## Reviewer 1:

### **Good Parts:**

* **Insightful Examination: The paper provides an in-depth look at the emerging Esports community in Bangladesh, which is relatively understudied.**
* **Qualitative and Quantitative Approach: The combination of qualitative and quantitative data enriches the study, giving a well-rounded portrayal of the Esports landscape.**
* **Contextual Value: Offers valuable insights into a regional Esports phenomenon, focusing on the challenges and potential of Esports as a career path in Bangladesh.**
* **Relevant to ICTD Themes: Engages with ICTD-related themes, exploring non-instrumental uses of technology such as Esports, which could have broader societal implications.**
* **Well-Articulated: The exploration of participants’ enthusiasm and the challenges they face, including issues like connectivity and familial skepticism, is well-documented.**
* **Contribution to Data-Scarce Region: This research adds to the limited data on Esports in Bangladesh, making a significant contribution to the field.**

### **Areas for Improvement:**

* **Deeper Engagement with ICTD Framework: The paper falls short in fully engaging with the broader ICTD questions, particularly regarding non-instrumental use of technology, alternative career paths, and the digitalisation of leisure.**
* **Lack of Connection to Broader Narratives: While the paper describes the motivations and challenges faced by Esports players, it does not connect these experiences to broader digital developmental narratives.**
* **Methodological Limitations: Concerns regarding the validity of findings due to a non-representative sample and acknowledged methodological issues. Quantitative data (e.g., percentage breakdowns) might be misleading without proper statistical context or discussion of sample bias.**
* **Insufficient Theoretical Grounding: The paper does not adequately engage with relevant ICTD literature, such as works by Kolko, Chirumamilla, Pal, and Payal Arora, on the non-instrumental use of technology and the digitalisation of leisure.**
* **Missed Opportunities: The analysis lacks depth in connecting Esports to broader digitalisation and development narratives, such as the intersection between digital leisure, work, and development goals.**
* **Recommendations for Strengthening:**
  + **Explore the societal and economic implications of Esports and digital leisure within the broader framework of digital inclusion and societal transformation.**
  + **Expand the discussion to consider the role of Esports in the digital economy and its contribution to digital development goals.**
  + **Strengthen the methodological approach by addressing sample biases and providing more context for quantitative data.**