Lingoda

READING

E-sports

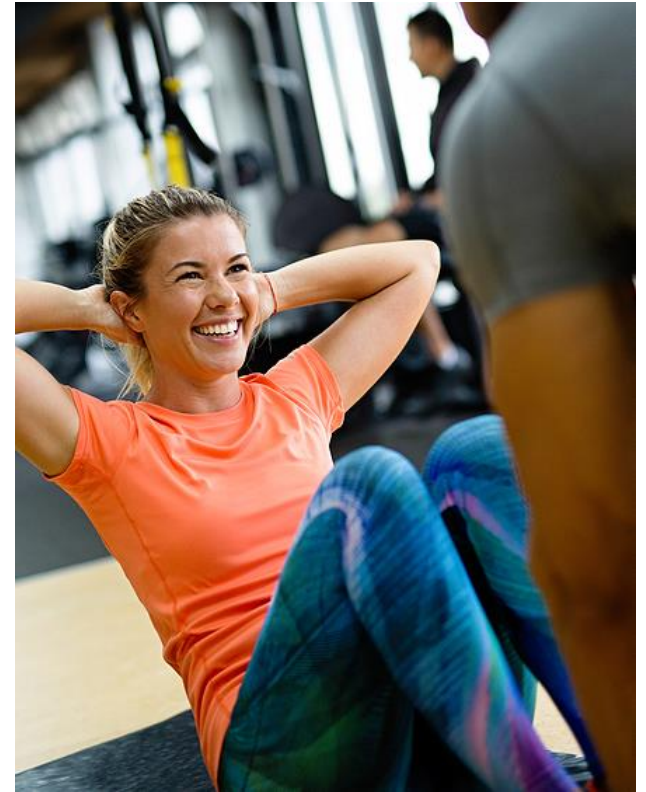| LEVEL	NUMBER	LANGUAGE
Upper-Intermediate (B2)	EN_B2_2081R	English

Learning outcomes

- I can read and understand the main points of a text about e-sports.

- I can talk about e-sports and discuss their value using appropriate vocabulary.

How would you define the word *sport*?

Share your answer with the rest of the class!

Vocabulary

Match the words/phrases to their definition. You will come across these words/phrases in the text.

1	**exception**	**a**	when an amount of something is greater or larger than necessary or wanted
2	**awash with**	**b**	a person who watches an activity, especially a sports event
3	**spectator**	**c**	a standard used to judge or decide about something
4	**classify**	**d**	someone or something that is not included in a rule, or does not behave in the expected way
5	**exertion**	**e**	to divide things or people into categories based on their type
6	**criterion**	**f**	the use of a lot of mental or physical effort

E-sports (1/4)

Read the first part of the text below.

E-sports are not new. They have in fact been around since the 1990s, but it is only in recent years that they have hit the big time. Large e-sports tournaments were hosted by Nintendo in the early 1990s and toured across the United States; e-sports were also shown on the television at that time. Shooting and battle arena games were, and still are, some of the most popular games in the e-sports genre.

In the 2000s, e-sports were not gaining in popularity in any significant way. An exception to this was seen in South Korea, which is thought of as the home of e-sports. There are several competing reasons why this might be: broadband internet came early to the country and towns and cities were soon awash with gaming cafes, drawing in huge numbers of young people.

In 2000, South Korea saw an opportunity to make e-sports their national sport and founded the Korean E-Sports Association.

It is only in recent years that e-sports have **hit the big time**!

Can you think of anything else that has **hit the big time** in pop culture?

6

Discuss

Answer the questions below.


Have you ever used a gaming café?

What do you think draws people to play e-sports in gaming cafes?

E-sports (2/4)

1. **Read** the second part of the text.

2. Then **answer** the questions below.

From the 2010s, e-sports have taken off. There are professional teams in which the players train like athletes in order to play with the best of the best. These players are paid a monthly salary of anywhere from $4,000 to $25,000, on top of which they have prize money. This prize money can top $1 million for the most popular tournaments.

The tournaments are paid for by sponsors, who pay directly and also provide such things as computer hardware, drinks and snacks, or anything else remotely related to e-sports. They are also paid for by network distributors who want to broadcast the tournaments.
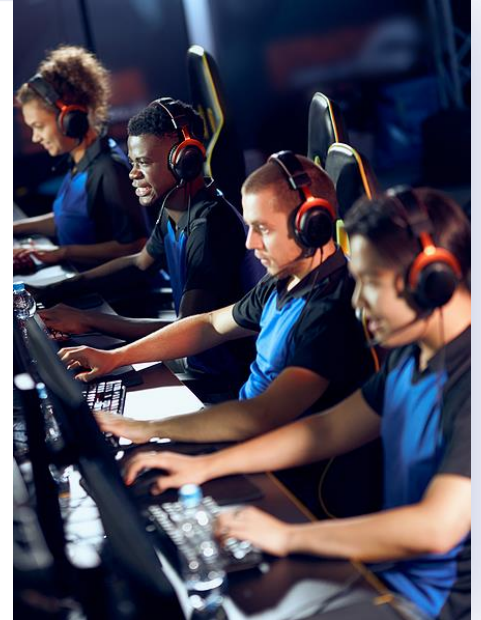
1. What do you think training is like for e-sports players?
2. Which companies do you think sponsor e-sports events?

True or false

1. **Read** the statements below.
2. Then **decide** if they are *true* or *false*.

|		true	false
1	E-sports are relatively new. They started in the 2000s in South Korea.		
2	It was possible to watch e-sports on TV in the 1990s.		
3	E-sports players rarely earn more than $1,000 a month.		
4	Japan is considered the home of e-sports.		
5	Network distributors help pay for e-sports tournaments.		

Prediction

Answer the questions below.

Who do you think make up the majority of e-sports players?

E-sports viewers?

How old do you think most e-sports players and viewers are?
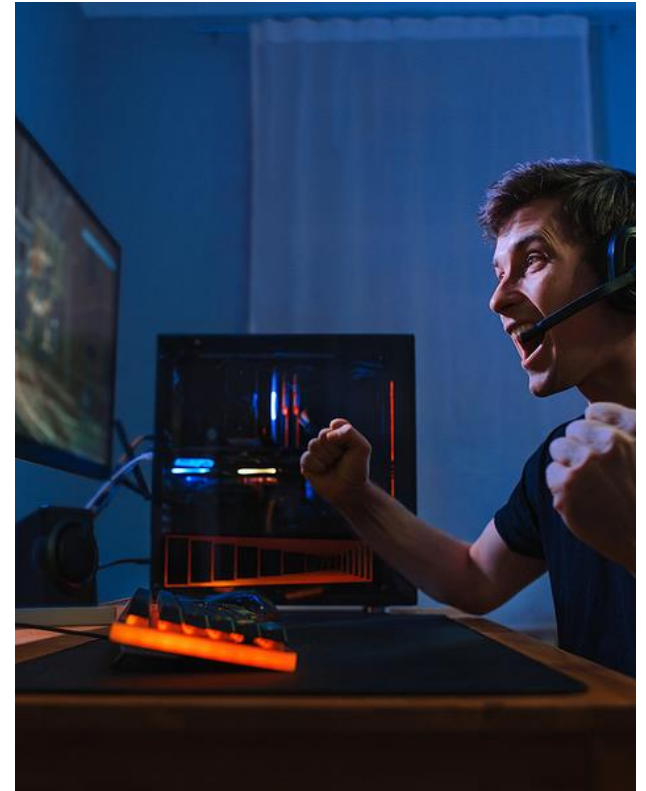
1. **Read** the next part of the text.

2. Then **answer** the questions below.

E-sports may have gained early popularity in South Korea but they have now spread all over the world; they are perhaps most popular in Scandinavia and Eastern Europe.

One of the biggest events of the year is held in Katowice in Poland. The tournament welcomes around 180,000 spectators over two different weekends and has around 50 million viewers online. The vast majority of players and viewers are men, and most of them are between the ages of 21 and 35.

1. Would you like to attend a tournament like the one mentioned in the text?
2. What would you expect to see at such a tournament?

E-sports (4/4)

1. **Read** the last part of the text.
2. Then **answer** the questions below.

There is a debate around the question as to whether e-sports should really be classified as a sport. One of the main factors of a traditional sport is the physical movement and exertion that it involves; there is certainly little of this to see in e-sports. Sport always involves some element of competition, and this is perhaps the most important criterion.

There is also a question around how beneficial or damaging e-sports are. Some players are known to take performance enhancing drugs, which is clearly damaging over a long period of time. The reason for this is partly the long hours some professional players are forced to work, with players from Korea especially citing this as a reason they want to quit.

Do you think e-sports should be classified as a sport? Why or why not?

According to the text, why do some players take performance enhancing drugs?

In your opinion, will e-sports ever become a spectator sport like football?

Reflection

In breakout rooms or together as a class, **complete the prompt** in the red box.

1. Take 2-3 minutes to **write down** three things you've learned about e-sports.

2. Then **write down** one thing you would like to know that the text did not mention.
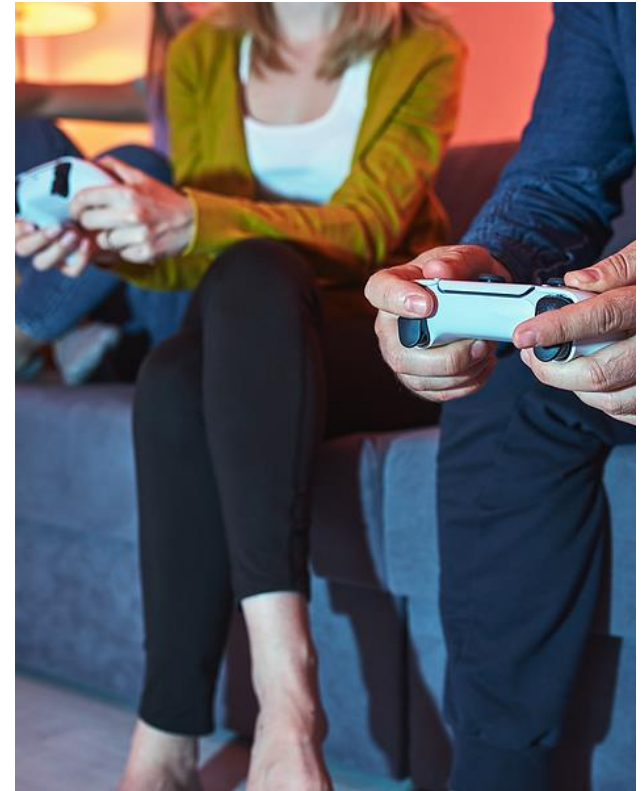
3. **Share** your answers with each other.
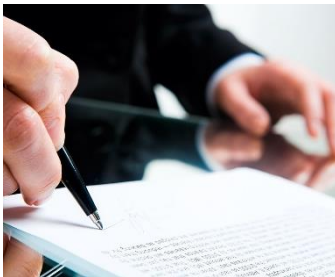
Discuss

- *Some argue that e-sports can be an effective **educational tool**, teaching skills such as problem-solving, strategic thinking, and teamwork. Do you believe e-sports have educational value?*

- *E-sports require **dedicated training** and practice to reach a professional level. How do you think the lifestyle of professional gamers differs from that of traditional athletes?*

- *It's been suggested that too much time spent on gaming and e-sports can have negative effects on a person's **physical and mental well-being**. What are your thoughts on this? How can one strike a balance between gaming and other activities?*

- *Do you personally have any **interest** in e-sports? If yes, what attracts you to it? If not, why not?*

Let's reflect

- Can you read and understand the main points of a text about e-sports?

- Can you talk about e-sports and discuss their value using appropriate vocabulary?

Your teacher will now make one suggestion for improvement for each student.

End of the lesson

Idiom

to give the game away

Meaning: to reveal a secret or a plan, often unintentionally

Example: I interrupted him before he gave the game away!

Additional practice

Reading

1. **Read** the text.
2. Then **answer** the questions.

Online multiplayer role-playing games have also gained popularity in recent years. In such games, large numbers of players interact with each other in a virtual world. One of the most popular games in this genre is World of Warcraft. One of the features of these games is the persistent game environment, in which the virtual world continues to change even when players are offline. The aim of most of these games is character development, and often players need to keep up with others to progress at a good rate. These games often involve social interaction between players and some form of teamwork.

Do you know of any other online multiplayer role-playing games?

Why do you think so many people are drawn to these kinds of games?

Do you play online multiplayer role-playing games? If not, do you know anyone who does?

Fill in the gaps

Complete the sentences with the correct word.

1 The city was _____ in gaming cafes. It seemed there were two on nearly every street.

2 There were around ten thousand _____ at the e-sports tournament.

3 It's easy to overlook the degree of physical _____ e-sports players have to endure.

4 In the early 2000s, e-sports weren't gaining in popularity in the world, with the _____ of South Korea.

5 Physical movement is considered a major _____ for an activity to be _____ as a sport.

classified
awash with
exertion
exception
criterion
spectators

Discuss

Answer the questions below.

How would you explain e-sports to someone who's never heard of it before?

Do you think playing e-sports professionally is a reliable source of income? Why or why not?

Answer key

P.4: 1.) d 2.) a 3.) b 4.) e 5.) f 6.) c
P.9: 1.) false 2.) true 3.) false 4.) false 5.) true
P.18: 1.) awash with 2.) spectators 3.) exertion 4.) exception 5.) criterion/classified

Summary

E-sports

- *exception; awash with; spectator, to classify; exertion; criterion; to hit the big time*
- *South Korea was an **exception** in terms of the early popularity of e-sports.*
- *The towns and cities were **awash with** gaming cafes.*

Vocabulary

exception

awash with

spectator

to classify

exertion

criterion

to hit the big time

Notes