**E-sport Investigation**

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**RE:CELInt**

**Versions**

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## Whats an E-sport ?

E-Sports as “a form of sports where the primary aspects of the sport are facilitated by electronic systems; the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces.

the outcome-defining events of the sport occur within the confines of an electronic, computer-mediated environment, it does not in any way imply that eSports cannot be physically taxing for the players. How taxing eSports is physically depends on the modus of human-computer interaction that is required to control the game states of the game’s software or system. In dancing (video)games, for example, players are physically drained from interacting with the computer. eSports are commonly organized around specific genres of games, such as multiplayer online battle arenas (e.g. League of Legends, Dota 2), first-person shooters (e.g. Counter-Strike: Global Offensive), real time strategy (e.g. Starcraft 2), collectible card games (e.g. Hearthstone) or sports games (e.g. FIFA-series), therefore they form many sub-cultures within eSports, in the same way that “traditional” sports do. However, eSports are not commonly perceived as “electronic” versions of “traditional” sports such as soccer, basketball, or track and field sports even though such simulations of “traditional” sports are also played as eSports.

## Types of e-sports

### Multiplayer Online Battle Arena

Often known as a MOBA for shorthand, this is a genre of video game that is, in actual fact, a sub-genre of real-time strategy games, but has gained greater popularity than traditional RTS’ in recent years.  
  
Specifically, a MOBA involves a player controlling a single character in a team that must destroy the opposition team’s main building.  
  
In addition to the player controlled characters, there will be non-player controlled units spawned in each team’s base that will travel along set paths towards the enemy base in order to support the main characters.

There are many different MOBA games that you can play, though League of Legends & Defense of the Ancients 2 are by far the biggest.

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### Real-Time Strategy

Real-time strategy games (or RTS for short) have always been a big genre in the competitive gaming industry.  
  
RTS games involves the player building an army by constructing buildings, and developing units, in order to gain dominance over a map and defeat other player’s armies.  
  
In order to achieve this, the player will normally need to gather the limited resource available on the map which are required to construct the building and develop the units.  
  
There may also be elements of technological advancement involved in order to progress through the game.  
  
The “Real-Time” part of RTS games is that each player performs their actions at the same time, and differs from turn-based strategy games which are more like board games; i.e. a player completing a set number of actions before the next player takes a turn.

Starcraft II is the main game on this category.

### Fighting

Fighting games have been a big part of competitive gaming since the very beginning. Even before online gaming were around, you would have competitions on arcade machines to beat high scores.  
  
This genre of fame involves two players controlling characters in close combat action, attempting to defeat each other by reducing their opponent’s health to zero.  
  
Interestingly fans of fighting games don’t like the term “e-sport” being applied to their games, and prefer the term competitive gaming.  
  
The reason given for this is that e-sports is closely tied to PC gaming, such as with FPS, RTS & MOBA games, whereas fighting games are much more closely tied to console and arcade gaming.

Street Fighter & Super Smash Brothers are the two most notable games in terms of big e-sports tournaments.

### Sports

Sports games are based on traditional sports competitions, such as racing, football, basketball, etc.  
  
The most common form of competitive sports video game is, of course, FIFA. Makes sense right?  
  
It is an exceptionally popular football game that is predominately played on console devices and played extremely heavily online between gamers of all abilities.  
  
There are a wide variety of e-sports tournaments dedicated to FIFA, and is has been an official game of the World Cyber Games since its inception.

### Collective card game

These cards use proprietary artwork or images to embellish the card. CCGs may depict anything from fantasy or science fiction genres, horror themes, cartoons, or even sports. Game text is also on the card and is used to interact with the other cards in a strategic fashion. Games are commonly played between two players, though multiplayer formats are also common.

Magic and Hearthstone are the main are the two most notable games in terms of big e-sports tournaments.

### Other types of genres

There are a number of games that do not fit into the traditional e-sports genres, but have been very successful and popular with gamers.  
  
A very popular e-sports game that doesn’t fit into a traditional category is World of Tanks.  
  
This is a tank simulator game where players control a tank in order to attack and destroy opponent’s tanks.

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