Why the next Olympics should include Fortnite

The International Olympic Committee wants to make the games more popular with young people. To that end, it is introducing new events, such as skateboarding, surfing and climbing. Why not go further and let national teams compete at video games? Electronic sports such as "Fortnite" are more popular than most mainstream sports. Only 28% of British boys aged 16-19 watch any traditional live sports; 57% play video games.

Critics of e-sports offer ***moral*** objections. They are addictive. Prince Harry has called for "Fortnite" to be banned for this reason. They are violent. Surely, at a time of global disharmony, it is a bad idea to make simulated killing an Olympic sport? The Olympics aim to promote peace.

moral　道德的；精神上的

None of these arguments is very convincing. The idea that an activity can be addictive is contentious among doctors. And the notion that warlike sports have no place in the Olympics is hard to square with history. Javelin-throwing and wrestling were introduced in 708 BC. They are still there. The imaginary ***mayhem*** in "Fortnite" cannot be compared to the real harm caused by boxing.

mayhem　骚乱；混乱

Those who disagree can always watch the 20, 000-metre speed-walk. Put "Fortnite" in the Olympics, and millions will tune in who might otherwise not have bothered. And if the experiment fails, no matter. The International Olympic Committee could drop it in 2024, as it has previously dropped croquet, tug-of-war and solo synchronized swimming.