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HISTORY OF ESPORTS IN UKRAINE

ESports is one of the most democratic sports. It is quite accessible without special equipment and to be physically active. You don't need to spend a lot of money to become a pro. According to statistics, just playing at home is impossible to break into big esports, you need to practice interacting with other players.

In the early 90s, when Ukraine was just beginning to become an independent consultant, no one knew about esports. And it was difficult to associate 8-bit Dendy with such a big word. The video games available to players in Ukraine were fairly

simple, cartridges were expensive, and salaries were low. But the story had a different continuation. From the eternal underground, esports has gradually turned into a serious business with huge winnings and turnovers. Few initially imagined that video games would become a huge lucrative industry, not only for game creators, but also for the players themselves.

In the early 2000s, the first esports organizations appeared. The first tournaments were held in small computer clubs, often in basements. And the prizes could be gaming devices or free time at the computer.

Tournaments with real prize money were infrequent and became a fan event. Only the strongest teams in the region could win at such tournaments.

Only since the 2010s has eSports really started to develop in Ukraine. The release of Dota 2, CS: GO (Counter Strike: Global Offensive), League of Legends games aroused interest not only among millions of players, but also sponsors.

The first large-scale cybersport tournament in Ukraine took place in 2010, when the Kiev Cybersport Arena opened. And since 2012, cyber competitions have been regularly held at the StarLadder playground. In 2018, its own cyber arena appeared in Dnipro.

In 2010, the first serious cyber successes appeared in Ukraine: the Ukrainians won \$ 1 million at the international Dota 2 tournament. The team's prize winnings impressed even the biggest skeptics. It became clear that you can make money on eSports.

Now in Ukraine, cybersport tournaments with prize funds of hundreds of thousands of dollars are regularly held. And participation in international competitions allows you to claim millions of winnings.

Cyber tournaments gather an audience comparable in scale to a concert by a famous star or a football match. For example, the final of The Kiev Major brought together the full Ukraine Palace. And the final of the recent WePlay! Bukovel Minor 2020 was broadcast in cinemas in 6 cities of Ukraine.

Moreover, thanks to sponsorship, the practice of regular salaries for cyber-sportsmen has developed. This allows you to focus on honing your skills in your chosen cyber discipline and attract more and more spectators' attention during tournaments.

For a beginner esports player, the salary can be \$ 500-1000. For a player of the "second echelon" - \$ 3-4 thousand. For pros from a well-known cyber team from \$ 6 thousand to \$ 30 thousand.

The capital of Ukraine is already claiming the status of an international cyber-sport city: Kiev has officially applied to host the largest global Dota 2 tournament The International 2021. And this is not at all like the previous games in small computer clubs.

In conclusion, I would like to say that cyber tournaments gather an audience comparable in scale to a concert of a famous star or a football match.