

# The Future of E-Sports

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**Abstract - E-Sports are becoming popular among the young population and the effectiveness of gaming industry depends on the effective infrastructure. This paper contemplates some of the future developments required in the information and communications industry to suit the demands of online Gamers and E-Sports industry. Some of the modern developments which can add greater facilities to the next generation e-Sports industry for enhancing the future players' demands are also discussed. The article explores some of the potential future benefits of e-Sports in the field of education, training, learning and physical activities. Future of Esports seems to be rising day by day!**

**Keywords:** Esports, Future of Esports, Infrastructure, Gamers, Young population.

## I. INTRODUCTION

Rising and shine phenomenon of e-sport is the result is directly proportional to rapid rise in virtual world & rise in internet world wide. E-Sports have high worldwide fandom and almost each and every nation. An explosive growth of online gaming in various forms and shapes has taken place in the last few years, and it will only continue to grow as connectivity and computer availability increases. e-Sports or cyber sports are sports played online and are in the processing of becoming professional games. e-Sports can be briefly described as competitive computer gaming. e-Sport contains both amateuristic and professional elements and has many similarities common sport. Competitions are organized not only online on PCs, but also on mobile phones get access to it. So that even people who can't afford such expensive piece of hardware can A content-rich and multimedia channel dedicated to online games is available in many parts of the world. Increasingly the events are becoming commercial along with competitors are paying for play. More and more money is being invested to create and sustain games, and large amount of time invested by the players grows as well. An online player can actually make a living out of acquiring virtual objects in MMORPG (Massive Multiplayer Online Role-Playing Games) and selling them on auction sites.

## II. A SHORT HISTORY OF ESPORTS

The term "electronic Sports" or "eSports" dates back to the late nineties. One of the primal reliable sources that use the

term "eSports" is a 1999 press release on the launch of the Online Gamers Association (OGA) in which then Eurogamer evangelist Mat Bettington compared eSports to traditional sports. Around that time, the sports discussion was also fuelled by a failed attempt of the organization of the UK Professional Computer Gaming Championship (UKPCGC) 1999 to have competitive gaming recognized as an official sport by the English Sports Council. The emergence of eSports as a business factor in youth culture is quite often described as a ubiquitous cultural phenomenon of worldwide importance. The reality, however, shows two different gaming cultures separated by eastern and western value systems. In the United States and Europe, the history of competitive gaming is usually associated with the release of networked first-person shooting games, in particular the 1993 released game "Doom" and the 1996 follow-up title "Quake" by id software. During that time, teams of online players, also called "Clans", started to compete in online tournaments. By 1997 several professional and semiprofessional online gaming leagues had formed, most noticeably the still influential "Cyberathlete Professional League" whose business concept was modeled after the major professional sports leagues in the United States. Among the first CPL tournament events held in front of live audiences was the "The Foremost Roundup of Advanced Gamers" otherwise known as "The Frag" in 1997. In the philosophy of the CPL, professional computer gaming was now considered an emerging spectator sport. In 1999, game development company Valve released the game "Counter Strike" as a modification of their first-person shooter "Half Life". The game quickly replaced Quake in popularity in competitive gaming and has since then remained the central element in western eSports events. Eastern eSports culture started out in Korea. In the mid-nineties Korean policymakers had deregulated advanced telecom applications causing a rapid growth of the Korean broadband infrastructure. This infrastructure needed to be filled with content, which was mainly provided through digital television and online gaming. In contrast to the United States and Europe, however, Koreans preferred "Massively Multiuser Online Role-Playing Games" (MMORPG), such as the 1998 released "Lineage" by Korean game development company NC Soft, and "Real Time Strategy Games" over first person shooting games. Since the late nineties the Korean gaming market has been dominated by the multi-user real time strategy game "StarCraft", released in 1998 by Californian Company Blizzard Entertainment as a

successor to the 1994 title “War Craft”. This game is particularly well suited for competitive game play. The vast broadband infrastructure in Korea furthermore favoured the creation of television stations that were able to focus on broadcasting computer gaming events. The combination of these elements resulted in a gaming culture in which individual StarCraft players are able to gain a cult-like status similar to professional athletes competing in major sports leagues. Even though there are an increasing number of global eSports events, such as the World Cyber Games, which try to bring western and eastern eSports culture together, the two business ecosystems remain largely separated and seem to develop almost independently. This, however, is not unlike the situation in traditional sports where different cultures prefer different sports disciplines.

### III. ESPORTS SCIENCE

It has to be noted that there is no particular need to look at eSports as an area of disciplines that satisfy a traditional sport definition. We could just as well look at eSports as a completely separated field of study. The overrated question whether competitive gaming is a sport or not is to some extent irrelevant for the academic discussion of eSports. However, the above approach shows that there is a quite natural connection between traditional sports and eSports that goes far beyond the commonly used argument that eSports relates to the training of a proper hand-eye coordination through computer games. It furthermore allows us to borrow academic approaches and methodologies from traditional sport and training science and to apply them to what might be called “eSports science”. However, it can be seen that different games have different kind of skillset requirement which might help one to build up our mental capabilities. FPS games (First Person Shooter) games requires sharp observational skills combined with expert level hand co-ordination. Proper knowledge of Weapons & arsenal which can be useful to people who wants to enroll their names in hall of fame in Army, Airforce or Navy (ex: - Arma 3, Insurgency: Sandstorm, Escape from Tarkov). Racing games requires proper knowledge of driving, cornering, speeding – braking coordination. There are such exponential driving simulators (ex: - Forza Horizon, Drive club, Grid AutoSport), Strategy games requires proper engineering knowledge, cost of production, profit & loss factors etc (ex: - Minecraft, Sims, World of Warcraft).

### IV. HOW DOES IT WORK

Electronic Sport is definition of E-Sports, which includes competition between players within a game with specific rules. Not necessary every game can be an esports discipline — its mathematical core must have rules which put every

player into equal position and similarity, and its process mustn't have any chance of random events.

Esports is a massive ecosystem with many people involved in a substantial number of processes, from creating ideas and developing games to organizing tournaments, their advertisement, and players competing on a pro-scene.

#### ➤ **Developers**

The fundamental component of esports is an esports discipline created by specialists — developers. It is on their work and ideas that the subsequent process of the players' competition in the game depends. For example, there are several disciplines in the Battle Royale genre today. The essence of the competition is the same: to survive until the end of a round, outplaying the rest of the competitors and becoming a champion. However, the content of each game and the visual component, and the mathematical formulas applied, for example, to the spawning of objects on the ground, are different. The resources which they would be able to pick up should contain variety. Every time they spawn, they should be dropped into challenging situation which checkups their skills of resources grinding & survival skills.

The development of esports depends on the work of developers, their creativity, and their ideas. However, even five years ago, the general public of esports viewers, watching matches of professional teams in Counter-Strike, couldn't predict that Fortnite would become an esports discipline with colossal money prizes and popularity among amateur players.

The main idea is that there would be no esports evolution without developers and their constant seeking new ideas and creating exciting features.

#### ➤ **Publishers**

Another essential part of esports is publishers. Every industry needs money to function, and publishers sponsor developers to implement all the ideas into life.

Publishing companies in the gaming industry are responsible for return on investment through post-release game sales. Independent development studios can turn to help from publishers for funding and providing the necessary resources, contacts, and additional personnel to implement certain functions in the game. In their turn, publishers can offer developers sponsorship and long-term cooperation for releasing their financial interest in particular game genres.

Publishers are the so-called "back-to-the-ground" link between the final product and the flight of the developers' imagination because they care not only about the result and the audience's impression of the product but also about the

profit they can derive from the sale of a particular game. It affects the subsequent processes and financing of the next project.

Publishers' duties most often include promotion and advertising campaigns related to the game release, marketing, and distribution of finished copies to retailers. In this regard, publishers' relationships with influential esports organizations are vital, especially if their goal is a new esports discipline that could interest ordinary players and large esports teams.

It is important to note that, as a rule, a separate development team doesn't release full-fledged esports disciplines because this requires considerable financial investments and necessary cooperation with many organizations. However, publishers can have their development department or separate companies within the holding.

#### ➤ E-Sports Associations

Countries that recognize esports as an official sport are setting up their esports associations to try and regulate the competitions following their country's rules. The list of such countries is South Korea (where The Korean Esports Federation, the significant participant of the industry, is located), the US, Brazil, Finland, Germany, Georgia, South Africa, Russia, Ukraine, Italy, Denmark, Nepal, Indonesia, Sri Lanka, and Pakistan. However, the opinion of the game publishers still has more weight as they own games and set their rules.

The creation of associations will help generalize the rules for esports organizations, teams, players, and tournament organizers worldwide. In addition, this is a big step towards recognizing esports as an Olympic sport because the official rules require it of the Olympic committee.

Despite the rapid pace of development of the industry, the issue of regulating all processes by the worldwide association remains somewhat controversial among people who own and manage teams and publishers with their financial interests.

#### ➤ Tournament Organizers

Game publishers can be the organizers of tournaments as they have exclusive rights to the game. However, in practice, publishers give this right to third-party professional companies that deal with all details.

The tournament organizer has a lot of responsibilities:

- Search for subjects of interest to the audience (esports disciplines);

- Compliance with all agreements with the owner/publisher of the game;
- Creating the conditions necessary for the tournament (online and offline);
- Search for participants (teams/esports organizations);
- Search and arrangement of the venue for the tournament;
- Promotion of the tournament and creating interest for the audience;
- Selection of hosts/commentators;
- Providing the necessary staff for online and offline events;
- Contracts formation with third-parties (if required)
- etc.

An essential duty of the tournament operator/organizer is the schedule formation for the tournament, matches' results registration and keeping the protocols of the tournament, control over the observance of the tournament regulations, and media coverage on social networks and other Internet resources, as well as the conclusion of agreements with popular media resources for events' coverage from the venue of the tournament.

It won't be easy to hold any tournament without tournament organizers because this massive esports machine needs control and a solid hand to operate the processes and staff.

#### ➤ Media

Media resources, through which interested people receive information about tournaments and events in the lives of players and teams, occupy an important position in the esports industry. They are the bridge between the behind-the-scenes of esports and gaming fans.

Their central role in the structure is to convey to the reader and viewer every detail of what is happening in esports or promoting and covering esports events without letting the interest fade away. As a result, we often see mentions of esports in various social networks, newspapers, TV programs, and shows, which maintain an interest in this industry — many people are involved not only in games but also in working in this industry.

Streaming platforms like Twitch or YouTube Gaming can also be considered a media resource, which can also be called an esports knowledge distributor: when a popular streamer starts playing an esports discipline and his fans also join the number of interested players.

#### ➤ Professional teams and esports organizations

Professional esports organizations (clubs) bring together talented players from all over the world under their wing, choosing the best for their rosters. However, it is essential to understand that the top five or six players in their discipline won't necessarily be the perfect team with amazingly positive results because the atmosphere within the team and the ability to play as a whole are vital components of the team's success.

This is the organization's and its employees' responsibility — to assemble the ideal combination of players who will focus on achieving the necessary results. Of course, there are also solo players, for example, in fighting games, whose results don't depend on the team, but they also tend to be part of the organization and follow the set rules.

The team's management controls all the processes necessary for the team: from the training schedule to living conditions during the bootcamp/tournaments and salaries. Every player in his game who aspires to become a professional esports player dream of joining a famous team with a good reputation among the game's fans.

### V. HOW MANY ESPORTS TEAMS ARE THERE?

According to Wikipedia, more than 55 esports titles (mobile gaming and games' parts are not included) worldwide. And more than 13k esports teams, including famous old clubs and newly registered lineups worldwide. Each esports discipline has teams, but CS: GO, Dota 2, and League of Legends are numerous.

The biggest esports teams (organizations), with worldwide popularity and the most significant earnings, are OG, Team Secret, Astralis, Natus Vincere, Virtus.pro, Evil Geniuses, Team Liquid, Vici Gaming, Team Vitality, Gambit, G2, Royal Never Give Up, Invictus Gaming, DAMWON Gaming, etc.

#### ➤ Players

Games and esports could not exist without the end consumer - the player. Suppose we are talking about professional esports players. In that case, their role is prominent: they must achieve the team's goals without violating the rules of the organization. However, if we turn to ordinary players who spend their free time in esports disciplines, they are the basis for the existence of any game. Without the interest of an ordinary player and their pleasure from the game's process, the esports industry's reality is impossible. After all, if most players lose interest, no one will watch professional matches and support teams or esports athletes.

The number of competitive players was around 2.8 billion in 2020. And it grows with each year.

#### ➤ Viewers and Fans

Today's pro-gamers were once casual players with a keen interest in esports disciplines. Therefore, esports fans always have two kinds of interest — a hobby and a potential job. The first category is those who like to play or watch matches in their free time, and the second is those who already work in esports or plan to get into this industry and show an increased interest in current events.

In one way or another, both categories are spectators of tournaments and the target audience of not only tournament operators but also sponsors interested in selling their products. Viewers and fans are an essential link in the structure of esports. The success of the tournament, the popularity of a particular game or team, and the demand for talent depend on their interest and opinion. Investors allocate funds for various esports events or the game's development that are potentially interesting to a broad audience, based on the current draw of viewers, using in-depth analysis in special analytical agencies. We can say that viewers and fans also set the course for the development of esports, equally with other parts of the structure.

#### ➤ Staff

Any industry is, first of all, the people who work in it. Therefore, one of the crucial links in the esports' structure is people who allow all processes to work harmoniously, in addition to the facilities indicated above. These include talents: commentators, analysts, and hosts are vital in any tournament.

- Producers;
- Project managers;
- Marketing and PR;
- Technical specialists of different directions (from monitoring online broadcasting or equipment in the bootcamp to providing venue functionality);
- Investors and sponsors;
- Financial and legal specialists;
- Advertising and talent agencies.



## VI. APPLICATIONS

Studies have shown that Esports provides many of the same benefits of grass sports, minus the physical exertion. There is teamwork, communication, strategy, and sportsmanship learned through participating in organized Esports. For our players, the addition of a digital Esports league can only help them further develop the cognitive skills we currently refine during their play on the grass.

### Cognitive & Social Development

- Improved hand-eye coordination
- Improved attention & visual acuity
- Improved basic visual processing and executive function
- Problem solving & strategy skill development
- 71% of parent report gaming having net positive effects for children
- Boosts self-confidence and player socialization
- 54% of gamers say gaming helps them connect with friends
- Collegiate Scholarships.

Over 280 colleges today feature Esports scholarship programs. These programs operate similarly to traditional programs, and sometimes operate out of the college's athletic departments.

The total number of grass soccer scholarships is limited, so leaning into Esports for many players may become a realistic opportunity to gain valuable scholarships for college. All players who participate in our leagues will be placed in a national scouting director for Esports scholarships to help them get discovered.

### Academic Excellence

Players who participate in Esports programs are found to have a higher interest in STEM (Science, Tech, Engineering, Math) subjects and have strong average GPAs. Esports helps them engage with their fellow students and their schools.

### Problem Solving Skills

Research shows that children that play videos games have a far much better chance of navigating through complex psychological issues compared to those that do not actively participate in video games.

### Future Job Market

Playing video games can make students smarter and more employable across a wider spectrum of careers including medical field, engineering, aviation, remote flying, computer sciences, and etc.

### Strategic Thinking

Esports can boost children strategic thinking, teamwork, communication, leadership, performance skills and confidence building.

### Critical Thinking

Gaming, especially competitive gaming and esports, requires players to take in mass amounts of information, process and analyze it, then make split-second decisions, over and over.

Competitive gaming is like chess on steroids (even that speed style of chess that uses the clock).

Gaming requires you to think about what your opponent is thinking about, and even to think about what you think your opponent is thinking that you're thinking about (I hope that made sense).

Once you've taken in the presented information, processed and analyzed it, you need to then react with what you think the most logical next step should be.

Often, this logical reaction needs to happen in a split second, and many of these decisions become instinctual for players.

Having played counter-strike since the early 00s, I've noticed that I've carried over certain habits or skills to my driving. When I drive, I am constantly surveying my environment.

I'm checking mirrors, I'm checking beside and behind me, I'm looking at what's ahead. When I see other cars around me, I am anticipating what they're going to be doing, especially if I suspect someone is going to do something really stupid.

I suspect these habits taken from counter-strike to driving have played a role in me having a crisp clean record with no accidents (knock on wood).

I want to add, the ability to take in and process large amounts of information and make split-second logical decisions is going to become more and more of an invaluable skill.

Lots of people take in large amounts of information and think about it, but what can separate gamers, is that they take action.

### Problem-solving

Problem-solving of defines esports and gaming in a way. I mean, at the most fundamental level, gaming starts off with a problem that needs to be solved.

In esports, once the match starts, there's a problem, and you need to solve it. I suppose this defines many things in life, even life itself...

Anyways, gaming improves your problem-solving abilities because you are constantly solving problems at an incredibly fast rate.

In LoL, you can be going along with a plan only to have an enemy champion get the drop on you. You don't get to sit back and think about your next steps for a few minutes, you need to problem-solve immediately.

Ever heard the saying "practice makes perfect"? Well practicing solving problems will make you better at solving problems, and gaming is a great, fast-paced way to solve many problems.

Another aspect of solving problems is thinking ahead. Thinking ahead allows you to prevent encountering a problem, and this is sort of like solving a future potential problem.

In CS: GO, this is evident in the way teams manage their economy, and in StarCraft, it's evident in building and managing resources.

Esports and competitive gaming take problem-solving to a much bigger level as you do so with the added stress of being watched and competing for a title.

Messing up in a scrim or Solo sucks, but you can shake it off pretty quick. Messing up during a Worlds or Major, that can haunt you for the rest of your life.

### Increased Memory Capacity

This point is really directed towards older gamers, but I figured I'd include it so you can feel even better about your choice to game.

As we age, we start to see a decline in our:

- Cognitive flexibility
- Attention
- Working memory
- Abstract reasoning

Experiments were done with elderly patients, such as this one and this one, and they showed that gaming resulted in improvements to all of the above.

One study found that on top of the above benefits, enhanced life qualities such as a better self-concept were experienced by the participants.

I don't know about you, but when I clutch around to win a game, with my team watching me, I feel great for the next few days. Even when I was younger and playing offline games, finally succeeding in something challenging was a huge boost for myself.

Regarding memory, this is pretty self-explanatory. I have a mental image for every competitive counter-strike map, even for different versions that have existed over the years.

Now that I think of it, I have a lot of photographic memories from way back to SNES games. In competitive gaming, you need to know the game inside and out to get an edge on your opponent.

It's not enough to know your own character in Overwatch or champion in LoL, you need to know it all.

I remember watching pros play PUBG (on a massive map) and some of them would even know when rocks were coming up ahead in some random field while driving.

Having to exercise and use your memory as you do with competitive gaming is again like "practice makes perfect"; the more you commit things to memory, the better you'll get at it.

### College Esports Scholarships

That's right, esports scholarships exist. They come in varying amounts financially, but they often mean you are an athlete on a college varsity sports team.

The number of schools offering esports scholarships has grown rapidly over just a few years and it doesn't seem to be slowing down.

When I was 15, pro gaming and esports was an extremely underground niche that most people had never even heard of. As it grew over the last couple of decades, people kept saying it was a fad or that it's not a real sport.

Well, I'm not sure what's left to argue when there are varsity esports teams offering full-ride scholarships.

Sure, esports may never be as big as some of the more traditional sports, but there aren't many colleges offering scholarships for darts or billiards (I can't think of any, to be honest).

## The beginning of varsity esports

In 2014, Robert Morris University made headlines around the world by being the first institution of its kind to bring esports into its athletic program.

This is when esports, at least in the US, became a varsity sport.

Robert Morris University created its own League of Legends team in 2014. Although schools technically had college esports teams, what marked this as the “beginning” was Robert Morris University’s designation of their LoL team being a varsity sports team.

Fast forward a bit and in the spring of 2016, University of California Irvine became the first public university to create an official esports program. By September 2016 the UCI Esports Arena, sponsored by iBUYPOWER, was opened.

It has since gained additional sponsorship.

## High School Esports

As varsity esports continues to grow in colleges, high schools are now starting to realize the potential in esports.

Esports in high schools have gone from recreational gaming clubs to full-on competitive gaming where players compete in high school esports leagues.

The benefits for players participating in high school esports are similar to any other type of sport or extracurricular activity: discipline, commitment, goal setting, socializing.

In team-based esports games, communication is fundamental, and developing these skills in high school will stay with the player throughout life.

As high school esports continues to grow, it will make getting an esports scholarship more accessible for high school students.

Additionally, competitive gaming is a skill in itself, and building that skill while still in high school will increase a player’s ability to turn pro or play in college.

## Schools Benefit

Esports is an untapped market that schools could potentially cash in on. High schools that support esports have the opportunity to receive positive media exposure.

Any school in a city that does something first is going to get an article in their local paper, and potentially bigger media outlets will pick up on the story.

This sort of exposure helps separate schools and shows to the public which ones are actually innovating, and not just talking about it.

There is also the potential for additional revenue. You don’t think that the top high school esports teams are going to get attention from big gaming sponsors?

The University of California, Irvine understood this potential and has gained sponsorships from iBuyPower, Logitech and Gameful (it helped them build a fancy esports arena on campus too).

## Pathway for Industry Jobs

Having a passion for esports and competitive gaming doesn’t mean you have to work toward the goal of becoming a professional gamer.

Esports is an industry, and industries require many hands behind the scenes. Here’s a list of potential employment opportunities in esports:

- Social media manager
- Event manager
- Agent
- Sponsor
- Streamer
- Host
- Coach
- Journalist
- Sales and marketing specialist
- Referee
- Organization owner

Having the experience of competitive gaming under your belt will help give you an edge when exploring other opportunities in esports.

You will have not only networked with other people in the industry, but you’ll have gained a fundamental understanding of what it means to be inside esports, as opposed to outside looking in, and employers will appreciate this perspective.

## Real-life Job Skills

I hope it is evident by now how gaming, especially competitive gaming and esports, can help develop real-life job skills. In case you missed the connection, let’s look back on what I discussed.

**Critical thinking & problem solving: every single job requires you to think critically and solve problems**

The better and faster you can do this, the more you'll stand out in the workplace as a valuable employee, and gaming is an excellent practice for this.

Something I didn't discuss was how gaming improves a player's ability to engage in multiple tasks simultaneously. In this study, it was found that 50 hours of action-based video gaming significantly improved test scores that measured the participants' ability to multi-task.

Let's not forget communication. Communication is imperative for competitive team-based games (sorry solo gamers).

The ability to effectively communicate under high pressure and when things feel like they're falling apart is a skill that will carry forward into any job.

There you have it, what I consider some of the most fundamental and transferable job skills that gaming builds in its players: critical thinking, problem-solving, multi-tasking and communication.

Some jobs may not need all of these, but every job will need at least one.

## VII. CONCLUSIONS

This paper introduced eSports driven ideas and concepts such as inverse usability engineering or virtual high-performance teams. This list of potential applications of results that could be derived from eSports research is by no means exhaustive, it is merely meant as a starting point for further research activities.

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