

The Evolution of E-Sports: How its Changing the Way We Play

Miss Anshika Chaudhary, Journalism and Mass Communication Student,
Amity University Uttar Pradesh, India anshii00304@gmail.com

The realm of gaming has witnessed a transformative shift with the advent of electronic sports, commonly known as e-sports. This report delves into the dynamic landscape of e-sports, exploring its evolution and the profound impact it has on the way we engage with gaming. Through a comprehensive analysis, this study examines the rise of esports from its humble beginnings to its current status as a global phenomenon. By investigating the technological advancements, sociocultural factors, and economic dynamics driving the growth of esports, this report elucidates the intricate interplay between virtual competition and real-world experiences. Furthermore, it discusses the implications of e-sports on gaming communities, professional athletes, and broader societal trends. Ultimately, this report seeks to provide insights into how e-sports are reshaping the gaming landscape and influencing the way we play.

Keywords: E- Sports, Gaming, technological advancements, sociocultural factors

INTRODUCTION

E-sports, short for electronic sports, refers to organized multiplayer video game competitions where professional players or teams compete against each other in popular video games. The significance of e-sports in the gaming industry is profound. It has transformed gaming from a casual pastime into a professional and competitive arena. The rise of e-sports has opened up unprecedented opportunities for individuals to pursue their passion for gaming while earning a sustainable income. This paradigm shift reflects the changing dynamics of the gaming landscape and underscores the growing recognition of gaming as a legitimate profession. The research paper is structured into several sections, each focusing on a different aspect of e-sports. It begins with an introduction to e-sports, followed by a discussion on gaming as a career. The paper then delves into the evolution of e-sports, highlighting its rapid growth and significance in contemporary gaming culture. It also provides an overview of famous e-sports games, championships, and players, both globally and in India. The paper concludes with a discussion on prominent e-sports teams in the Indian and global e-sports community.

E-sports have evolved from niche pastimes into global phenomena, captivating audiences and participants alike with their adrenaline-fueled competitions and lucrative opportunities. The advent of online multiplayer gaming and the rise of internet connectivity laid the foundation for the modern e-sports industry. With the proliferation of high-speed internet and the development of sophisticated gaming platforms, players from around the world could now compete against each other in real-time, transcending geographical barriers and forming vibrant gaming communities. E-sports have significantly influenced contemporary gaming culture. They have transformed gaming from a leisure activity into a competitive sport, creating a vibrant and dynamic ecosystem characterized by intense rivalries, high-stakes competitions, and a relentless pursuit of excellence. E-sports events attract millions of viewers worldwide, both online and offline, with live broadcasts featuring professional commentary, analysis, and production values on par with traditional sports broadcasts.

In recent years, the rise of electronic sports, or e-sports, has revolutionized the landscape of competitive gaming, captivating millions worldwide. Combining cutting-edge technology with strategic gameplay, e-sports has transformed video gaming into a globally recognized phenomenon. With professional leagues, tournaments, and

dedicated fan bases, e-sports has become a lucrative industry, attracting top talent and substantial investment. This burgeoning field encompasses a diverse array of games, from multiplayer online battle arenas to first-person shooters, offering players the opportunity to showcase their skills on a competitive stage. As e-sports continues to evolve, its influence on entertainment, culture, and technology remains undeniable.

The paper is structured into several sections, each focusing on a different aspect of e-sports. It begins with an introduction, followed by an abstract and a discussion on the methodology used for the research. The paper then delves into various topics related to e-sports, including gaming as a career, an introduction to e-sports, the competitive world of gaming, famous e-sports games, e-sports championships, famous players in e-sports, prominent Indian e-sports players, Indian e-sports teams, and global e-sports teams

RESEARCH OBJECTIVES

1. To investigate the evolution of electronic sports (e-sports) from its inception to its current global status.
2. To analyze the technological advancements that has contributed to the growth and popularity of e-sports.
3. Examine sociocultural factors influencing e-sports development and adoption.

METHODOLOGY

Qualitative methodology will be used:

1. Analyzing Interviews of professional gamers, tournament organizers, game developers, and fans.
2. Observing e-sports events, both online and offline, to understand the dynamics of gameplay, audience engagement, and community interactions.
3. Focus group discussions with gamers of different skill levels to explore their perceptions of esports, including the benefits, drawbacks, and social implications of competitive gaming. (do it on any online platform and record the conversation)
4. Content Analysis: Analyzing online forums, social media platforms, and gaming websites to examine the discourse surrounding e-sports.
5. Case Studies: Investigating specific e-sports tournaments, teams, or players to explore their impact on the gaming industry and broader society.

LITERATURE REVIEW

Historical background of e-sports and its emergence as a competitive gaming phenomenon: E-sports, short for electronic sports, refers to organized multiplayer video game competitions where professional players or teams compete against each other in popular video games. The emergence of e-sports as a competitive gaming phenomenon has transformed gaming from a casual pastime into a professional and competitive arena. The rise of e-sports has opened up unprecedented opportunities for individuals to pursue their passion for gaming while earning

a sustainable income. This paradigm shift reflects the changing dynamics of the gaming landscape and underscores the growing recognition of gaming as a legitimate profession. Analysis of scholarly articles, industry reports, and case studies on the growth of e-sports: The growth of e-sports has been phenomenal, with its impact being felt across various sectors of the economy. Scholarly articles, industry reports, and case studies have documented this growth, highlighting the increasing popularity of e-sports, the rise in the number of e-sports tournaments and participants, and the significant revenue generated by the e-sports industry. These studies have also examined the factors driving the growth of e-sports, including technological advancements, the proliferation of high-speed internet, and the increasing acceptance of gaming as a professional sport.

Examination of key trends and developments in the e-sports industry: The e-sports industry has witnessed several key trends and developments. These include the rise of online multiplayer gaming, the increasing popularity of e-sports tournaments, and the growing acceptance of e-sports as a legitimate sport. The industry has also seen the emergence of professional e-sports teams, the growth of e-sports streaming platforms, and the increasing involvement of traditional sports teams and athletes in e-sports. Explore the history of e-sports from its origins to present: The history of e-sports can be traced back to the early days of video games. The first e-sports events were organized in arcades and gaming communities, where players competed against each other in popular video games. With the advent of the internet and online gaming, e-sports began to gain popularity, and the first professional e-sports leagues and tournaments were established. Today, e-sports is a multi-billion dollar industry, with professional players and teams competing in high-stakes tournaments around the world.

Discuss key milestones and developments in the industry: The e-sports industry has seen several key milestones and developments. These include the establishment of the first professional e-sports leagues and tournaments, the recognition of e-sports as a legitimate sport, and the involvement of traditional sports teams and athletes in e-sports. Other significant developments include the growth of e-sports streaming platforms, the increasing popularity of e-sports among youth, and the rising investment in the e-sports industry.

Examine scholarly literature on the social and cultural impact of e-sports: Scholarly literature has examined the social and cultural impact of e-sports, highlighting how e-sports has changed the way people perceive and engage with video games. Studies have explored the rise of e-sports fandom, the increasing acceptance of e-sports as a legitimate sport, and the impact of e-sports on youth culture.

THE EVOLUTION OF E-SPORTS: HOW IT'S CHANGING THE WAY WE PLAY

Gaming as a career

In recent years, the concept of gaming has undergone a remarkable transformation, evolving from a pastime activity into a viable and lucrative career option for many enthusiasts worldwide. The rise of electronic sports (e-sports) and the burgeoning gaming industry have opened up unprecedented opportunities for individuals to pursue their passion for gaming while earning a sustainable income. This paradigm shift not only reflects the changing dynamics of the gaming landscape but also underscores the growing recognition of gaming as a legitimate profession.

Gaming, once relegated to the realms of leisure and entertainment, has now emerged as a multifaceted industry encompassing various facets such as competitive gaming, content creation, streaming, game development, and professional gaming teams. With the proliferation of online platforms and digital technologies, gaming has transcended geographical boundaries, allowing enthusiasts to connect, compete, and collaborate on a global scale. This globalization of gaming has led to the creation of diverse career pathways, catering to a wide spectrum of interests and talents within the gaming community.

One of the most prominent manifestations of gaming as a career is the phenomenon of esports. E-sports refers to organized competitive gaming events where professional players compete against each other in popular video games for substantial prize pools and global recognition. What was once considered a niche subculture has now evolved into a mainstream spectacle, attracting millions of viewers and generating revenue streams comparable to traditional sports. E-sports tournaments, such as The International for Dota 2 and the League of Legends World Championship, have become marquee events in the gaming calendar, drawing massive audiences both online and offline.

The allure of e-sports as a career lies in its potential for financial rewards, fame, and professional fulfillment. Top-tier e-sports athletes, known as pro gamers, command substantial salaries, endorsement deals, and sponsorship opportunities from leading gaming brands and organizations. Moreover, successful e-sports professionals often enjoy celebrity status within the gaming community, with dedicated fan followings and opportunities to participate in high-profile events and collaborations. The rise of streaming platforms like Twitch and YouTube has further bolstered the careers of e-sports athletes, enabling them to monetize their gameplay, engage with fans, and build personal brands.

Beyond competitive gaming, the gaming industry offers a plethora of career opportunities spanning various roles and disciplines. Game development, for instance, encompasses roles such as game designer, programmer, artist, writer, and producer, each requiring specialized skills and expertise. Game developers work tirelessly to create immersive and innovative gaming experiences, pushing the boundaries of technology and creativity. Content creation and streaming have also emerged as lucrative career paths, with individuals producing engaging and entertaining gaming content for audiences across the globe. From Let's Play videos to in-depth tutorials and reviews, content creators leverage platforms like YouTube and Twitch to monetize their content through advertising, subscriptions, and donations.

Most famous e-sports games

The realm of e-sports boasts a vibrant tapestry of games, each offering its own unique blend of excitement, strategy, and skill. Among the most famous e-sports titles, including the newcomer Valorant, are:

League of Legends (LoL): Developed by Riot Games, LoL is a cornerstone of the e-sports scene. This multiplayer online battle arena (MOBA) game has an expansive player base and an annual World Championship that attracts millions of viewers worldwide. LoL's strategic depth and intense teambased gameplay have solidified its status as one of the most iconic e-sports titles.

Counter-Strike 2: CS2, developed by Valve Corporation, is renowned for its fast-paced action and tactical gameplay. With a thriving competitive scene featuring tournaments like the ESL Pro League and the Intel Extreme Masters, CS2 continues to be a staple in e-sports, drawing in millions of spectators and players alike.

Dota 2: Another masterpiece from Valve Corporation, Dota 2 is a prominent MOBA title with a fiercely competitive community. The annual Dota 2 tournament, The International, offers jaw-dropping prize pools and showcases some of the most intense and strategic gameplay in e-sports history.

Valorant: Developed by Riot Games, Valorant is a tactical firstperson shooter (FPS) that combines precise gunplay with unique character abilities. Despite being relatively new to the e-sports scene, Valorant has quickly gained popularity, attracting professional players and teams from around the world. With its strategic depth and fast-paced gameplay, Valorant is poised to become a prominent fixture in competitive gaming.

These e-sports juggernauts, along with others like Fortnite, Overwatch, and Rainbow Six Siege, continue to shape the competitive gaming landscape, captivating audiences and pushing the boundaries of what is possible in the world of esports.

E-sports championships

E-sports tournaments have become the cornerstone of competitive gaming, offering players and teams the opportunity to showcase their skills on a global stage and vie for substantial prize pools. Among the most prestigious tournaments are:

Valorant Champions Tour (VCT): Organized by Riot Games, the Valorant Champions Tour is a series of regional and international tournaments that culminate in the Valorant Champions event. The VCT features competitions across multiple regions, including North America, Europe, Asia, and Latin America, providing opportunities for aspiring Valorant players to compete at the highest levels. With its rigorous format and high stakes, the Valorant Champions Tour has quickly become a cornerstone of the e-sports calendar.

Battlegrounds Mobile India (BGMI) Tournament: BGMI, a mobile battle royale game developed by Krafton, has emerged as a popular e-sports title in India. The BGMI Tournament is a premier event that showcases the top talent in the region, with professional players and teams battling it out for glory and lucrative prize pools. With its large player base and growing esports ecosystem, BGMI tournaments offer an exciting platform for players to demonstrate their skills and compete for recognition on the national and international stages.

The International (TI): Hosted by Valve Corporation, The International is the premier tournament for Dota 2, featuring the world's best teams competing for the coveted Aegis of Champions trophy and a massive prize pool crowdfunded by the Dota 2 community. With its electrifying atmosphere and unparalleled production values, The International is renowned for its epic battles, stunning upsets, and record-breaking prize pools, making it one of the most anticipated events in e-sports.

League of Legends World Championship (Worlds): Worlds is the annual culmination of the competitive season for League of Legends, featuring top teams from around the world competing for the Summoner's Cup. Organized by Riot Games, Worlds is renowned for its grandeur and spectacle, with massive arenas filled to capacity and millions of viewers tuning in online. The tournament showcases the highest level of gameplay and strategy in the world of esports, solidifying League of Legends' status as one of the most iconic titles in competitive gaming.

Counter-Strike 2 Majors: CS2 Majors are prestigious tournaments organized by Valve Corporation, featuring the best teams from around the world competing for the title of world champion. These tournaments, such as the ESL One Cologne and the Intel Extreme Masters, showcase the pinnacle of CS2 competition and draw massive viewership.

Rainbow Six Siege Pro League: Rainbow Six Siege Pro League is a premier e-sports competition for the tactical shooter game Rainbow Six Siege, developed by Ubisoft. The Pro League features professional teams from around the world competing in regional and international tournaments for a chance to claim the title of world champion and earn lucrative prize money.

Famous players in e-sports

Lee "Faker" Sang-hyeok: Widely regarded as one of the greatest League of Legends players of all time, Faker has dominated the mid lane since his debut in 2013. As a member of T1 (formerly SK Telecom T1), he has secured numerous championships and earned a reputation for his mechanical prowess and strategic gameplay.

Johan "N0tail" Sundstein: Known for his versatility and leadership, N0tail is a legendary figure in Dota 2. As the captain of OG (formerly known as Team OG), he has led his team to multiple victories at The International, cementing his legacy as one of the most successful players in the game's history.

Oleksandr "s1mple" Kostylev: Considered one of the most skilled CS:GO players, s1mple has consistently showcased remarkable aim and game sense. As a member of Natus Vincere (Na'Vi), he has earned numerous MVP awards and accolades, establishing himself as a dominant force in the competitive CS:GO scene.

Sung-hyeon "JJoNak" Bang: JJoNak made history as the first-ever Overwatch League MVP during the inaugural season in 2018. Known for his exceptional Zenyatta play, he has been a standout performer for the New York Excelsior, showcasing his mechanical skill and gamechanging plays.

Abhinav "Shredder" Tejan: Shredder is a renowned professional Valorant player representing Velocity Gaming. Known for his exceptional aim and game sense, he has played a pivotal role in his team's success in various tournaments, including the Valorant Conquerors Championship.

Simar "Psy" Sethi: Psy is a prominent PUBG Mobile player and the former captain of Team SouL. With his strategic leadership and sharpshooting skills, he has led his team to numerous victories in domestic and international tournaments, solidifying his status as one of India's top e-sports players.

Globally prominent e-sports teams

Team Vitality (Multi-game)

Vitality is one of the leading e-sports organizations in India, fielding teams across multiple games such as Valorant, PUBG Mobile, and Free Fire. With a focus on professionalism and talent development, Team Vitality has earned recognition for its achievements in various national and international tournaments.

Global Esports (Multi-game)

Global Esports is a well-established e-sports organization with a strong presence in India. Known for its competitive teams in games like Valorant, CS:GO, and Dota 2, Global Esports has consistently performed well in domestic and international competitions, showcasing India's potential in the global e-sports landscape.

International e-sports teams represent the pinnacle of competitive gaming, boasting skilled players, strategic coaches, and dedicated support staff. These teams compete across a variety of games, from first-person shooters to multiplayer online battle arenas, showcasing their talents on a global stage. Here, we explore some of the most prominent international e-sports teams across different games:

Team Liquid (Multi-Game)

Team Liquid is one of the most successful e-sports organizations globally, fielding competitive teams in multiple games including League of Legends, Dota 2, CS:GO, Valorant, and more. Founded in 2000, Team Liquid has amassed numerous championships and accolades across various titles, solidifying its reputation as a powerhouse in the e-sports industry. The organization's commitment to professionalism, talent development, and innovation has earned it a dedicated fan base and widespread recognition within the gaming community.

Fnatic (Multi-Game)

Fnatic is another renowned e-sports organization with a rich history of success in multiple games, including League of Legends, CS:GO, Dota 2, and Valorant. Founded in 2004, Fnatic has established itself as a dominant force in the

competitive gaming scene, winning numerous championships and earning the respect of players and fans alike. With a focus on performance, teamwork, and innovation, Fnatic continues to push the boundaries of e-sports excellence and inspire a new generation of gamers.

Natus Vincere (Na'Vi) (CS:GO, Dota 2)

Natus Vincere, commonly known as Na'Vi, is a storied e-sports organization with a strong legacy in CS:GO and Dota 2. Founded in 2009, Na'Vi has achieved unparalleled success in both games, winning multiple championships and establishing itself as one of the most iconic teams in e-sports history. With a roster of talented players and a passionate fan base, Na'Vi continues to compete at the highest level, striving for excellence and glory in every tournament.

G2 Esports (Multi-Game)

G2 Esports is a leading e-sports organization with competitive teams in various games, including League of Legends, CS:GO, Valorant, Rainbow Six Siege, and Rocket League. Known for its aggressive playstyle and innovative strategies, G2 Esports has enjoyed tremendous success in multiple titles, winning numerous championships and earning the admiration of fans worldwide. With a roster of top-tier talent and a commitment to excellence, G2 Esports remains a dominant force in the esports landscape.

T1 (Multi-Game)

T1, formerly known as SK Telecom T1 (SKT T1), is a legendary e-sports organization with a storied history in games like League of Legends, Dota 2, and Valorant. Founded in 2003, T1 has achieved unparalleled success in League of Legends, winning multiple World Championships and establishing itself as one of the most successful teams in e-sports history. With a legacy of excellence and a tradition of nurturing top-tier talent, T1 continues to be a dominant force in competitive gaming.

Astralis (CS:GO)

Astralis is a Danish e-sports organization renowned for its dominance in Counter-Strike: Global Offensive (CS:GO). Founded in 2016, Astralis quickly rose to prominence, winning numerous major championships and earning the title of the best CS:GO team in the world. With a focus on teamwork, strategy, and innovation, Astralis continues to set the standard for excellence in competitive CS:GO and inspire aspiring players around the globe.

Team SoloMid (TSM) (League of Legends)

Team SoloMid, commonly known as TSM, is one of the most recognizable e-sports organizations in North America, particularly in League of Legends. Founded in 2009, TSM has been a dominant force in the North American League of Legends Championship Series (NALCS), winning multiple titles and competing at the highest level internationally. With a passionate fan base and a legacy of success, TSM remains a powerhouse in the world of competitive gaming.

RESULTS

The evolution of e-sports has profoundly transformed the landscape of gaming, reshaping not only how we play but also how we perceive and interact with digital entertainment. Through technological innovation, shifting cultural attitudes, and the emergence of professional gaming leagues, e-sports has transcended its origins as a niche hobby to become a global phenomenon with far-reaching implications for players, spectators, and society at large. This analysis explores the key findings regarding how the evolution of e-sports is changing the way we play.

Technological Advancements: One of the most significant drivers of e-sports' evolution is the rapid advancement of gaming technology. From the development of high-performance graphics cards to the proliferation of online gaming platforms, technological innovations have enhanced the immersive experience of gaming and expanded its accessibility to a wider audience. The evolution of e-sports has seen a shift towards increasingly sophisticated game mechanics, realistic graphics, and seamless online multiplayer functionality, providing players with a more immersive and competitive gaming experience than ever before.

Professionalization of Gaming: The rise of e-sports as a professional industry has fundamentally changed the way we play, elevating gaming from a casual pastime to a legitimate career path for talented players. Professional gaming leagues, such as the League of Legends Championship Series and the Overwatch League, offer substantial prize pools, lucrative sponsorship deals, and the opportunity for players to compete on a global stage. This professionalization of gaming has not only incentivized players to hone their skills but has also contributed to the legitimization of e-sports as a mainstream form of entertainment.

Shift in Social Dynamics: E-sports has also brought about a shift in social dynamics within gaming communities, fostering a sense of camaraderie and competition among players. Online multiplayer games, such as Fortnite and Call of Duty, enable players to form teams, communicate with each other in real-time, and compete against opponents from around the world. This social aspect of e-sports has transformed gaming from a solitary activity into a communal experience, with players forming friendships, rivalries, and virtual communities centered around their favorite games.

Changing Perceptions of Gaming: The evolution of e-sports has challenged traditional perceptions of gaming as a frivolous or unproductive pastime, garnering recognition and respect for competitive gamers as athletes in their own right. As e-sports continues to gain mainstream visibility through televised tournaments, endorsement deals, and celebrity endorsements, the public perception of gaming has shifted towards greater acceptance and appreciation of its cultural and entertainment value.

Impact on Gaming Industry: The growth of e-sports has had a profound impact on the gaming industry, influencing game development, marketing strategies, and revenue models. Game developers are increasingly designing games with e-sports in mind, incorporating features such as spectator modes, competitive matchmaking systems, and esports-specific content updates to cater to the growing demand for competitive gaming experiences. Furthermore, the rise of e-sports has opened up new revenue streams for game publishers, including ticket sales, merchandise, and media rights deals, further fueling the growth and expansion of the industry.

Cultural Significance: Beyond its influence on gaming itself, the evolution of e-sports has broader cultural significance, reflecting broader societal trends towards digitalization, globalization, and the blurring of boundaries between virtual and physical worlds. E-sports tournaments attract millions of viewers worldwide, transcending geographical, cultural, and linguistic barriers to unite players and spectators in shared experiences of competition and camaraderie.

CONCLUSION

This document explores how e-sports have transformed from a niche pastime to a global phenomenon, driven by technological advancements, professionalization of gaming, shift in social dynamics, and changing perceptions of gaming. Beginning with an introduction to esports, followed by a discussion on gaming as a career. It then delves into the evolution of esports, highlighting its rapid growth and significance in contemporary gaming culture. It also provides an overview of famous e-sports games, championships, and players, both globally and in India. The document concludes with a discussion on prominent e-sports teams in the Indian and global e-sports community. One of the key takeaways from the document is the profound impact of technological advancements on the evolution of e-sports. The development of highperformance graphics cards, the proliferation of online gaming platforms, and the advent of sophisticated game mechanics have enhanced the immersive experience of gaming and expanded its accessibility to a wider audience. The professionalization of gaming is another significant theme in the document. The rise of e-sports as a professional industry has fundamentally changed the way we play, elevating gaming from a casual pastime to a legitimate career path for talented players. Professional gaming leagues offer substantial prize pools, lucrative sponsorship deals, and the opportunity for players to compete on a global stage.

The document also highlights the shift in social dynamics within gaming communities brought about by e-sports. Online multiplayer games enable players to form teams, communicate with each other in real-time, and compete against opponents from around the world. This social aspect of e-sports has transformed gaming from a solitary activity into a communal experience. Furthermore, the document discusses the changing perceptions of gaming. The evolution of e-sports has challenged traditional perceptions of gaming as a frivolous or unproductive pastime, garnering recognition and respect for competitive gamers as athletes in their own right.

In conclusion, the report provides a thorough analysis of the evolution of e-sports and its impact on the gaming landscape. It underscores the transformative power of e-sports, highlighting how it has reshaped the way we play and perceive gaming. The rise of e-sports signifies a paradigm shift in the gaming industry, opening up new avenues for professionalization, technological innovation, and social interaction. As e-sports continue to evolve and gain mainstream acceptance, it will undoubtedly continue to influence the future trajectory of gaming.

REFERENCES

- <https://playtoday.co/blog/guides/history-of-esports/> <https://www.gameopedia.com/the-rise-and-future-of-esports/>
<https://online.maryville.edu/blog/evolution-of-esports-industry/> <https://www.bbc.com/news/business-56334015>
<https://www.bbc.com/news/business-56334015> <https://www.weforum.org/agenda/2018/07/the-explosive-growth-of-esports/>
<https://www.weforum.org/agenda/2018/07/the-explosive-growth-of-esports/>
<https://ijrpr.com/uploads/V4ISSUE5/IJRPR12679.pdf>
https://www.gamasutra.com/blogs/JoshBycer/20180615/320045/Is_Battle_Royal_e_the_Next_Esport.php
<https://www.ign.com/articles/2015/05/13/the-story-of-the-first-nintendo-worldchampionships>
<https://www.polygon.com/2016/9/13/12891656/the-past-present-and-future-of-league-of-legends-studio-riot-games>
Jenkins, T. (2017). The rise of eSports: are addiction and corruption the price of itsSuccess?InTheGuardian
Jeon, Y. J. (2018). Time will tell if PlayerUnknown's Battlegrounds can be a viable esports In ESPN
N. Esposito, "A Short and Simple Definition of What a Videogame Is," in Digital Games Research Conference 2005, Changing Views, Worlds in Play, Vancouver, British Columbia, Canada, 2005
J. M. Schallock, The central role of stress relief in video gaming motivations and preferences, [Ph.D. thesis], University of Cambridge, 2019