

## VIDEO GAMES AS A SPECTATOR SPORT

### SPORTS



Sports refer to all forms of athletic activity that require physical prowess and exertion through causal or organised participation.

Individuals or teams competing against each other must be present in a same physical location.

Sports require more physical movement or large muscle movement.

Football, basketball, and baseball are among the most profitable sports leagues in the world.

### ESPORTS



Esports is a form of highly organised, competitive level gaming using video games wherein teams of players compete against each other.

Players are not necessarily required to be present at the same physical location to play the game.

Esports primarily involves fine motor movements, volume and intensity.

The top revenue generating Esports titles are Fortnite, Minecraft, Dota 2, League of Legends, Overwatch, and Counter Strike: Global Offensive.

### GAMING



Refers to the act of playing video games.

Involves playing against non-player characteristics, commonly referred to as a bot.

Does not promote live matches.

## THERE ARE FIVE MAIN FACTORS THAT MAKE UP THE ESPORTS ECOSYSTEM:



### Publishers

Publishing Esports titles and creating the basis of their competitive environments



### Events

The driving force of Esports' popularity, bread and butter of the industry's exposure



### Teams

Creating brands, competing for glory, and maximising their profits



### Sponsors

Financing events and teams, balancing out the industry and effectively selling their products



### Players

Highly talented individuals doing all the hard work in the industry

## TYPES OF GAMES IN ESPORTS

In traditional sports, we have football, basketball, baseball and other types of sports. The same goes for Esports. There are four main gameplay types within the Esports' industry and each one of them has their own fans and professional players.



### Player vs. Player (PVP)

This type of game sees one or more players playing against one another. The most common PVP games are fighting games such as Street Fighter and also the sports games such as football's FIFA 2020 franchise.



### First Person Shooter (FPS)

FPS refers to the genre of game in which you see the whole world through the perspectives of your character's eyes. It shows your health bar, the weapons you use and also the amount of ammo/armour you have left in the game. Examples: CSGO, Battlefield (BF).



### Real-Time Strategy (RTS)

A game where you compete with one another in a defined map, and each player starts out with the same amount of resources. Each player's role is to strategise how to grow their resources and their army while defending their base from attacks. Example: Starcraft.



### Multiplayer Online Battle Arena (MOBA)

MOBA has the same view as an RTS game but it involves a group of players working as a team. The players' characters typically constitute various skills and abilities that improve over the course of the game that can contribute to a team's overall strategy. Some major examples of MOBA's games are Dota 2 and League of Legends (LOL).

