 1.6, Dota, Quake III, and StarCraft were still popular. The most popular tournaments are now WCS, Starladder, Intel Extreme Masters, ESL One, The International, MLG. Typically, the prize pool for the above tournaments can reach \$ 250,000 (DreamHack Winter 2013), often \$ 500,000 - \$ 750,000 (WCG), and sometimes exceed the \$ 1,000,000 mark (MLG Major Championship: Columbus 2016).[4]

The eSports audience has risen significantly in recent years, and its business has boomed with the monetization business. There are different types of monetization, but it's mostly inexpensive or free-to-play games where a person follows his or her favorite team and can, for example, buy a virtual sticker with a player logo or autograph for 1-2 dollars. There are millions of such fans, and the sum is big money. Some of that money can go to tournament prize pools, players get more money, they become stars, they get more people involved, and the developer makes more profits.[1]

Non-developer tournaments are monetized primarily through advertising. Tournament broadcasts play an important role - hundreds of thousands of people watch big tournaments. There was a time when one million people watched the broadcast simultaneously. In addition, in a few days of competitions this figure is much higher. There are almost no broadcasts on TV. First of all broadcast through Twitch. Then comes Youtube, which is now heavily investing in eSports, signing exclusive contracts. In fact, all eSports is built around the fans. Every effort is made to spend as much money as possible.[1]

Conclusions

The popularity of cybersport is rapidly growing. It involves more and more gamers due to the prospect of future development of the profession, high salaries from organizations and sponsors, and the chance to become the best in a particular eSports discipline.

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