

# ***Research on the Development of E-sports Events in Today's Era***

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**Abstract:** In today's society, with the continuous improvement of the level of science and technology, electronic games have become an important activity for public entertainment. The chief aim of this paper is to study whether the development of e-sports meets the requirements of The Times and whether e-sports will enter the Olympic Games in the future. More and more people participate in electronic games, competition and confrontation emerge, and e-sports become a platform for participants to communicate and compete. In the process of continuous in-depth development of international globalization, the popularity of e-sports competition is getting higher and higher, and e-sports is listed as one of the sports, more and more people participate in it, and the expansion of the scale of e-sports competition has become an inevitable trend. As e-sports entered the Hangzhou Asian Games for the first time into the official sports competition platform, e-sports in the Olympic Games will become a major trend in the future.

**Keywords:** E-sports, E-sports events, Olympic Games, Traditional Sports, Sportsmanship

## **1. Introduction**

Since 2022, e-sports events have become official events appearing in the Asian Games. More and more experts and scholars have begun to study the future of e-sports competition and its possibility of appearing in the Olympic Games. It is undeniable that entering the Asian Games has brought great possibilities for the development of e-sports, but there are still some people who question the expansion and development of e-sports events. Some people think that the regularization of e-sports competitions will attract more people to play video games, especially children, which will have a bad impact on their studies and health. The other part of the people believe that the e-sports competition that appears in the official sports field can be more sportsmanship, so that more people can participate in sports, is the value of sportsmanship.

The 2024 Paris Olympic Games is about to open, and the news about e-sports entering the Olympic Games is endless. At the same time, as a combination of competition and science and technology, e-sports is in line with the development of the current era, but also reflects a trend of the combination of sports and science and technology, it is a kind of innovative development performance and a symbol of scientific and technological progress. By studying many e-sports related papers and reports, this paper stated the possibility of e-sports entering the Olympic Games from the development of electronic games to the development process of e-sports.

## 2. Video games

With the development of science and technology, more and more people begin to join in to try and play video games. The concept of video games refers not only to the widely known mobile games and online games, but also to all interactive games that run on electronic devices. According to the different operating media, it is divided into five types: console games, handheld games, arcade games, online games and mobile games. At the end of the 20th century, the rapid development of technology and electronic devices changed the definition of the scope of video games and ushered in an era of rapid development of video games.

From the longitudinal timeline observation, it is found that the emergence, development and growth of video games all rely on the innovation of computer technology. From the appearance of the first computer in 1946, less than a decade later, in 1952, the birth of video games; By the end of the 1980s, with the huge improvement in computer graphics technology, this was a turning point in the development of video games; Finally, in the 21st century, various game developers continue to expand the game market, and computer games are gradually classified in detail. At the same time, the development of Apple's iPhone has opened up the market for mobile games.

With the iteration of scientific and technological innovation and the rapid development of economy, video games have gradually become widely known. As more and more people become involved in video games, competitions, rivalries and rankings have emerged, and e-sports has been born.

## 3. The development of e-sports events

In 1986, the ABC TV channel in the United States broadcast two children competing to play Nintendo game consoles, which became the beginning of e-sports. Four years later, Nintendo held the Nintendo World Championship, a game competition in 29 cities in the United States, which is considered the first official video game competition in history. After that, the variety of games is wide, such as now popular several types of multiplayer MOBA games (multiplayer online tactical competitive games), shooting games and asymmetric antagonism games. Through the search of popular electronic competitions, it can be found that in many video games, multiplayer online confrontation games are always the popular choice of public games. At the same time, it is the competition of this type of game that is always in a state of continuous development. It can be seen that the development of electronic games and e-sports competitions is not only restricted by the level of science and technology, but also affected by factors such as the popularity of the public, the enjoyment of the competition and the difficulty of the game operation. Teamwork and antagonism have become the two main attractions of today's e-sports competitions.

Since the emergence of electronic games, not all games have developed to a large-scale and systematic e-sports competition mode, and MOBA game competitions of team combat games have become popular e-sports today, such as online games League of Legends and mobile games King of Glory. The competitions of these two games occupy the main market of online games and mobile games and e-sports respectively. From the initial professional league to the expansion of the global tournament to the world, the picture of the 2021 LPL champion dominating the Weibo hot search is still vivid, and the degree of hot discussion about the game is even higher than the number of game players.

With more and more clubs in various countries participating in e-sports professional competitions, and more and more public discussion and participation, e-sports provides more possibilities for more people. The blood and passion on the field also echo the spirit of sports again and again. McTee said in *E-sports: More than just a fad* that there are plenty of obvious similarities between e-sports and traditional sports. Although the athletes of e-sports do bit physical activities, they are also athletes.[1]

There are many similarities between e-sports and traditional sports from the format of the game to the requirements of the sport. Therefore, e-sports has gradually developed into a part of the sports program.

From the perspective of the players, the first similar part is in terms of the requirements of sports skills and the players. Both e-sports and traditional sports have a high requirement for players' sports skills. E-sports players need to be proficient in game operation, map understanding, tactical use and others, while traditional sports players need to have the corresponding sports skills, such as basketball players need to be able to shoot, football players need to be able to kick the ball and so on. E-sports players and traditional sports players need to do a lot of training. There are also similarities between e-sports and traditional sports in the training and selection of professional players. Like traditional sports players, e-sports players need to go through professional selection and training to become professional athletes.

Secondly, there are many similarities in terms of competition. Like traditional sports, e-sports also has strict rules and systems, such as game time, game venue, referee standards and so on. These rules ensure the smooth running of the competition and fair competition. E-sports and traditional sports also have similarities in the form of competition and organizational structure, both need to draw lots to group, in the preliminary round, elimination and final.

Finally, from the audience's point of view, both e-sports and traditional sports focus on audience participation and experience, and engage the audience through various ways to let the audience interact. E-sports events are watched via live streams online and offline, with viewers able to interact via comments. Similarly, in the traditional sports competition, the audience can watch the game through live watching, television broadcasting and other ways to feel the intensity and excitement of the game.

It can be seen that e-sports is not too different from traditional sports in essence, the obvious difference is that the two sports are different, and then the competitive characteristics and sportsmanship contained in them are consistent. These similarities make e-sports develop more formal and make e-sports events become more regulated. Just like Tang said in his article *Understanding e-sports from the perspective of team dynamics* that There is no clear and absolute line between e-sports and traditional sports. [2]

With the development of the times, the understanding of e-sports is no longer limited to game competitions, but a more comprehensive and objective understanding of it. Initially, IOC still has some doubts about the e-sports competition, that the e-sports competition shows the way of confrontation (image) is too violent. [3][4] However with the continuous development of science and technology, more and more countries and regions set up teams to participate in e-sports, people's acceptance of its performance is getting higher and higher, e-sports competitions are also constantly optimized. From the fact that most people did not accept e-sports as a sport and initially questioned about entering the official tournament, to now when interviewed by the audience at the Hangzhou Asian Games, everyone expressed novelty and thought that e-sports tournaments are also a good new attempt, and at the same time there were some people who expressed their willingness to experience and try e-sports as well. [5][6] E-sports on the whole presents a good development prospect and a broad space for development.

#### **4. The advantages and disadvantages of e-sports as a sports event**

The inclusion of e-sports in the 2023 Hangzhou Asian Games marked a significant milestone, introducing competitive gaming to an international sporting event for the first time. Initial public reactions revealed a mix of surprise and acknowledgement of the competitive spirit inherent in e-sports. This development has expanded the reach of e-sports to new audiences and age groups, sparking discussions about the potential inclusion of e-sports in the Olympic Games. The feasibility

of this move is a topic of ongoing debate, as stakeholders weigh the implications for both e-sports and traditional sports communities.

Compared with traditional sports, electric competition has certain disadvantages. First of all, e-sports and other sports are the same, the need for players (athletes) to have a certain talent in their own field to shine, but e-sports is to examine a person's reaction ability, the brain flexibility requirements will be higher, will lead to the replacement of players quickly. Secondly, after e-sports as an event, it makes more people want to try other life choices, but e-sports is not like other sports. There is a unique way to study, e-sports takes a lot of time but does not achieve, it also has a certain impact on personal development in the future. Finally, e-sports is lack of uniform standards. E-sports involves a wide variety of games, and there are big differences in rules, playing styles and equipment between different games and due to the lack of a global governing body to regulate e-sports competitions, there may be differences in judging standards between different competitions, which may lead to the fairness and impartiality of the competitions being questioned.

But at the same time, e-sports also has its unique advantages. First of all, in terms of the development of the current era, the operability of e-sports will be more convenient, and only a mobile phone can be operated, which is no geographical restriction and also improve the convenience of e-sports. [7]

There are no specific site or equipment requirements. Anytime, anywhere players can be carry out. And it has wide audience base as well. E-sports has become an important form of socializing and entertainment, and is especially popular among young people. With the advancement of technology and the popularization of the Internet, the audience base of e-sports projects will continue to expand.

Secondly, the mental stimulation of e-sports is higher than that of other sports. Gaming, often requires the operator to focus attention, and in the process of the game is also the main investigation of strategy, reaction and judgment ability, which is helpful for the big picture, reaction and decision-making ability, which also subtly affects the development of intellectual level. E-sports has fewer restrictions on age and physical fitness, which allows more people to participate. At the same time, it breaks the restrictions on disabled people's participation in sports, and also reflects the concept of equality in the spirit of sports to a certain extent. E-sports on the whole presents a good development prospect and a broad space for development.

Finally, it also represent a advancement of technological. E-sports realizes the innovation and integration of sports and technology. It uses the advanced technologies. E-sports combines advanced technologies such as 5G, AI, VR/AR, etc. These technologies not only enhance the interactivity of e-sports matches and bring richer experiences to players and audiences, but also promote the innovative development of the e-sports industry.[8] And it is the combination of digital technologies and sports events. As an important carrier linking the digital economy and the real economy, e-sports organically combines digital content, sports events and other real-life scenarios, giving rise to new consumption patterns and new business models. As the same time, these bring business value and economic benefits. E-sports has become a mature industry and has generated huge economic effects and has created a large number of employment opportunities for the society, including positions for professional players, commentators, trainers, and field staff.

From this, it can be seen that e-sports as a sports programme has the advantages of technological innovation and integration, global influence and popularity, equal emphasis on intelligence and physical strength, commercial value and economic benefits, as well as social recognition and policy support. These advantages make e-sports have a broad development prospect and potential in the future.

The culture of e-sports and that of traditional sports draw on and integrate with each other in terms of core elements such as competitive spirit and teamwork. The fierce confrontation and tacit co-operation between teams in e-sports matches the spirit of struggle and tactics used in traditional sports

events. The youthful elements and digital features of e-sports culture have injected new vitality into traditional sports culture and promoted the innovative development of the sports industry. This integration not only enriches the connotation of sports culture, but also injects new growth points into the sports industry. The mentioned increase in the commercialisation value of e-sports events is an important reflection of the fusion of e-sports culture and traditional sports culture.

The rise of e-sports culture has broken the definition of sports in traditional concepts. In traditional concepts, sports are often closely linked to physical activities and outdoor sports, while e-sports, as an emerging sport which is characterized by digitalisation, networking and intelligence, breaks this inherent concept. The competitive, ornamental and interactive nature of e-sports makes it a brand new form of sports culture and expands the boundaries of sports. This change in perception not only helps promote the innovation and development of the sports industry, but also injects new elements into the diversification of social culture.

## 5. The future development prospects of e-sports events

The expansion and normalization of the competition scale have become an inevitable trend in the development of e-sports, so speculation about the future of e-sports in the Olympic Games has gradually been answered. Although there are some differences between e-sports and the understanding of traditional sports forms in the initial attempt to enter the Asian Games, it has received a relatively good response. The benefits of e-sports are found gradually and its entrance to the formal competition is accepted widely. The acceptance of e-sports has grown, and they have become more and more professional and larger.[9]

E-sports are as competitive and fair as traditional sports, so are its events. There is no difference from a broad perspective and the meaning of sports competitions, but the fact of e-competition is an innovation and breakthrough in form and technology, and also promotes the development of commercialization in the field of sports. e-sports deviates from the conventional notion of sports, as it primarily emphasizes mental aptitude rather than physical prowess. This distinction has led some to question the classification of e-sports as a sport, given its divergence from traditional athletic requirements such as muscular development, strength, and physical fitness. Nevertheless, the mental agility demanded by e-sports complements and diversifies the existing landscape of sports, which typically values both physical and mental aspects. In this context, the emergence of e-sports contributes to a broader and more comprehensive understanding of what constitutes a sport. Therefore, the comprehensive advantages and disadvantages of e-sports, although e-sports competition is still in the stage of continuous development and improvement, but with the continuous development of the information age, new sports forms appear in the Olympic arena is also an inevitable trend, e-sports as a sports sport in comparison with the characteristics of The Times, its events in the improvement and development, can also enter the Olympic stage.

Nowadays, various countries and tournament officials are committed to expanding the influence of e-sports competitions, so that more countries and regions can participate in e-sports. From the current development trend, it can be seen that most e-sports games mainly take these three ways to promote their development, one is to cooperate with other industries to expand influence and help e-sports publicity. With the rapid development of the e-sports industry, its future development direction shows a trend of diversification and multi-industry cooperation.[10] E-sports is no longer limited to the traditional field of game competition, but began to deeply integrate with other entertainment industries to create a dynamic industry chain, so as to promote e-sports through the entertainment industry, such as music, film and television and variety shows, bringing more business opportunities for the e-sports industry and broadening the development path. At the same time, it has also injected new vitality into other industries and promoted their diversified development. Such an approach is conducive to mutual benefit and common development between industries.

One is to incorporate regional culture into game design. With the rapid development of the e-sports industry, in order to meet the continuous and stable development needs of e-sports, the combination of e-sports with regional characteristics has become an inevitable trend. [11] This combination not only promotes the promotion of regional culture, but also brings new development opportunities for the e-sports industry. For example, the participating clubs in the official events of King of Glory are built on the basis of the city, establishing clubs and competition venues with unique cultural characteristics, and its team slogan can also reflect its cultural style. Through the promotion of urban culture through the competition, so as to attract e-sports fans and tourists to visit, which can not only enhance the visibility and influence of the city, but also drive the development of tourism, catering, transportation and other related industries, so as to form a virtuous circle of e-sports and urban culture to promote each other. At the same time, in terms of game design, it also reflects the unique style and characteristics of different regions. Most games are designed with parts of world and country history in mind to design their Settings and characters. Although it is not a complete restoration of history, it can also experience some historical culture and related historical legends. This enriches the connotation of e-sports culture to a certain extent, thus promoting the diversified development of e-sports culture.

The last one is to promote the international development of esports events and clubs. With the continuous development of globalization and the increasing international communication, video games have become a platform for people around the world to communicate. Event officials can expand the scale of the event to allow more countries and regions to participate in the game. Through e-sports to compete and communicate, players and audiences from different cultures can feel the unique charm of each other's cultures more intuitively, thus promoting the communication and integration between different cultures. This not only injects new vitality into the development of the game industry, but also helps to enhance international understanding and respect, and promote international cultural exchanges. In this way, it can help build an e-sports ecosystem with international influence, so as to form a good situation of mutual promotion and common development. This will provide strong support for the sustainable development of the e-sports industry and promote the development of the e-sports industry.

From the development status of electronic games and e-sports nowadays, the development of e-competition still has great impetus. As the influence of e-sports continues to deepen, more and more people are willing to accept this kind of e-sports as a sport. And with the continuous rapid development of the information age, e-sports can also appear in the Olympic Games in the near future through its continuous improvement and standardization.

## 6. Conclusion

To summarize, this essay has examined the development of the e-sports events in today's era and stated that there is a bright prospect for the development of e-sports. By analyzing the articles, researches and relative essays, I found that e-sports is also a manifestation of sportsmanship, and can reflect the concept of equality in sportsmanship. At the same time, it breaks people's understanding of the traditional form of sports - focusing on physical fitness competition - and brings new opportunities and possibilities to more people. However, it is important to note that this study has some limitations, particularly in terms of the statistics of the e-sports events' quantity and participants and the development of the same games in the different countries. Future research could explore how e-sports events benefit to human's brain. Ultimately, a more comprehensive understanding of e-sports is essential for developing the events in the future.



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