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E-SPORT

E-sport(also known as electronic sport, e-sport, or eSport) is a form of competition using video games. Most commonly, e-sports take the form of organized, multiplayer video game competitions, particularly between professional players and teams. Although organized online and offline competitions have long been a part of video game culture, widely used between amateurs until the late 2000s, when there was a large surge in popularity among professional gamers and

spectators. By 2010, e-sports had become a significant factor in the video game industry with many game developers actively designing a professional e-sport subculture.

It is estimated that in 2019 about 427 million people worldwide will be watching and playing some form of e-sports. The increasing availability of online streaming media platforms, particularly Panda.tv, YouTube and Twitch, has become central to the growth and promotion of e-sport competitions. Demographically, Major League Gaming has reported that the viewership contains approximately 85% male and 15% female sector, with a majority of viewers between the ages of 18 and 34.

E-sport tournaments are almost always physical events which occur in front of a live audience. The tournaments may be a part of a larger gathering, such as Dreamhack, or the competition may be the whole event itself, like the World CyberGames. E-sport competitions have several formats, but the most common are single or double elimination, sometimes hybridized with a group stage. For well-established games, the total prize can be made up to millions of U.S. dollars a year. On September 10, 2016 Dota 2 awarded approximately US\$86 million of prize money within 632 registered tournaments, with 23 players winning over \$1 million. In August 2018, the International Valve's annual premier Dota 2 tournament was held and broke the record for holding the largest prize pool.

It should be mentioned, that e-sport is considered to be a waste of time and money. But even professional athletes admit never-ending interest, gamers' persistence and hard work, developing mental and physical skills. So they do not mind calling this activity a sport.