

THE HISTORY OF CYBERSPORT

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The purpose of this paper is to give some information about the history of cybersport and to compare the scales of the covered audience a few years ago and nowadays.

Cybersport (also known as electronic sports) is a form of competition using video games.

Most commonly, cybersport takes the form of organized, multiplayer video game competitions, particularly between professional players.

The most common video game genres associated with eSports are real-time strategy, fighting, first-person shooter (FPS), and multiplayer online battle arena (MOBA).

Although organized online and offline competitions have long been a part of video game culture, these were largely between amateurs until the late 2000s when participation by professional gamers and spectatorship in these events saw a large surge in popularity. Many game developers now actively design toward a professional eSport subculture.

The genre of fighting games and arcade game fighters have also been popular in amateur tournaments although the fighting game community has often distanced themselves from the eSports label. In the mid-2010, the most successful titles featured in professional competition were the MOBA games Dota 2 and League of Legends, and the first person shooter game Counter-Strike: Global Offensive. Other games with significant earnings include StarCraft II, Call of Duty, Heroes of the Storm, Hearthstone and Overwatch.

In 2013, it was estimated that approximately 71.5 million people worldwide watched eSports. The increasing availability of online streaming media platforms, particularly Twitch.tv, has become central to the growth and promotion of eSports competitions. Demographically, 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. Despite this, several female personalities within eSports are hopeful about the increasing presence of female gamers.

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. Despite its large video game market, eSports in Japan is relatively underdeveloped, which has been attributed largely to its broad anti-gambling laws which prohibit paid professional gaming tournaments.

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. According to a Newzoo report in April 2017, 42% of the gaming market belongs to the mobile industry, and mobile is projected to claim more than 50% the market by 2020. The eSports industry is expanding beyond PC and console, as developer Super Evil Megacorp created Vainglory, the first mobile multiplayer online battle arena game, and companies like Skillz bring eSports tournaments to mobile games.

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