

E-sports

READING

LEVEL
Intermediate

NUMBER
B2_2046R_EN

LANGUAGE
English

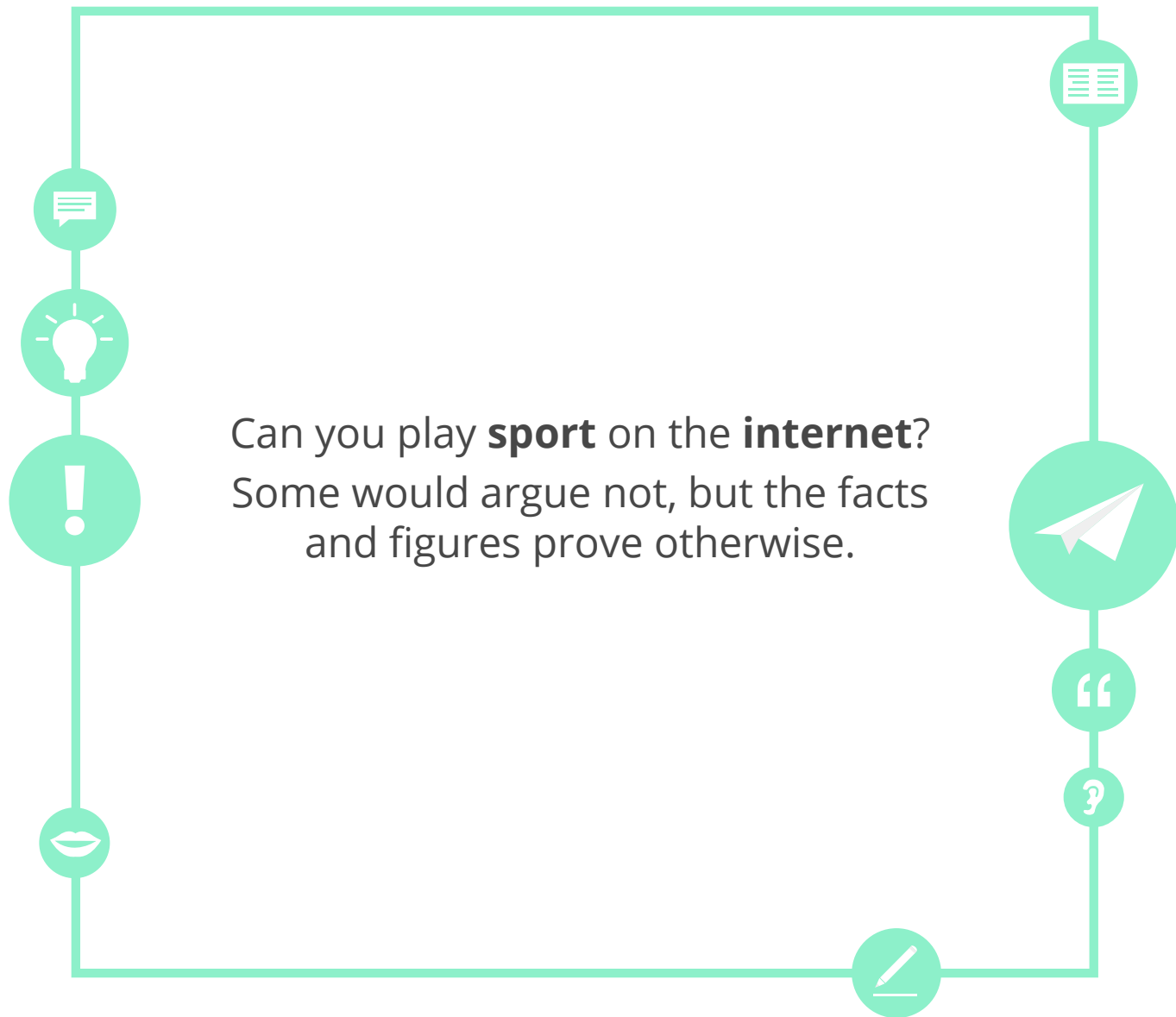




Goals

- Can read and understand the main points in a text about e-sports.
- Can talk clearly about e-sports and discuss their value using appropriate vocabulary





Can you play **sport** on the **internet**?
Some would argue not, but the facts
and figures prove otherwise.



Vocabulary

multiplayer

spectator

tournament

gaming cafe



sponsor

broadcast

exertion

**persistent
game
environment**



Vocabulary



Multiplayer games have two or more players on a team.

Spectators watch a competition. They do not take part in the action.



A **tournament** is a competition with a series of contests.

A **gaming café** is a place where people can gather to play games together.





Vocabulary



Sponsors give money to teams, often in exchange for advertising.

E-sports have now become so popular that they are now **broadcast** on television.



Sport usually involves some **exertion**.
As the phrase goes *if it doesn't challenge you, it doesn't change you!*

A **persistent game environment** continues to change even when you are offline.





E-Sports



E-sports are a form of **competitive** sport using video gaming. E-sports are generally **multiplayer** team games and very often the players are professional. They have turned gaming into a **spectator** sport.



E-Sports

E-sports are not new. They have in fact been around since the 1990s but it is only in recent years that they have **hit the big time**. Large e-sports **tournaments** were hosted by Nintendo in the early 1990s and toured across the United States; e-sports were also shown on the television at that time. Shooting games and battle arena games were and are some of the most popular games in the e-sports genre. In the 2000s, e-sports **remained** a feature but were not gaining in popularity in any **significant** way. An **exception** to this was seen in South Korea, which is thought of as the home of e-sports. There are several competing reasons why this might be: broadband internet came early to the country and towns and cities there are **awash with gaming cafes** where huge numbers of young people spend their evenings playing. In 2000, South Korea saw an opportunity to make e-sports their national sport and **founded** the Korean e-Sports Association.



Speaking

Answer the questions with the vocabulary from the text.



1

Do you know of any other sports which **hit the big time** in the past decade?

2

Do you know of any towns or cities which are **awash with** internet cafes?

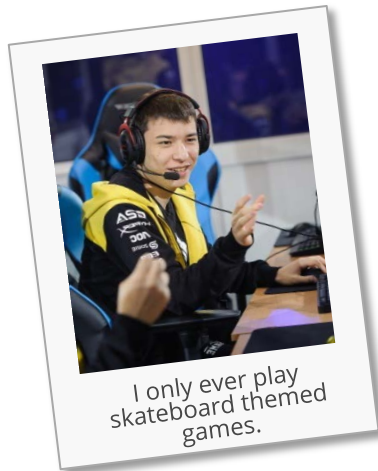
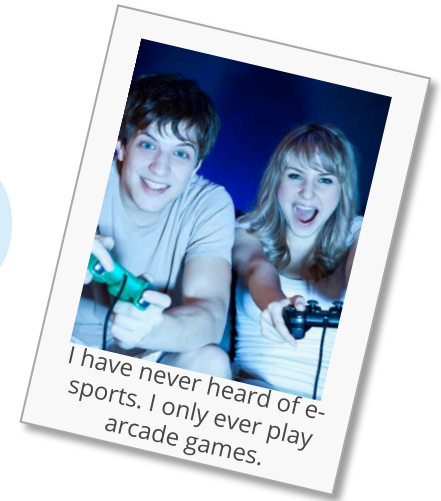
3

Do you think it is unusual that South Korea **founded** an association for e-sports?



E-sports

Have you heard of e-sports before?



Do you know any popular games or teams associated with e-sports?



Gaming cafés

**Have you ever used an internet café?
Have you ever played games in such a café?
What do you think the attraction of that is?**





E-Sports

From the 2010s, e-sports have really **taken off**. There are professional teams in which the players train like athletes in order to play with the best of the best. These players are paid a monthly salary of anywhere from \$4000 to \$25000 and up for the best players, on top of which they have prize money. This prize money can top \$1 million for the most popular tournaments. The tournaments are paid for by **sponsors**, who pay directly and also provide such things as computer hardware, drinks and snacks, or anything else remotely related to e-sports. They are also paid for by **network distributors** who want to **broadcast** the tournaments.



E-Sports

E-sports may have gained early **popularity** in South Korea but they have now **spread** all over the world; they are perhaps most popular in Scandinavia and Eastern Europe. One of the biggest events of the year is held in Katowice in Poland. The tournament welcomes around 180,000 **spectators** over two different weekends and it has around 50 million viewers online. The **vast majority** of players and viewers are men, and most of them are between the ages of 21 and 35.





Facts and figures

What did these figures refer to in the text?
Do any of them surprise you?



50 million

1 million

4000-25000

180,000



Sponsors

Which companies do you think would **sponsor** an **e-sports** event?

Can you give some examples?
Support your examples with reasons why.





A tournament

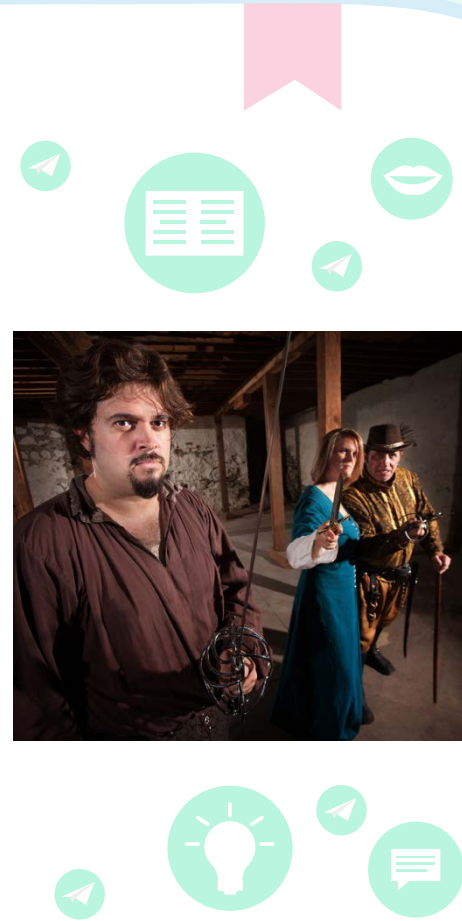
Would you like to attend a tournament like the one mentioned in Katowice? What would you expect to see?





E-Sports

Massively multiplayer online role playing games have also gained popularity in recent years. In such games, large numbers of players interact with each other in a virtual world. One of the most popular games in this genre is *World of Warcraft* which made over \$1 billion in 2014. One of the features of these games is the **persistent game environment**, in which the virtual world continues to change even when players are offline. The aim of most of these games is character development, and often players need to keep up with others to progress at a good rate. These games often involve **social interaction** between players and some form of team work.





E-Sports



There is a debate around the question as to whether e-sports should really be **classified** as sports. One of the main factors of a traditional sport is the physical movement and **exertion** that it involves; there is certainly little of this to see in e-sports. Sport always involves some **element** of competition, and this is perhaps the most important **criterion**. There is also a question around how **beneficial** or damaging e-sports are. Some players are known to take **performance enhancing** drugs, which is clearly damaging over a long period of time. The reason for this is partly the long hours some professional players are forced to work, with players from Korea especially **citing** this as a reason they want to quit.



Fill in the gaps

Fill in the gaps with the words from the text.

criterion

performance
enhancing drugs

cite

social interaction

1. _____ with other players is a feature of online role player games.
2. Physical exertion is one _____ for defining a sport.
3. Some players in Korea _____ overwork as a reason for quitting professional e-sports.
4. Some players take _____ in order to meet the demands of playing e-sports.





Massively multiplayer online role playing games



Have you heard about
**massively multiplayer online
role playing games?**

Have you ever played them, or
do you know anyone who does?



Massively multiplayer online role playing games

What do you think is the attraction of massively multiplayer online role playing games?



social interaction

persistent game environment



Real sports?

Discuss with your classmates or teacher the reasons you listed on the previous page. Can you agree on whether e-sports should be considered a sport?





Reflect on the goals

Go back to the second slide of the lesson and check if you have achieved all the goals of the lesson.

yes

no

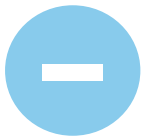
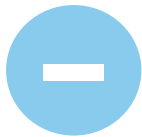




Reflect on this lesson

Think about everything you have seen in this lesson.
What were the most difficult activities or words? The easiest?



If you have time, go over
the most difficult slides again

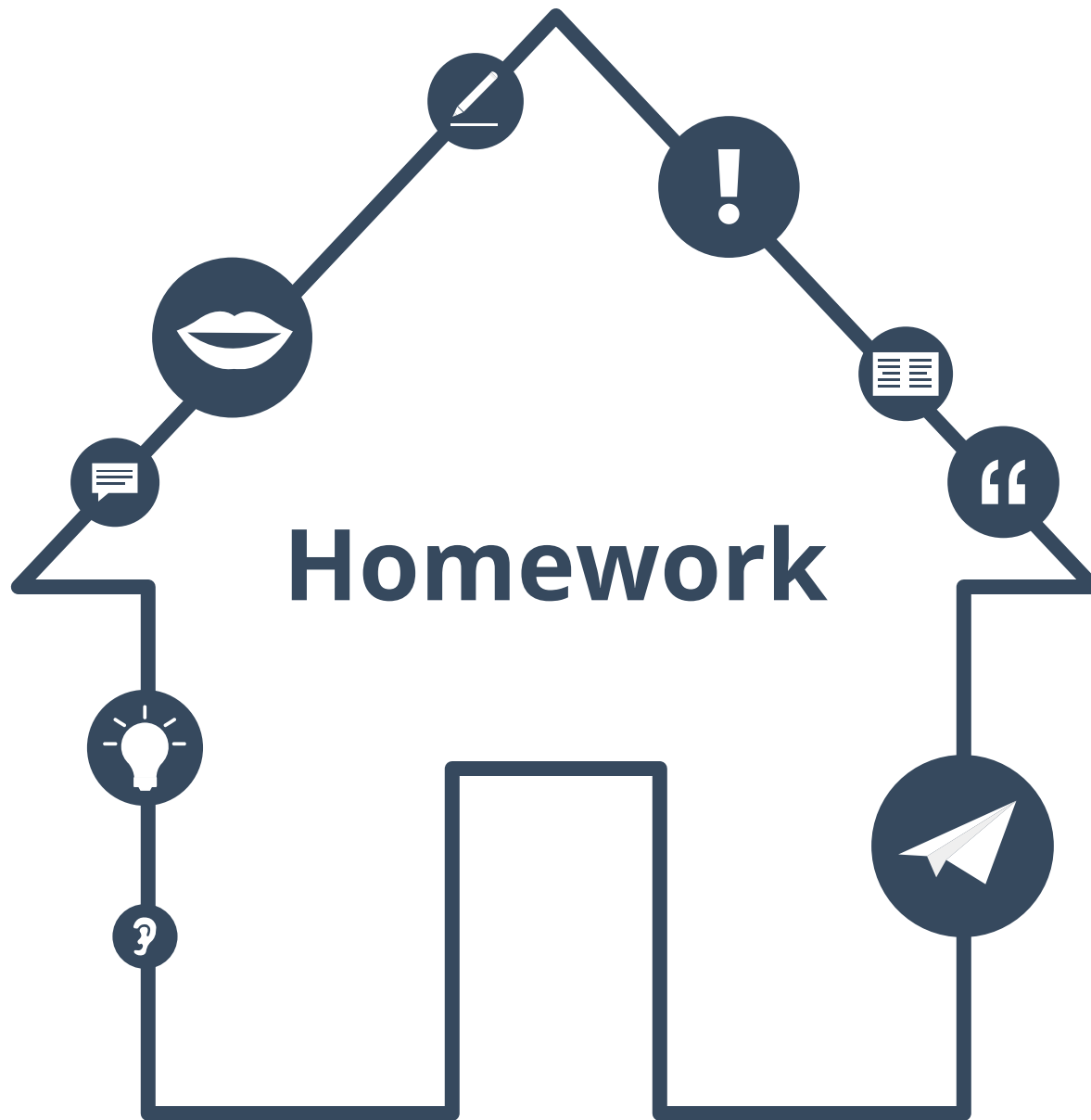




Answer key

Activity p. 19

1. social interaction, 2. criterion, 3. cite, 4. performance enhancing drugs





Complete the sentences

Complete these sentences about e-sports using the text and your own opinion.

1. One of the largest e-sports tournaments is held in...
2. E-sports first gained major popularity in...
3. The sport is now worth a lot of money in that...
4. Massively multiplayer online role playing games are...

