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# Johdanto

Seuraava dokumentti sisältää Webkäyttöliittymien suunnittelu – kurssin kurssitehtävän materiaalia. Materiaalia on runsaasti eikä sitä tulla käyttämään kokonaisuudessaan.

Lähteinä toimivat pelien ja joukkueiden wikipedia- sivustot, pelien omat sivustot, joukkeiden omat sivustot sekä muutama lähde Esportsin historiasta ja nykytilasta. Lähteet on lueteltuina ”Aineistolinkit” – dokumentaatiossa.

**Suurin osa sisällöstä on kirjoitettu englannin kielellä.**

# Yleistä aineistoa Esportsista

## Yleistä

**eSports** (also known as **electronic sports**, **esports**, **e-sports**, **competitive** (**video**) **gaming**, **professional** (**video**) **gaming**, or **pro gaming**) are a form of competition that is facilitated by electronic systems, particularly [video games](https://en.wikipedia.org/wiki/Video_game); the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces.[[1]](https://en.wikipedia.org/wiki/ESports#cite_note-whatisesports-1) Most commonly, eSports take the form of organized, [multiplayer video game](https://en.wikipedia.org/wiki/Multiplayer_video_game) competitions, particularly between [professional](https://en.wikipedia.org/wiki/Professional_sports) players. The most common [video game genres](https://en.wikipedia.org/wiki/Video_game_genre) associated with eSports are [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy), [fighting](https://en.wikipedia.org/wiki/Fighting_game), [first-person shooter](https://en.wikipedia.org/wiki/First-person_shooter) (FPS), and [multiplayer online battle arena](https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena) (MOBA). Tournaments such as [The International](https://en.wikipedia.org/wiki/The_International_(Dota_2)), the [*League of Legends* World Championship](https://en.wikipedia.org/wiki/League_of_Legends_World_Championship), the [Battle.net World Championship Series](https://en.wikipedia.org/wiki/Battle.net_World_Championship_Series), the [Evolution Championship Series](https://en.wikipedia.org/wiki/Evolution_Championship_Series), and the [Intel Extreme Masters](https://en.wikipedia.org/wiki/Intel_Extreme_Masters) provide live broadcasts of the competition, and prize money and [salaries](https://en.wikipedia.org/wiki/Salaries) to competitors.

Although organized online and offline competitions have long been a part of [video game culture](https://en.wikipedia.org/wiki/Video_game_culture), participation and spectatorship of such events have seen a large surge in popularity from the late 2000s and early 2010s. While competitions around 2000 were largely between amateurs, the proliferation of professional competitions and growing viewership now supports a significant number of professional players and teams,[[2]](https://en.wikipedia.org/wiki/ESports#cite_note-2012Forbes-2) and many video game developers now build features into their games designed to facilitate such competition.

The genre of [fighting games](https://en.wikipedia.org/wiki/Fighting_game) and [arcade game](https://en.wikipedia.org/wiki/Arcade_game) fighters have also been popular in amateur[[*citation needed*](https://en.wikipedia.org/wiki/Wikipedia:Citation_needed)] tournaments, although the fighting game community has often distanced themselves from the eSports label.[[3]](https://en.wikipedia.org/wiki/ESports#cite_note-3)In the mid 2010s, the most successful titles featured in professional competition were the [multiplayer online battle arena](https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena) (MOBA) games *[Dota 2](https://en.wikipedia.org/wiki/Dota_2" \o "Dota 2)* and [*League of Legends*](https://en.wikipedia.org/wiki/League_of_Legends), and the [first person shooter](https://en.wikipedia.org/wiki/First_person_shooter) game [*Counter-Strike: Global Offensive*](https://en.wikipedia.org/wiki/Counter-Strike:_Global_Offensive).[[4]](https://en.wikipedia.org/wiki/ESports#cite_note-earnings-4) Other games with significant earnings include [*Smite*](https://en.wikipedia.org/wiki/Smite_(video_game)), [*StarCraft II*](https://en.wikipedia.org/wiki/StarCraft_II), [*Call of Duty*](https://en.wikipedia.org/wiki/Call_of_Duty), [*Heroes of the Storm*](https://en.wikipedia.org/wiki/Heroes_of_the_Storm), [*Hearthstone*](https://en.wikipedia.org/wiki/Hearthstone:_Heroes_of_Warcraft) and *[Overwatch](https://en.wikipedia.org/wiki/Overwatch_(video_game)" \o "Overwatch (video game))*.

In 2013, it was estimated that approximately 71.5 million people worldwide watched eSports.[[5]](https://en.wikipedia.org/wiki/ESports#cite_note-5) The increasing availability of online [streaming media](https://en.wikipedia.org/wiki/Streaming_media) platforms, particularly [Twitch.tv](https://en.wikipedia.org/wiki/Twitch.tv), has become central to the growth and promotion of eSports competitions.[[6]](https://en.wikipedia.org/wiki/ESports#cite_note-FieldOfStreams-6) Demographically, [Major League Gaming](https://en.wikipedia.org/wiki/Major_League_Gaming) has reported viewership that is approximately 85% male and 15% female, with a majority of viewers between the ages of 18 and 34.[[7]](https://en.wikipedia.org/wiki/ESports#cite_note-7) Despite this, several female personalities within eSports are hopeful about the increasing presence of female gamers.[[8]](https://en.wikipedia.org/wiki/ESports#cite_note-8)[[9]](https://en.wikipedia.org/wiki/ESports#cite_note-9) [South Korea](https://en.wikipedia.org/wiki/South_Korea) has several established eSports organizations, which have licensed pro gamers since the year 2000. Recognition of eSports competitions outside South Korea has come somewhat slower. Along with South Korea, most competitions take place in Europe, North America and [China](https://en.wikipedia.org/wiki/China). Despite its large video game market, eSports in [Japan](https://en.wikipedia.org/wiki/Japan) is relatively underdeveloped, which has been attributed largely to its broad anti-gambling laws.[[10]](https://en.wikipedia.org/wiki/ESports#cite_note-10)

The global eSports market generated US $325 million of revenue in 2015 and is expected to make $493 million in 2016; the global eSports audience in 2015 was 226 million people.[[11]](https://en.wikipedia.org/wiki/ESports#cite_note-11)

## Historiaa

In the 1990s, many games benefited from increasing [internet connectivity](https://en.wikipedia.org/wiki/Internet_connectivity), especially [PC games](https://en.wikipedia.org/wiki/PC_game). For example, the 1988 game *[Netrek](https://en.wikipedia.org/wiki/Netrek" \o "Netrek)* was an [Internet game](https://en.wikipedia.org/wiki/Internet_game) for up to 16 players, written almost entirely in [cross-platform](https://en.wikipedia.org/wiki/Cross-platform) [open source software](https://en.wikipedia.org/wiki/Open_source_software). *Netrek* was the [third Internet game](https://en.wikipedia.org/wiki/History_of_online_games), the first Internet game to use [metaservers](https://en.wikipedia.org/wiki/Metaserver" \o "Metaserver) to locate open game servers, and the first to have persistent [user information](https://en.wikipedia.org/wiki/User_information). In 1993 it was credited by [*Wired Magazine*](https://en.wikipedia.org/wiki/Wired_Magazine) as "the first online sports game".[[23]](https://en.wikipedia.org/wiki/ESports#cite_note-23)

Large eSports tournaments in the 1990s include the 1990 [Nintendo World Championships](https://en.wikipedia.org/wiki/Nintendo_World_Championships), which toured across the United States, and held its finals at [Universal Studios Hollywood](https://en.wikipedia.org/wiki/Universal_Studios_Hollywood) in [California](https://en.wikipedia.org/wiki/California). [Nintendo](https://en.wikipedia.org/wiki/Nintendo) held a 2nd World Championships in 1994 for the [Super Nintendo Entertainment System](https://en.wikipedia.org/wiki/Super_Nintendo_Entertainment_System) called the [Nintendo PowerFest '94](https://en.wikipedia.org/wiki/Nintendo_PowerFest_%2794). There were 132 finalists that played in the finals in [San Diego](https://en.wikipedia.org/wiki/San_Diego), California. Mike Iarossi took home 1st prize. [Blockbuster Video](https://en.wikipedia.org/wiki/Blockbuster_Video) also ran their own World Game Championships in the early 1990s, co-hosted by [GamePro](https://en.wikipedia.org/wiki/GamePro" \o "GamePro) magazine. Citizens from the United States, [Canada](https://en.wikipedia.org/wiki/Canada), the [United Kingdom](https://en.wikipedia.org/wiki/United_Kingdom), [Australia](https://en.wikipedia.org/wiki/Australia), and [Chile](https://en.wikipedia.org/wiki/Chile) were eligible to compete. Games from the 1994 championships included [*NBA Jam*](https://en.wikipedia.org/wiki/NBA_Jam) and [*Virtua Racing*](https://en.wikipedia.org/wiki/Virtua_Racing).[[24]](https://en.wikipedia.org/wiki/ESports#cite_note-24)

Television shows featuring eSports during this period included the British shows *[GamesMaster](https://en.wikipedia.org/wiki/GamesMaster" \o "GamesMaster)* and [*Bad Influence!*](https://en.wikipedia.org/wiki/Bad_Influence!) the [Australian](https://en.wikipedia.org/wiki/Australia) gameshow [*A\*mazing*](https://en.wikipedia.org/wiki/A*mazing), which would show two children competing in various [Nintendo](https://en.wikipedia.org/wiki/Nintendo) games in order to win points.

Tournaments established in the late 1990s include the [Cyberathlete Professional League](https://en.wikipedia.org/wiki/Cyberathlete_Professional_League" \o "Cyberathlete Professional League) (CPL), [QuakeCon](https://en.wikipedia.org/wiki/QuakeCon" \o "QuakeCon), and the [Professional Gamers League](https://en.wikipedia.org/wiki/Professional_Gamers_League). PC games played at the CPL included the [*Counter-Strike*](https://en.wikipedia.org/wiki/Counter-Strike_(series)) series, [*Quake*](https://en.wikipedia.org/wiki/Quake_series) series, and [*Warcraft*](https://en.wikipedia.org/wiki/Warcraft_(series)).

The growth of eSports in South Korea is thought to have been influenced by the mass building of [broadband internet](https://en.wikipedia.org/wiki/Broadband_internet) networks following the [1997 Asian financial crisis](https://en.wikipedia.org/wiki/1997_Asian_financial_crisis).[[25]](https://en.wikipedia.org/wiki/ESports#cite_note-25) It is also thought that the high [unemployment rate](https://en.wikipedia.org/wiki/Unemployment_rate) at the time caused many people to look for things to do while out of work.[[26]](https://en.wikipedia.org/wiki/ESports#cite_note-26) Instrumental to this growth of eSports in South Korea was the prevalence of the Komany-style [internet café](https://en.wikipedia.org/wiki/Internet_caf%C3%A9)/[LAN gaming center](https://en.wikipedia.org/wiki/LAN_gaming_center), known as a [PC bang](https://en.wikipedia.org/wiki/PC_bang). The [Korean e-Sports Association](https://en.wikipedia.org/wiki/Korean_e-Sports_Association), an arm of the [Ministry of Culture, Sports and Tourism](https://en.wikipedia.org/wiki/Ministry_of_Culture,_Sports_and_Tourism), was founded in 2000 to promote and regulate eSports in the country.[[27]](https://en.wikipedia.org/wiki/ESports#cite_note-27)

In the second decade of the 21st century, eSports has grown tremendously, incurring a large increase in both viewership and prize money.[[28]](https://en.wikipedia.org/wiki/ESports#cite_note-28)[[29]](https://en.wikipedia.org/wiki/ESports#cite_note-29) Although large tournaments were founded before the 21st century, the number and scope of tournaments has increased significantly, going from about 10 tournaments in 2000 to about 260 in 2010.[[6]](https://en.wikipedia.org/wiki/ESports#cite_note-FieldOfStreams-6) Many successful tournaments were founded during this period, including the [World Cyber Games](https://en.wikipedia.org/wiki/World_Cyber_Games), the [Intel Extreme Masters](https://en.wikipedia.org/wiki/Intel_Extreme_Masters), and [Major League Gaming](https://en.wikipedia.org/wiki/Major_League_Gaming). The proliferation of tournaments included experimentation with competitions outside traditional eSports genres. For example, the September 2006 [FUN Technologies](https://en.wikipedia.org/wiki/FUN_Technologies) Worldwide Webgames Championship featured 71 contestants competing in [casual games](https://en.wikipedia.org/wiki/Casual_games) for a $1 million grand prize.[[30]](https://en.wikipedia.org/wiki/ESports#cite_note-30)

In April 2006 the [G7 teams](https://en.wikipedia.org/wiki/G7_teams) federation were formed by seven prominent [*Counter-Strike*](https://en.wikipedia.org/wiki/Counter-Strike) teams. The goal of the organization was to increase stability in the eSports world, particularly in standardizing player transfers and working with leagues and organizations. The founding members were [4 Kings](https://en.wikipedia.org/wiki/4_Kings), [Fnatic](https://en.wikipedia.org/wiki/Fnatic" \o "Fnatic), [Made in Brazil](https://en.wikipedia.org/wiki/Made_in_Brazil_(eSports)), [Mousesports](https://en.wikipedia.org/wiki/Mousesports" \o "Mousesports), [NiP](https://en.wikipedia.org/wiki/NiP" \o "NiP), [SK-Gaming](https://en.wikipedia.org/wiki/SK-Gaming), [Team 3D](https://en.wikipedia.org/wiki/Team_3D_(eSports)).[[31]](https://en.wikipedia.org/wiki/ESports#cite_note-31) The organization only lasted until 2009 before dissolving.[[32]](https://en.wikipedia.org/wiki/ESports#cite_note-raising-32)

The 2000s was also the peak[*[citation needed](https://en.wikipedia.org/wiki/Wikipedia:Citation_needed" \o "Wikipedia:Citation needed)*] of [televised](https://en.wikipedia.org/wiki/Televised) eSports. Television coverage was best established in [South Korea](https://en.wikipedia.org/wiki/South_Korea), with [*StarCraft*](https://en.wikipedia.org/wiki/StarCraft) and [*Warcraft III*](https://en.wikipedia.org/wiki/Warcraft_III) competitions regularly televised by dedicated 24-hour cable TV game channels [Ongamenet](https://en.wikipedia.org/wiki/Ongamenet" \o "Ongamenet) and [MBCGame](https://en.wikipedia.org/wiki/MBCGame" \o "MBCGame).[[33]](https://en.wikipedia.org/wiki/ESports#cite_note-autogenerated3-33)Elsewhere, eSports television coverage was sporadic. The [German](https://en.wikipedia.org/wiki/Television_in_Germany) [GIGA Television](https://en.wikipedia.org/wiki/GIGA_Television) covered eSports until its shutdown in 2009. The [United Kingdom](https://en.wikipedia.org/wiki/United_Kingdom) [satellite television](https://en.wikipedia.org/wiki/Satellite_television) channel [XLEAGUE.TV](https://en.wikipedia.org/wiki/XLEAGUE.TV) broadcast eSports competitions from 2007 to 2009. The online eSports only channel ESL TV[[34]](https://en.wikipedia.org/wiki/ESports" \l "cite_note-34) briefly attempted a paid television model re-named GIGA II from June 2006 to autumn 2007. The [French](https://en.wikipedia.org/wiki/Television_in_France) channel [Game One](https://en.wikipedia.org/wiki/Game_One) broadcast eSports matches in a show called *Arena Online* for the [Xfire](https://en.wikipedia.org/wiki/Xfire" \o "Xfire) Trophy.[[35]](https://en.wikipedia.org/wiki/ESports#cite_note-35) The [United States](https://en.wikipedia.org/wiki/United_States) channel [ESPN](https://en.wikipedia.org/wiki/ESPN) hosted [*Madden NFL*](https://en.wikipedia.org/wiki/Madden_NFL) competitions in a show called [*Madden Nation*](https://en.wikipedia.org/wiki/Madden_Nation) from 2005 to 2008.[[36]](https://en.wikipedia.org/wiki/ESports#cite_note-36) [DirecTV](https://en.wikipedia.org/wiki/DirecTV) broadcast the [Championship Gaming Series](https://en.wikipedia.org/wiki/Championship_Gaming_Series) tournament for two seasons in 2007 and 2008.[[33]](https://en.wikipedia.org/wiki/ESports#cite_note-autogenerated3-33) [CBS](https://en.wikipedia.org/wiki/CBS) aired prerecorded footage of the 2007 [World Series of Video Games](https://en.wikipedia.org/wiki/World_Series_of_Video_Games) tournament that was held in [Louisville, Kentucky](https://en.wikipedia.org/wiki/Louisville,_Kentucky), US.[[37]](https://en.wikipedia.org/wiki/ESports#cite_note-37) The [G4 television channel](https://en.wikipedia.org/wiki/G4_(U.S._TV_channel)) originally covered video games exclusively, but broadened its scope to cover technology and men's lifestyle, though has now shutdown.[[33]](https://en.wikipedia.org/wiki/ESports#cite_note-autogenerated3-33)

The popularity and emergence of [online streaming services](https://en.wikipedia.org/wiki/Streaming_media) have helped the growth of eSports in this period, and are the most common method of watching tournaments. [Twitch](https://en.wikipedia.org/wiki/Twitch_(website)), an online streaming platform launched in 2011, routinely streams popular eSports competitions. In 2013, viewers of the platform watched 12 billion minutes of video on the service, with the two most popular Twitch broadcasters being [*League of Legends*](https://en.wikipedia.org/wiki/League_of_Legends) and *[Dota 2](https://en.wikipedia.org/wiki/Dota_2" \o "Dota 2)*.[[38]](https://en.wikipedia.org/wiki/ESports#cite_note-38) During one day of The International, Twitch recorded 4.5 million unique views, with each viewer watching for an average of two hours.[[39]](https://en.wikipedia.org/wiki/ESports#cite_note-39)

The modern eSports boom has also seen a rise in video games companies embracing the eSports potential of their products. After many years of ignoring and at times suppressing the eSports scene, [Nintendo](https://en.wikipedia.org/wiki/Nintendo) hosted [Wii Games Summer 2010](https://en.wikipedia.org/w/index.php?title=Wii_Games_Summer_2010&action=edit&redlink=1). Spanning over a month, the tournament had over 400,000 participants, making it the largest and most expansive tournament in the company's history. In 2014 [Nintendo](https://en.wikipedia.org/wiki/Nintendo) hosted an invitational [*Super Smash Bros. for Wii U*](https://en.wikipedia.org/wiki/Super_Smash_Bros._for_Wii_U) competitive tournament at the [2014](https://en.wikipedia.org/wiki/E3_2014) [Electronic Entertainment Expo](https://en.wikipedia.org/wiki/Electronic_Entertainment_Expo) (E3) press conference that was streamed online on Twitch.[[40]](https://en.wikipedia.org/wiki/ESports#cite_note-40) [Halo](https://en.wikipedia.org/wiki/Halo_(series)) developers [343 Industries](https://en.wikipedia.org/wiki/343_Industries) announced in 2014 plans to revive Halo as an eSport with the creation of the [Halo Championship Series](https://en.wikipedia.org/wiki/Halo_Championship_Series) and a prize pool of $50,000 USD.[[41]](https://en.wikipedia.org/wiki/ESports#cite_note-41) Both [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment) and [Riot Games](https://en.wikipedia.org/wiki/Riot_Games) have their own [collegiate](https://en.wikipedia.org/wiki/College_sports) outreach programs with their North American Collegiate Championship.[[42]](https://en.wikipedia.org/wiki/ESports#cite_note-42)[[43]](https://en.wikipedia.org/wiki/ESports#cite_note-43) Since 2013 universities and colleges in the United States such as [Robert Morris University Illinois](https://en.wikipedia.org/wiki/Robert_Morris_University_Illinois) and the [University of Pikeville](https://en.wikipedia.org/wiki/University_of_Pikeville) have recognized eSports players as [varsity](https://en.wikipedia.org/wiki/Varsity_team) level athletes and offer [athletic scholarships](https://en.wikipedia.org/wiki/Athletic_scholarship).[[44]](https://en.wikipedia.org/wiki/ESports#cite_note-44)

In 2014, the largest independent eSports league, [Electronic Sports League](https://en.wikipedia.org/wiki/Electronic_Sports_League), partnered with the local brand Japan Competitive Gaming to try and grow eSports in the country.[[45]](https://en.wikipedia.org/wiki/ESports#cite_note-45)

Physical viewership of eSports competitions and the scope of events have increased in tandem with the growth of online viewership.[[46]](https://en.wikipedia.org/wiki/ESports#cite_note-46) In 2013 the [Season 3 League of Legends World Championship](https://en.wikipedia.org/wiki/Season_3_League_of_Legends_World_Championship) was held in a sold-out [Staples Center](https://en.wikipedia.org/wiki/Staples_Center).[[47]](https://en.wikipedia.org/wiki/ESports#cite_note-47) The [2014 League of Legends World Championship](https://en.wikipedia.org/wiki/2014_League_of_Legends_World_Championship) in [Seoul](https://en.wikipedia.org/wiki/Seoul), South Korea had over 40,000 fans in attendance and featured the band [*Imagine Dragons*](https://en.wikipedia.org/wiki/Imagine_Dragons), and opening and closing ceremonies in addition to the competition.[[48]](https://en.wikipedia.org/wiki/ESports#cite_note-48)

As video games become ever more popular, so too do eSports. The more people play games, the more potential fans of eSports there are. And as games grow more advanced, they become more exciting for spectators.

eSports has yet to achieve popularity in mainstream culture, but the phenomenon is fast approaching a tipping point where it will. eSports tournaments continue to grow in size and viewership, and each year brings them closer to the level of popularity and acceptance enjoyed by physical sports. Take, for example, the activity known as BarCraft, where “StarCraft II” fans gather in bars to watch pro matches over a cold beer and some snacks.

Don’t be surprised if future MLG or GSL tournaments generate the same fevered excitement as the World Series of Poker.

# Pelit

## Dota 2

***Dota 2*** is a [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) [multiplayer online battle arena](https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena) (MOBA) video game developed and published by [Valve Corporation](https://en.wikipedia.org/wiki/Valve_Corporation). The game is the stand-alone sequel to [*Defense of the Ancients*](https://en.wikipedia.org/wiki/Defense_of_the_Ancients) (*DotA*), which was a community-created [mod](https://en.wikipedia.org/wiki/Mod_(video_gaming)) for [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment)'s [*Warcraft III: Reign of Chaos*](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos) and its expansion pack, [*The Frozen Throne*](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne). *Dota 2* is played in matches between two teams that consist of five players, with both teams occupying their own separate base on the map. Each of the ten players independently control a powerful character, known as a "hero", that each feature unique [abilities](https://en.wikipedia.org/wiki/Skill_(role-playing_games)) and different styles of play. During a match, a player and their team collects [experience points](https://en.wikipedia.org/wiki/Experience_point) and [items](https://en.wikipedia.org/wiki/Item_(gaming)) for their heroes in order to fight through the opposing team's defenses. A team wins by being the first to destroy a large structure located in the opposing team's base, called the "Ancient".

Development of *Dota 2* began in 2009 when [IceFrog](https://en.wikipedia.org/wiki/IceFrog" \o "IceFrog), the [pseudonymous](https://en.wikipedia.org/wiki/Pseudonym) lead designer of the original *Defense of the Ancients* mod, was hired by Valve to create a modern sequel. *Dota 2* was officially released on [Steam](https://en.wikipedia.org/wiki/Steam_(software)) in July 2013 for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [OS X](https://en.wikipedia.org/wiki/OS_X), and [Linux](https://en.wikipedia.org/wiki/Linux)-based personal computers, following a Windows-only [open beta](https://en.wikipedia.org/wiki/Open_beta) phase that began two years prior. Despite some criticism going towards its steep [learning curve](https://en.wikipedia.org/wiki/Learning_curve) and complexity, the game was praised for its rewarding gameplay, production quality, and faithfulness to its predecessor. The game initially used the original [Source game engine](https://en.wikipedia.org/wiki/Source_(game_engine)) until it was [ported](https://en.wikipedia.org/wiki/Ported) over to [Source 2](https://en.wikipedia.org/wiki/Source_2) in 2015, making it the first game to use it. Since its release, *Dota 2* has been the most played game on Steam, with [peaks of over a million concurrent players](https://en.wikipedia.org/wiki/Daily_active_users). The popularity of the game has led to official merchandise being produced for it, including apparel, accessories, and toys, as well as promotional [tie-ins](https://en.wikipedia.org/wiki/Tie-in) to other games and media. The game also allows for the community to create custom game modes, maps, and cosmetics for the heroes, which are then uploaded to the [Steam Workshop](https://en.wikipedia.org/wiki/Steam_Workshop).

*Dota 2* has a widespread and active competitive scene, with teams from across the world playing professionally in various dedicated [leagues](https://en.wikipedia.org/wiki/Sports_league) and tournaments. Premium *Dota 2* tournaments often have prize pools totaling millions of US dollars, the highest of any [eSport](https://en.wikipedia.org/wiki/ESport" \o "ESport). The largest of them is known as [The International](https://en.wikipedia.org/wiki/The_International_(Dota_2)), which is produced by Valve and held annually at the [KeyArena](https://en.wikipedia.org/wiki/KeyArena" \o "KeyArena) in [Seattle](https://en.wikipedia.org/wiki/Seattle). Valve also sponsors smaller, but more frequently held tournaments known as the [Majors](https://en.wikipedia.org/wiki/Dota_2#Majors), which lead up to the International every year. For larger tournaments, media coverage is done by a selection of on-site staff who provide commentary and analysis for the ongoing matches, similar to traditional sporting events. Broadcasts of professional *Dota 2* matches are [streamed live](https://en.wikipedia.org/wiki/Live_streaming) over the internet, and sometimes simulcast on television networks, with peak viewership numbers in the millions.

## Starcraft 2

***StarCraft II: Legacy of the Void*** is a [standalone expansion pack](https://en.wikipedia.org/wiki/Expansion_pack#Stand-alone_expansion_packs) to the [military science fiction](https://en.wikipedia.org/wiki/Military_science_fiction) [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) game [*StarCraft II: Wings of Liberty*](https://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty), and the third and final part of the *StarCraft II* trilogy developed by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment).[[2]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-StarCraft_II_split_into_trilogy-2) The game was released on November 10, 2015.[[1]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-release-1)

The expansion includes additional units and multiplayer changes from *Heart of The Swarm*, as well as a continuing campaign focusing on the [Protoss](https://en.wikipedia.org/wiki/Races_of_StarCraft" \l "Protoss" \o "Races of StarCraft) race. The campaign concludes the Starcraft II trilogy and focuses on [Artanis](https://en.wikipedia.org/wiki/Characters_of_StarCraft" \l "Artanis" \o "Characters of StarCraft) as its protagonist.[[3]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-Starcraft_2_Legacy_of_the_Void-3) Blizzard launched its invite-only [beta testing](https://en.wikipedia.org/wiki/Beta_testing) of the game on March 31, 2015.[[4]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-beta-4) The beta testing closed on November 2, 2015,[[5]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void" \l "cite_note-betaClosed-5) a week before the November 10th release date.

The pre-order of the game was announced and made available for purchase on [Battle.net](https://en.wikipedia.org/wiki/Battle.net) and major game retailers on July 15, 2015.[[6]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-pre-order-6) Pre-ordering the game granted immediate access to the multiplayer beta and a set of 3 prologue missions titled *Whispers of Oblivion,* which was made available to all players following the [*StarCraft II: Heart of the Swarm*](https://en.wikipedia.org/wiki/StarCraft_II:_Heart_of_the_Swarm) 3.0 update at October 6, 2015.[[6]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-pre-order-6)[[7]](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void#cite_note-:0-7)

## World of Warcraft

***World of Warcraft*** (***WoW***) is a [massively multiplayer online role-playing game](https://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game) (MMORPG) released in 2004 by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment). It is the fourth released game set in the fantasy [*Warcraft* universe](https://en.wikipedia.org/wiki/Warcraft_universe), which was first introduced by [*Warcraft: Orcs & Humans*](https://en.wikipedia.org/wiki/Warcraft:_Orcs_%26_Humans) in 1994.[[3]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-3) *World of Warcraft* takes place within the *Warcraft* world of [Azeroth](https://en.wikipedia.org/wiki/Azeroth_(world)" \o "Azeroth (world)), approximately four years after the events at the conclusion of Blizzard's previous *Warcraft* release, [*Warcraft III: The Frozen Throne*](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne)*.*[[4]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-Blizzard_Timeline-4) Blizzard Entertainment announced *World of Warcraft* on September 2, 2001.[[5]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-5) The game was released on November 23, 2004, on the 10th anniversary of the *Warcraft* [franchise](https://en.wikipedia.org/wiki/Media_franchise).

The first expansion set of the game, [*The Burning Crusade*](https://en.wikipedia.org/wiki/World_of_Warcraft:_The_Burning_Crusade), was released on January 16, 2007.[[6]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-Crusade_Release_Date-6) The second expansion set, [*Wrath of the Lich King*](https://en.wikipedia.org/wiki/World_of_Warcraft:_Wrath_of_the_Lich_King), was released on November 13, 2008.[[7]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-Wrath_Release_Date-7) The third expansion set, [*Cataclysm*](https://en.wikipedia.org/wiki/World_of_Warcraft:_Cataclysm), was released on December 7, 2010. The fourth expansion set, [*Mists of Pandaria*](https://en.wikipedia.org/wiki/World_of_Warcraft:_Mists_of_Pandaria), was released on September 25, 2012.[[8]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-8) The fifth expansion set, [*Warlords of Draenor*](https://en.wikipedia.org/wiki/World_of_Warcraft:_Warlords_of_Draenor), was released on November 13, 2014.[[9]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-release-9)The sixth expansion set, [*Legion*](https://en.wikipedia.org/wiki/World_of_Warcraft:_Legion), was released on August 30, 2016.[[10]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-10)

With a peak of 12 million subscriptions in October 2010 and Blizzard's final report of 5.5 million subscriptions in October 2015,[[11]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-11) *World of Warcraft* remains the world's most-subscribed [MMORPG](https://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game),[[7]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-Wrath_Release_Date-7)[[12]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-12) and holds the [Guinness World Record](https://en.wikipedia.org/wiki/Guinness_World_Records) for the most popular MMORPG by subscribers.[[13]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-13)[[14]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-14)[[15]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-15)[[16]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-16) In January 2014, Blizzard announced that more than 100 million accounts had been created over the game's lifetime.[[17]](https://en.wikipedia.org/wiki/World_of_Warcraft#cite_note-17)

## Hearthstone

***Hearthstone***, originally known as ***Hearthstone: Heroes of Warcraft***, is a [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) [online](https://en.wikipedia.org/wiki/Multiplayer_online_game) [collectible card](https://en.wikipedia.org/wiki/Collectible_card_game) [video game](https://en.wikipedia.org/wiki/Video_game) developed and published by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment). Having been released worldwide on March 11, 2014, *Hearthstone* builds upon the already existing lore of the [*Warcraft*](https://en.wikipedia.org/wiki/Warcraft) series by using the same elements, characters, and relics. It was first released for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) and [OS X](https://en.wikipedia.org/wiki/OS_X), with support for [iOS](https://en.wikipedia.org/wiki/IOS) and [Android](https://en.wikipedia.org/wiki/Android_(operating_system)) devices being added later. The game features [cross-platform play](https://en.wikipedia.org/wiki/Cross-platform_play), allowing players on any device to compete with each other, restricted only by geographical region account limits.

The game is a turn-based card game between two opponents, using constructed decks of thirty cards along with a selected hero with a unique power. Players use mana points to cast spells or summon minions to attack the opponent, with the goal to reduce the opponent's health to zero. Winning matches can earn in-game gold, rewards in the form of new cards, and other in-game prizes. Players can then buy packs of new cards through gold or [microtransactions](https://en.wikipedia.org/wiki/Microtransaction" \o "Microtransaction) to customize and improve their decks. The game features several modes of play, including casual and ranked matches, as well as daily quests and weekly challenges to help earn more gold and cards. New content for the game involves the addition of new card sets and gameplay, taking the form of either [expansion packs](https://en.wikipedia.org/wiki/Expansion_pack) or single-player adventures that reward the player with collectible cards upon completion.

In contrast to other games developed by Blizzard, *Hearthstone* was an experimental game developed by a smaller team based on the appreciation of collectible card games at the company. The game was designed to avoid pitfalls of other digital collectible card games by eliminating any possible plays from an opponent during a player's turn and by replicating the feel of a physical card game within the game's [user interface](https://en.wikipedia.org/wiki/User_interface). Many of the concepts as well as art assets were based on those previously published in the physical [*World of Warcraft Trading Card Game*](https://en.wikipedia.org/wiki/World_of_Warcraft_Trading_Card_Game) printed around 2008.

The game has been favorably reviewed by critics and proven successful for Blizzard. By April 2016, Blizzard has reported more than 50 million *Hearthstone* players. The game has become popular as an [eSport](https://en.wikipedia.org/wiki/ESport" \o "ESport), with cash-prize tournaments hosted by Blizzard and other organizers.

## League of Legends

***League of Legends*** (abbreviated ***LoL***) is a [multiplayer online battle arena](https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena) video game developed and published by [Riot Games](https://en.wikipedia.org/wiki/Riot_Games) for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) and [macOS](https://en.wikipedia.org/wiki/MacOS" \o "MacOS). The game follows a [freemium](https://en.wikipedia.org/wiki/Freemium) model and is supported by [microtransactions](https://en.wikipedia.org/wiki/Microtransaction" \o "Microtransaction), and was inspired by the [*Warcraft III: The Frozen Throne*](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne) [mod](https://en.wikipedia.org/wiki/Mod_(video_gaming)), [*Defense of the Ancients*](https://en.wikipedia.org/wiki/Defense_of_the_Ancients).[[1]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-1up-dotagenre-1)

In *League of Legends*, players assume the role of an unseen "summoner" that controls a "champion" with unique abilities and battle against a team of other players or computer-controlled champions. The goal is usually to destroy the opposing team's "nexus", a structure which lies at the heart of a base protected by defensive structures. Each *League of Legends* match is discrete, with all champions starting off fairly weak but increasing in strength by accumulating items and experience over the course of the game.[[2]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-newplayerguide-2)

*League of Legends* was generally well received at release, and has grown in popularity. By July 2012, *League of Legends* was the most played PC game in North America and Europe in terms of the number of hours played.[[3]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-forbes-3) As of January 2014, over 67 million people played *League of Legends* per month, 27 million per day, and over 7.5 million concurrently during peak hours.[[4]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-wsj-4) In September 2016 the company estimated that there are over 100 million active players each month.[[5]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-5)[[6]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-6)

*League of Legends* has an active and widespread competitive scene. In North America and Europe, Riot Games organizes the [League Championship Series](https://en.wikipedia.org/wiki/League_of_Legends_Championship_Series), located in [Los Angeles](https://en.wikipedia.org/wiki/Los_Angeles) and [Berlin](https://en.wikipedia.org/wiki/Berlin) respectively, which consists of 10[[7]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-7) professional teams in each continent. Similar regional competitions exist in [China](https://en.wikipedia.org/wiki/China), [South Korea](https://en.wikipedia.org/wiki/South_Korea), [Taiwan](https://en.wikipedia.org/wiki/Taiwan), South America,[[8]](https://en.wikipedia.org/wiki/League_of_Legends" \l "cite_note-8) and [Southeast Asia](https://en.wikipedia.org/wiki/Southeast_Asia). These regional competitions culminate with the annual [World Championship](https://en.wikipedia.org/wiki/League_of_Legends_World_Championship), which in 2013, had a grand prize of $1 million and attracted 32 million viewers online.[[9]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-gamespotWorldChampionship-9) The 2014 and 2015 tournaments each gave out one of the largest total prize pools in [eSports](https://en.wikipedia.org/wiki/ESports) history, at $2.3 million.[[10]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-10)[[11]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-11) Winners also receive trophies, such as the Summoner's Cup, which was made by silversmiths [Thomas Lyte](https://en.wikipedia.org/wiki/Thomas_Lyte).[[12]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-12) The 2016 World Championship's total prize pool was over $5 million, with over $2 million going over to the winner of the tournament.[[13]](https://en.wikipedia.org/wiki/League_of_Legends#cite_note-lesports124-13)

## Warcraft 3

***Warcraft III: Reign of Chaos*** is a [high fantasy](https://en.wikipedia.org/wiki/High_fantasy) [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) [video game](https://en.wikipedia.org/wiki/Video_game) developed and published by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment), and was released in July 2002. It is the second sequel to [*Warcraft: Orcs & Humans*](https://en.wikipedia.org/wiki/Warcraft:_Orcs_%26_Humans), and it is the third game set in the [*Warcraft* fictional universe](https://en.wikipedia.org/wiki/Warcraft). An expansion pack, [*The Frozen Throne*](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne), was released in July 2003.

*Warcraft III* contains four playable races:[[1]](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos#cite_note-races-1) Humans and Orcs, both of which had previously appeared in *Warcraft: Orcs & Humans* and [*Warcraft II: Tides of Darkness*](https://en.wikipedia.org/wiki/Warcraft_II:_Tides_of_Darkness), and two new races, the Night Elves and the [Undead](https://en.wikipedia.org/wiki/Undead).[[2]](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos#cite_note-faq-2)*Warcraft III*'s single-player campaign is laid out similarly to that of [*StarCraft*](https://en.wikipedia.org/wiki/StarCraft_(video_game)), also by Blizzard Entertainment, being told through all four of the game's races in a progressive manner. Multiplayer mode allows for play against other players, via the Internet, instead of playing against computer-controlled characters as is done in the single-player custom game mode.

The game shipped 4.5 million units to retail stores and over one million units sold within a month.[[3]](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos#cite_note-3) *Warcraft III* won many awards including "Game of the Year" from more than six different publications.[[4]](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos#cite_note-awards-4)

***Warcraft III: The Frozen Throne*** is the official [expansion pack](https://en.wikipedia.org/wiki/Expansion_pack) to [*Warcraft III: Reign of Chaos*](https://en.wikipedia.org/wiki/Warcraft_III:_Reign_of_Chaos), a [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) [computer game](https://en.wikipedia.org/wiki/Computer_game) by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment).[[1]](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne#cite_note-1) Released worldwide on July 1, 2003,[[2]](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne#cite_note-2) it includes new units for each race, two new auxiliary races, four campaigns, five neutral heroes (an additional neutral hero was added April 2004 and two more were added in August 2004),[[3]](https://en.wikipedia.org/wiki/Warcraft_III:_The_Frozen_Throne#cite_note-3) the ability to build a shop and other improvements such as the ability to queue upgrades. Sea units were reintroduced; they had been present in [*Warcraft II*](https://en.wikipedia.org/wiki/Warcraft_II:_Tides_of_Darkness) but were absent in *Reign of Chaos*. Blizzard Entertainment has released [patches](https://en.wikipedia.org/wiki/Patch_(computing)) for the game to fix [bugs](https://en.wikipedia.org/wiki/Software_bug), extend the scripting system, and balance [multiplayer](https://en.wikipedia.org/wiki/Multiplayer).

## Starcraft

***StarCraft***[[a]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-3) is a [military science fiction](https://en.wikipedia.org/wiki/Military_science_fiction) [real-time strategy](https://en.wikipedia.org/wiki/Real-time_strategy) [video game](https://en.wikipedia.org/wiki/Video_game) developed and published by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment) and released for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) on March 31, 1998.[[1]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-releasedate-1) The game later spawned a franchise, and is the first game of the [*StarCraft* series](https://en.wikipedia.org/wiki/StarCraft_(series)). A [Classic Mac OS](https://en.wikipedia.org/wiki/Classic_Mac_OS) version was released in 1999, and a [Nintendo 64](https://en.wikipedia.org/wiki/Nintendo_64) adaptation co-developed with [Mass Media](https://en.wikipedia.org/wiki/THQ) was released on June 13, 2000.[[2]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-64release-2) Work on the game started shortly after [*Warcraft II: Tides of Darkness*](https://en.wikipedia.org/wiki/Warcraft_II:_Tides_of_Darkness)'s release in 1995. *StarCraft* debuted at the 1996 [E3](https://en.wikipedia.org/wiki/Electronic_Entertainment_Expo), where it was unfavorably compared to *Warcraft II*. As a result, the project was entirely overhauled and then showcased to public in early 1997, receiving a far more positive response.

Set in a fictitious timeline during the Earth's 25th century, the game revolves around three species fighting for dominance in a distant part of the [Milky Way](https://en.wikipedia.org/wiki/Milky_Way) galaxy known as the Koprulu Sector: the [Terrans](https://en.wikipedia.org/wiki/Races_of_StarCraft" \l "Terrans" \o "Races of StarCraft), humans exiled from Earth skilled at adapting to any situation; the [Zerg](https://en.wikipedia.org/wiki/Races_of_StarCraft" \l "Zerg" \o "Races of StarCraft), a race of [insectoid](https://en.wiktionary.org/wiki/insectoid) aliens in pursuit of genetic perfection, obsessed with assimilating other races; and the [Protoss](https://en.wikipedia.org/wiki/Races_of_StarCraft" \l "Protoss" \o "Races of StarCraft), a [humanoid](https://en.wikipedia.org/wiki/Humanoid) species with advanced technology and [psionic abilities](https://en.wikipedia.org/wiki/Psionics), attempting to preserve their civilization and strict philosophical way of living from the Zerg.

Many of the industry's journalists have praised *StarCraft* as one of the best[[3]](https://en.wikipedia.org/wiki/StarCraft_(video_game)" \l "cite_note-Edge-4) and most important[[4]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-5) video games of all time, and for having raised the bar for developing real-time strategy games.[[5]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-GspotAward-6) With more than 11 million copies sold worldwide as of February 2009, *StarCraft* is one of the [best-selling games](https://en.wikipedia.org/wiki/List_of_best-selling_video_games) for the [personal computer](https://en.wikipedia.org/wiki/Personal_computer).[[6]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-bestselling-7) The game has been praised for pioneering the use of unique factions in real-time strategy gameplay[[7]](https://en.wikipedia.org/wiki/StarCraft_(video_game)" \l "cite_note-ignr-8)and for a compelling story.[[8]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-GSpot-9) *StarCraft*'s [multiplayer](https://en.wikipedia.org/wiki/Multiplayer_video_game) is particularly popular in [South Korea](https://en.wikipedia.org/wiki/South_Korea), where players and teams participate in [professional competitions](https://en.wikipedia.org/wiki/StarCraft:_Brood_War_professional_competition), earn sponsorships, and compete in televised tournaments.[[9]](https://en.wikipedia.org/wiki/StarCraft_(video_game)#cite_note-pop-10)*StarCraft* has had its storyline adapted and expanded through a series of novels, the [expansion pack](https://en.wikipedia.org/wiki/Expansion_pack) [*StarCraft: Brood War*](https://en.wikipedia.org/wiki/StarCraft:_Brood_War) and two authorized add-ons. A sequel, [*StarCraft II: Wings of Liberty*](https://en.wikipedia.org/wiki/StarCraft_II:_Wings_of_Liberty), was released in July 2010.

## Overwatch

***Overwatch*** is a team-based [multiplayer](https://en.wikipedia.org/wiki/Multiplayer) [first-person shooter](https://en.wikipedia.org/wiki/First-person_shooter) video game developed and published by [Blizzard Entertainment](https://en.wikipedia.org/wiki/Blizzard_Entertainment). It was released in May 2016 for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One).

*Overwatch* puts players into two teams of six, with each player selecting one of several pre-defined hero characters with unique movement, attributes, and abilities; these heroes are divided into four classes: Offense, Defense, Tank and Support. Players on a team work together to secure and defend control points on a map and/or escort a payload across the map in a limited amount of time. Players gain cosmetic rewards that do not affect gameplay, such as character skins and victory poses, as they continue to play in matches. The game was launched with casual play, while Blizzard added competitive ranked play about a month after launch. Additionally, Blizzard has developed and added new characters, maps, and game modes post-release, while stating that all *Overwatch* updates will remain free, with the only additional cost to players being [microtransactions](https://en.wikipedia.org/wiki/Microtransaction" \o "Microtransaction) to earn additional cosmetic rewards.

*Overwatch* is Blizzard's fourth major franchise, and came about following the 2014 cancellation of the ambitious [massively multiplayer online role-playing game](https://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game) [*Titan*](https://en.wikipedia.org/wiki/Titan_(Blizzard_Entertainment_project)). A portion of the *Titan* team came up with the concept of *Overwatch*, based on the success of team-based first-person shooters like [*Team Fortress 2*](https://en.wikipedia.org/wiki/Team_Fortress_2) and the growing popularity of [multiplayer online battle arenas](https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena), creating a hero-based shooter that emphasized teamwork. Some elements of *Overwatch* borrow assets and concepts from the canceled *Titan* project. After establishing the narrative of an optimistic near-future Earth setting after a global crisis, the developers aimed to create a diverse cast of heroes that spanned genders and ethnicities as part of this setting. Significant time was spent adjusting the balance of the characters, making sure that new players would still be able to have fun while skilled players would present each other with a challenge.

*Overwatch* was unveiled at [BlizzCon](https://en.wikipedia.org/wiki/BlizzCon" \o "BlizzCon) 2014 in a fully playable state, and was in a [closed beta](https://en.wikipedia.org/wiki/Closed_beta) from late 2015 through early 2016. An open beta in May 2016 drew in more than 9.7 million players. The release of the game was promoted with short animated videos to introduce the game's narrative and each of the characters. Upon official release, *Overwatch* received universal acclaim from critics, who praised its accessibility and enjoyable gameplay. *Overwatch* has become recognized as an [eSport](https://en.wikipedia.org/wiki/ESport" \o "ESport), and in addition to sponsoring tournaments, Blizzard has announced plans to help support professional league play starting in 2017.

## CS GO

***Counter-Strike: Global Offensive*** (abbreviated as ***CS:GO***) is a multiplayer [first-person shooter](https://en.wikipedia.org/wiki/First-person_shooter) video game developed by [Hidden Path Entertainment](https://en.wikipedia.org/wiki/Hidden_Path_Entertainment) and [Valve Corporation](https://en.wikipedia.org/wiki/Valve_Corporation). It is the fourth game in the main [*Counter-Strike*](https://en.wikipedia.org/wiki/Counter-Strike) franchise. *Counter-Strike: Global Offensive* was released for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [OS X](https://en.wikipedia.org/wiki/OS_X), [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360), and [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) in August 2012,[[1]](https://en.wikipedia.org/wiki/Counter-Strike:_Global_Offensive#cite_note-CSGOrelease-1) with the [Linux](https://en.wikipedia.org/wiki/Linux) version being released in September 2014.[[2]](https://en.wikipedia.org/wiki/Counter-Strike:_Global_Offensive#cite_note-Tweakers.net_2014-09-23-2) It features classic content, such as revamped versions of classic [maps](https://en.wikipedia.org/wiki/Level_(video_gaming)), as well as brand new maps, characters and [game modes](https://en.wikipedia.org/wiki/Game_mechanics#Game_modes). [Cross-platform](https://en.wikipedia.org/wiki/Cross-platform) multiplayer was planned between Windows, OS X, Linux, and PlayStation 3 players,[[3]](https://en.wikipedia.org/wiki/Counter-Strike:_Global_Offensive" \l "cite_note-Kotaku_Hour_with_CSGO-3) but was ultimately limited to Windows, OS X, and Linux because of the difference in update-frequency between systems.[[4]](https://en.wikipedia.org/wiki/Counter-Strike:_Global_Offensive#cite_note-4)

# Joukkueet

## EvilGeniuses

Evil Geniuses is a premier professional gaming team with a worldwide following. Founded in 1999 from humble beginnings, the team has grown to a place of massive influence as one of gaming’s best known brands. Long known by a hallmark of elite players with unbreaking determination, we are unapologetic in victory and the world's best video game team.

**Evil Geniuses**, often abbreviated **EG**, is one of the oldest North American professional gaming organizations. Ever since the foundation in 1999, Evil Geniuses is known to have highly successful players in every competitive game they feature and is by many considered one of the premier gaming organizations with some of the biggest names in eSports signed. Evil Geniuses is a member of the G7 Teams.[[1]](javascript:;) They currently have teams for the following game divisions: [[2]](javascript:;)

* *Dota 2*
* *Halo*
* *Fighting Games*
* *Call of Duty*

## Hellraisers

**HellRaisers** is a [CIS-based](http://wiki.teamliquid.net/counterstrike/Category:CIS) eSports organization. Originally founded from the ashes of the former [Astana Dragons](http://wiki.teamliquid.net/counterstrike/Astana_Dragons) team, they currently host teams in [*Counter-Strike: Global Offensive*](http://wiki.teamliquid.net/counterstrike/Counter-Strike:_Global_Offensive), *[Dota 2](http://wiki.teamliquid.net/dota2/Dota_2" \o "dota2:Dota 2)* and [*Hearthstone*](http://wiki.teamliquid.net/hearthstone/Hearthstone).

## Navi

Natus Vincere (lat. – Born to win) is a multi-gaming eSports Club, which occupies a leading position on the world stage. During five years of its existence the team’s lineups have won and defended the world titles in different disciplines for many times, as well as set several still existing world records. Natus Vincere players visited more than one hundred tournaments and, in rare cases not getting on the winner’s podium, won 47 of them, becoming a real role model for eSports fans.

Dota 2 and CS GO

## Fnatic

The Fnatic Team is a professional video gaming team, consisting of players from across the globe who all make a living through competing in video game tournaments.

Fnatic is considered to have world class squads in Counter-Strike, StarCraft II, League of Legends, Dota 2, ShootMania: Storm and Call of Duty.

## NiP

Legendary in name, legendary in game. Ninjas in Pyjamas, also known as NiP, was established in 2000 in Sweden. Today, we are recognized as the most renowned professional electronic sports brand in the world, most notably known for our history in the game of Counter-Strike. We pride ourselves on being one of the oldest, largest and best professional competitive esports teams in the world. Our organization have a history of competing at the top level across multiple titles, never happy with anything less than being best at any game we compete in. Whether it be from our headquarters in Sweden or from one of our other offices around the world, we do our utmost to fulfill our vision by providing our supporters with positive experiences to be remembered for life.

Ninjas in Pyjamas was the first professional esports team to launch our own gaming peripheral company, Xtrfy. The company has grown to become one of the world's leading gaming hardware companies. NiP is also active in the space of education within the esports industry through several initiatives such as the subsidiary Area08, and through several initiatives in collaboration with the Swedish government. In addition to this, Ninjas in Pyjamas is also an active shareholder in the clothing company DRKN and founding member of the World Esports Association (WESA)

CS GO, Dota 2, Overwatch

## Virtus Pro

Virtus.pro or Virtus Pro is an eSports organisation based in Russia with competing teams in Counter-Strike: Global Offensive, Dota 2, World of Tanks, Starcraft II, Hearthstone and Heroes Of The Storm. In November 2015, the team got an investment of over $100,000,000 USD from Alisher Usmanov's USM Holdings.[1][2] Virtus.pro's CS:GO team is based in Poland.[citation needed]

## TeamENVYUS

ESTABLISHED IN 2007, TEAM ENVY IS ONE OF THE MOST STORIED ESPORTS ORGANIZATIONS IN THE WORLD. THE TEAM IS KNOWN FOR BEING A STAPLE IN MAJOR TOURNAMENT GRAND FINALS AND PRODUCING MULTIPLE CHAMPIONSHIP SEASONS. IN ADDITION TO BEING A PERENNIAL PRO GAMING POWERHOUSE, THE TEAM IS ALSO KNOWN FOR THEIR SPORTSMANSHIP, INTEGRITY AND PHILANTHROPY.

CoD, CS:GO, Gears of War, Halo, LoL, Overwatch, Starcraft

## Team Liquid

Team Liquid was founded in 2000 as a clan on Battle.net, but has now evolved into one of the leading names in esports. The Liquid brand is synonymous with high quality video and written content, and our news coverage and editorials have been praised as some of the best in the industry. From our humble beginnings as a community fan site for StarCraft, we now extend our reach with five different websites: teamliquid.net, liquidhearth.com, liquiddota.com, liquidlegends.net and liquidpoker.com.

As one of the most influential teams in esports, Team Liquid is considered both an innovator and standard bearer. Our esports wiki, Liquipedia, has grown to become one of the most useful, most detailed, and most up to date wikis in all of gaming, and it has become the measure by which other wikis are graded. Our SC2 Strategy section and our community mapmakers continue to shape the game of StarCraft 2, while its narratives have been indelibly shaped by our writers. That success extends to our players and teams, who count among them champions and record-breakers: Yun "TaeJa" Young Seo, the winningest player in SC2 history; Chae "Piglet" Gwang-jin, a world champion and one of the Best AD Carries in League of Legends; Dario "TLO" Wünsch, one of the most popular SC2 players and one of its earliest innovators; Janne "Savjz" Mikkonen, the Hearthstone champion of SeatStory Cup II and OGN Invitational 2014; and Ken "Ken" Hoang, a Smash legend and former Survivor contestant.

Our goal is to continue providing our teams and players with the platform for winning titles, producing content that highlights the best of our growing industry, and shaping the games that we love to play.

# Rakennepohdintaa

**Yleinen rakenne:**

* Header:
  + Esports logo. Navigation bar tulee Headerin ja sivulla näkyvän materiaalin väliin.
* Footer:
  + Sisältää tekijän yhteystiedot
  + Linkkejä esim. Twitch.tv
  + Muita linkkejä?
* Navigation bar:
  + Siihen seuraavassa kohdassa mainitut välilehdet
  + Vasempaan nurkkaan sivun oma logo joka vie etusivulle?

**Aloitussivu ja alasivut:**

* Aloitussivu:
  + This is Esports
  + Taustakuva: Esports logo
  + Lyhyt ja tiivis tietopaketti mikä Esports on
* Historia:
  + Tähän tekstiä Esportsin historiasta
  + Aikajana?
  + Kuvia
* Nykypäivä:
  + Esports nykyisin
  + Laajuus
  + Talous
  + Kuvia
* Pelilista:
  + Top 10?
  + Pieni kuva
  + Pieni esittely
  + Pienen resoluution videot pyörimään sivulle?
  + Jokainen omaksi laatikokseen. Pieni varjostus?
  + Jokaisen pelin kuva vie pelin sivuille?
* Organisaatiot:
  + Isoimmat ja suosituimmat tähän
  + Fnatic, EG, Hellraisers, Navi, Nip, Envyus, Virtuspro
  + Jokaisen organisaation logo vie organisaation omille sivuille?
  + Tietoisku jokaisesta organisaatiosta
    - Perustettu
    - Pelit, joihin organisaatio osallistuu
    - Menestys?
* Taustaväri:
  + Top left to right bottom line radiant mildly dark blue