

# Comparative Analysis of Two Papers On Esports Gaming In Covid-19:

## Introduction:

E-sports got even bigger during the pandemic! With everyone staying home, more people watched streamers play online video games. This meant streamers earned more money from ads and sponsorships. Viewers also loved watching online tournaments that streamers organized. These tournaments were another way for streamers and winning players to make money.

One of the biggest changes because of COVID-19 was the prize money in these tournaments. Before the pandemic, the prizes weren't that big. But once everyone was online, the prize money jumped way up because so many more people from around the world were joining the competitions.

### "The Rise of Esports Due to the COVID-19 Pandemic" by Benjamin Chalson

This study explores how the pandemic accelerated the growth of the esports industry. It investigates the increased engagement in esports due to lockdown measures and the absence of traditional sports.

### "COVID-19 and Esports Viewership Trends by James Crone"

This paper analyzes the changes in esports viewership during pre-, during-, and post-COVID-19 periods using social identity theory and habit formation concepts. It examines the behavioral shifts among Twitch.tv users, emphasizing the formation of new viewing habits and increased social affiliations during the pandemic.

#### **Growth Dynamics:**

- Emphasizes the overall growth of the esports industry during the pandemic due to increased indoor time and the lack of traditional sports. It provides statistical evidence of the surge in gaming and streaming platforms like Twitch, YouTube Gaming, and Facebook Gaming.
- Focuses on the viewership trends on Twitch.tv, showing significant increases in viewership during and after the pandemic lockdowns.

Two studies explore the growth of the esports industry:

- **Study 1:** This study takes a general approach, analyzing data to understand the industry's rapid expansion. It predicts continued growth due to changing consumer behavior and the digitalization of traditional sports.

- **Study 2:** This study focuses on the pandemic's impact. It uses social identity and habit formation theories to explain how social isolation led to increased esports viewership as a way to connect and be entertained. The study suggests these new habits will likely stick, creating a sustained rise in viewership.

Both studies point towards a thriving future for esports, with the pandemic potentially acting as a growth accelerator.

## Conclusion:

Both studies agree that the COVID-19 pandemic significantly boosted the esports industry, albeit through different lenses. The first study provides a broader perspective on industry growth, while the second delves into the behavioral and psychological factors driving this trend. Together, they underscore the potential for sustained growth in esports as a major entertainment medium in a post-pandemic world. This comparative analysis reveals the intricate dynamics of how global crises can reshape consumer behaviors and industry landscapes.

