ewels mist semel 18 eo competitor kəm'petitə(r) rywal symbin ustanowić coś jako coś

szturmem, przebojem) tu: wejść gdzieś, wedrzeć się (np. siłą, sz to break into sth ta breik 'inta 'sambin

sygnalizować s to mark sth te mark symbin oznaczać coś,

of first-ever f3:5% 'eva(r) pierwszy na świecie

(tylko przed rzeczownikiem)

of desire for sth di'zaia(r) fa(r) 'snmbin se modern 'mpdn nowoczesny

st lifelike 'latflatk jak prawdziwy, realistyczny pragnienie czegoś, potrzeba

działanie gracza), zmieniający się (pod es responsive risponsive respuisory (na

zjednoczyć kogoś, łączyć kogoś so to bring sb together to bring 'symbodi tə'geða(r) мbկλмem dusczs)

er a case in point a kers in paint dobry przykład 60 to compete to kamipirt rywalizować

szerokopasmowe, dostęp szerokopasmowy ez broadband 'bro:dbænd łącze

64 internet café 'Intenet 'kæfe! kafejka o infrastructure 'infrastraktja(r) infrastruktura

er LAN (local area network) læn 'lauki 'earia internetowa

ee to facilitate sth ta fa'srittett 'snmany ułatwić NAJ snieć lokalna LAN

or to report sth to ri'port 'snmbin zdac relacje, coś, uprościć

poinformować o czymś

es to move home ta mury harm przenieść się,

noibete meibiete' muibete 60 przeprowadzić

einle(seq bien' seq:eq, ebem-esoqnuq or

celu) (UK) zabrojektowany (pod kątem czegoś, w jakimś

25 eponymously i'ppnimesli o tym samym bomieścić kogoś (o liczbie widzów) n to seat sb ta six 'snmbadi tu: mogący

(imieniu), o tej samej (nazwie)

rozwijać 12 to expand tu ik'spænd rozszerzać się,

(kulturalnego/rozrywkowego) \* venue 'venju: mlejsce wydarzenia

76 attendee ,æten'di: uczestnik 76 prize pool prazz pul pula nagród

n generally speaking,... 'dʒenrəli 'spirkın ogólnie

18 jmbressive in presiv imponujący, robiący rzecz biorąc...

compared to sth kem'peed to 'sambing wrażenie

w porównaniu do czegoś

in e-sports history. have not hosted the biggest tournaments North America, although their venues74 the E-sports Arena has expanded73 across ebouhwonsly72 named company behind and seatedn just 1,400 people. Now, the e-sports arena was opened in California In 2015, the world's first purpose-made<sup>70</sup> paying to watch live or watching online. invited from around the world and fans in arenas or stadia", with finalists being on! Competitions, though, are usually held petter internet networks to play e-sports

## Biggest Events in E-sports

ber when compared torg other sports. The attendance is not an impressive78 numattendees™. Generally speaking™, the live number of viewers online and number of uring an e-sports tournament: prize pool75, There are three vital statistics in meas-

bowiedzonko) zz to coju sth tə kəm sambın ukuć coś (słówko, se term tam pojęcie, słowo (na coś)

soo Sioseim niθmas' sauch es ats seon os εε as recognised rekegnaizd rozpoznawalny arcade a: keid gra wideo (w salonie) 30 entertainment ,enta'temment rozrywka so video gaming 'vidiao 'geimin gry wideo 28 press release pres rillis komunikat prasowy

(wòsezo) 24 to date back to dett bæk sięgać wstecz

e to hold sth ta hadla 'snmbin organizować coś, 36 recorded ri'kaidid nagrany, odnotowany

37 prize praiz nagroda urządzać

38 snpscubtion sepakublu sponament

# feature 'fittle(r) cecha, funkcja top score top sko:(r) najwyższy wynik 39 addition a'dısn dodatek, dodanie prenumerata

4 championship 'tjæmpianfip mistrzostwo 43 Invader Invelda(r) naježdžca **M** Nujkom 42 leader board 'litdə(r) bord ranking, tablica

**M**yników 47 record-keeping rekord kirpin ewidencja 46 following 'foloun kolejny, następny 45 participant partitional uczestnik

ze fildests'i ut ats se ath asildests of et 48 in turn In ta:n z kolei

> sports game. tor many, markeds the first-evers online against each other on the internet - this, game Netrek allowed up to 16 users to play turing a video game contest. In 1988, the with many popular shows at the time feaindustry itself even broke intos television, ed a certain amount of fames, while the industry. Successful competitors attracttitions as a key marketing activity for the ularity of games and established49 compeincrease. This, in turn4, increased the poplarity of competitions and record-keeping\* pants45. The following46 years saw the popu-Atani in 1980 had more than 10,000 partici-Championship# held by games producer and leader boards42. The Space Invaders43 the additions of the 'top score.' feature" really popularised competitions, with Arcade games of the late 1970s and 1980s subscriptions for Rolling Stone magazine. game Spacewar. The prizes was a year's heldse in 1972 at Stanford University for the recorded se video game competition was dates backs a lot further though. The first ry of competitions hosted™ in video games becoming a recognised sport. The histoentertainments in homes and arcadess, and accepting video gamings as evolving from lease28. That year was when people started the terms was first coineds in a press re-

## Modern<sup>ss</sup> E-sports

porteder moving homes so they can access other areas of the world, people have reper of South Korean e-sports athletes. In ing centres has facilitated a huge numing of many internet caféso/LANos gaminternet infrastructures and the openpoint<sup>64</sup> – the development of broadband<sup>62</sup> world of e-sports. South Korea is a case in nection has brought more people into the tion. The increased availability of this conthe world who also has a good connecplayers to compete™ with anyone around also improved. High-speed internet allows connection bringing players togethers has lifelikes7, more responsives platforms, the games. As they have evolved into more sire forse) better, faster and more realistic lowed (and has been caused by the de-The development of computers has al-