

E-SPORTS: DEVELOPMENT AND FORMATION OF DISCIPLINE

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This article reveals the history of the emergence of the first e-sports disciplines, as well as the development and formation of e-sports in the world. It also shares the stages in the development of e-sports and the forms of illegal abuse in e-sports. The article reveals the essence of e-sports in general, its relevance at the present time, as well as its future.

Keywords: *computer games, e-sports, sports disciplines, cheats, game genre.*

Introduction: Computer games are entertainment; one of the relaxation methods that allows not only to relax, but also to develop such physical skills as: logic, reaction, as well as quick thinking. But, in addition to the positive factors, computer games also have negative consequences: poor vision, nervous system disorders and obesity due to a sedentary lifestyle. Computer games are divided into single-player (One player against a robot, a computer), and as multi-player (two or more players compete against each other) as well; If in the first mode you can relax without causing difficulties, then in multiplayer game you need to do everything to defeat your opponent: make a plan with the team; develop your own skills for coordination and perception of the gameplay; abide by the rules of etiquette with opponents and teammates [1].

The first computer game (single-player), based on historical chronicle, is considered to be the “Nimatron” slot machine, created in the United States in 1940. In this game, the player competed with a computer (robot) to implement the gameplay (Game process) — the redemption of all light bulbs. The side that extinguished the last bulb was the winner. This game did not cause interest among people and therefore, soon, game was forgotten.

As for multiplayer games, the first game for several players is the “Spacewar” game, created in 1962 in the USA. An adversarial process first appears in this game. The gameplay is as follows: two players (man versus man) control their spaceships. They can shoot, as well as evade opponent’s shells or other objects on the playing field — celestial objects (comets, meteorites, stars). The side on which the ship was destroyed is lost.

The purpose of the study (objective): To reveal with the help of reliable sources the development and formation of e-sports as a sports discipline [8].

Research objectives:

1. To study the articles of expert journalists on e-sports disciplines;

2. Determine the development of e-sports, as it appeared;
3. To identify the formation of e-sports, all its stages;
4. Indicate when and why eSports became a sports discipline in Russia;

Object of study: Esports.

Subject of research: The development and formation of e-sports.

The relevance of research: I chose this topic because I am a fan of computer games and e-sports in general. Esports is a modern phenomenon, therefore the formation and development of e-sports is necessary for understanding the meaning of this discipline.

Main part:

The Era of Arkades: The game “Spacewar” became the founder of such a discipline as *cybersport*. A few years later, in 1972, Stanford University employees and students held an event in which the first Spacewar tournament “Intergalactic spacewar Olympics” was held. In this tournament, the players were put to 3 tests: free play of several players, team game “2×2” and personal championship. The winners were those with the highest number of points. The winner of the first stage was Bruce Baumgart, the winners of the 2×2 tournament were people with the pseudonyms “Tovar” and “REM”, and the winner of the last standings was the same Tovar. The results and the process of the Olympiad was recorded in the local newspaper. After reading the newspaper, many people became interested in video games. Thanks to this, internecine tournaments began existing, where friends competed for a small award. The popularity of such tournaments grew, and with it the scope of events increased [1; 2].

A few years later, one of the first huge tournaments was the “Atari championship” in the new game “Space Invaders” in 1981. The tournament was held on a huge scale — more than 10 thousand participants from all over the United States. The partici-

pants in the championship were people whose computer games became their main hobby, after which they spent most of their lives giving training more than 10 hours a day. The champion was *Bill Heinman*. Thanks to the inexpensive computers of the time from “Commodore” and “Apple” companies, games have gained enough popularity to organize such massive championships [3].

Esports began to gain popularity and strength. The best players were shown in prestigious magazines (“Life”, “Time”), as well as on television. Experts consider *Bill Mitchell* to be the first celebrity among esports players, and he is also recognized as the best player of the 20th century [3].

The UNIX (A group of operating systems for multitasking) Era: All of the above refers to the period of the prerequisite for the emergence of true esports. Esports, as a discipline, always have been attributed to the end of the XX century. It was during this period, in 1990, that the first tournament with a large cash prize pool (the winner took \$10,000) was held — the World Championship on consoles, held by “Nintendo”. This tournament became the foundation for the future in terms of prize pools.

A similar high-profile tournament is the tournament of the new game of the shooter genre “Quake” of 1996 — “Red annihilation”, the winner of which received Ferrari as a prize.

Previous authors of scientific articles believe that the first e-sports team appeared in 1983 by *Walter Day*, who created the “National Video Game Team (U.S.)”. This is not a true , because, according to many journalist authors who themselves witnessed the emergence of e-sports, the first professional e-sports league is the league — CPL, created by *Angel Muneze* in the same year, after the last tournament on the game “Quake”. It is generally accepted that, like in any team, the e-sports team should have the perfect roster: 1) a professional player; 2) Coach; 3) Captain.

The era of early PCs (Personal Computers): Another major event in both e-sports and the gaming industry is the release of a new genre RTS (Real-Time Strategy) game from “Blizzard” — “StarCraft”. This legendary game is remembered to this day. The most devoted fans of this genre still hold internecine tournaments among themselves, not for the sake of monetary rewards, but for the sake of pleasure.

This is the first multiplayer game in which both sides were to hone their thinking and coordination skills. The gameplay of the game is as follows — both sides need to capture the enemy base by creating units (Game characters), structures that protect the

base and lead a character to the enemy. This game aroused great admiration among all ordinary and e-sports players. The game caused particular interest to the residents of South Korea. Due to “StarCraft” many tournaments were created (even in Russia similar tournaments were created, the first of which is the tournament held in St. Petersburg in the summer of 1998). These tournaments were not organized globally, but only regionally. However, sometimes participants from different countries came to such tournaments, among which the first places were often taken by athletes from Korea. They had incredible reaction and thinking. In 20 minutes they had been already destroying the enemies, preventing them from interfering with their victory in any way. As Russian e-sportsmen in narrow circles said: “*Произрасть Корея — это не позор, это честь!*” (Speech heard from personal experience) [3; 4].

The e-sports era moved to a new level. “Valve Software” in November 1998 released the shooter “Half-Life”, the main advantage of which was a well-designed plot. But this is not important on the part of e-sports. A few months after the release of this game, craftsmen created a modification (an add-on to a computer game written by third-party developers or amateurs) for it for the multiplayer mode called — “Counter-Strike”. This game is also played by a huge number of people to this day. The gameplay was to defeat the enemy team (5 people by 5. Team Terrorists vs Special Forces Team). The company that created the game by which they made the modification liked the modification so much that “Valve” bought the rights to use it from the “moderators” (the creators of modifications). In the future, “Counter-Strike” aroused interest among e-sportsmen in the former reference games and the first tournaments are formed. In Russia, the first tournaments were in Moscow and St. Petersburg in September 1999, in which the award was meager due to the economic crisis in the country. But the main reason for the participation of the players was not to receive a reward, but to show their skills.

The century is almost over, and esports is already moving to a new stage of development.

According to experts, e-sports is usually divided into several stages:

1. The Era of Arcade.
2. The Unix Era.
3. The era of early PCs.
4. The era of global tournaments.

In this article, 3 stages of the development of e-sports were disclosed, then it is worth turning to the newest level — the era of global tournaments.

The era of global tournaments: As mentioned earlier, computer games aroused widespread interest. Many countries: from Russia to the USA, held their own regional tournaments in which only local participants were present. But on March 12, 1999, in the USA, the city of Dallas, the first international tournament was held for all the standard games of that time: from the American favorite “Quake 2” to the recently released “Counter-Strike”. This tournament was attended by participants, mainly from Europe and the USA, there were no Russian players there.

Time passed and the century has changed. The issue of the development of e-sports as a separate sport was becoming more relevant than ever. Esports affects all the conditions that are necessary for physical sports: it is also competitive, improves physical skills, and is also held at the international level. In this regard, in 2001 the Ministry of Sports of the Russian Federation signed decrees that clearly indicated that e-sports was given the status of sports discipline at the federal level, but, unfortunately, in 2006 it was removed for some inconsistencies according to the criteria of sports discipline [5; 6].

Further development of the gaming industry again increases the qualifications in e-sports. After the release of the legendary “Warcraft 3: Reign of Chaos” game of the RTS genre from Blizzard (who already created the previous series, as well as another franchise that was already disclosed in this article — “StarCraft”) in 2003, the RTS genre regained interest and new tournaments were being formed. If “StarCraft” did not cause any interest due to invincible opponents from Korea, then in “Warcraft” many e-sportsmen, even from Russia, began to become better than invincible participants from Korea.

So, in the first qualifying world championship on computer games among 37 countries “Electronic Sports World Cup” (ESWC), competitions were held in four disciplines: “Counter-Strike 1.6”, “Warcraft 3: RC”, “Unreal Tournament” and “Quake 3” were presented at the final tournament in Paris. Among which, in the discipline of “Quake 3” (a similar game in structure to “Quake 2”), the first and third places were taken by athletes from Russia: *Anton “Cooller” Singov*, who received \$4000, as well as *Alexey “LeXeR” Nesterov*, received \$2000 for first and third places respectively.

Further time was the era of victories for the Commonwealth of independent states (CIS) teams. From 2003 to 2008, the popularity of e-sports had steadily increased, and the players of the CIS-teams have shown excellent results in the international arena, beating the legendary e-sportsmen from Korea.

Another legendary reference game is considered to be a game, even more a modification to the game “Warcraft 3: RC” called “DotA” (“Defense of the Ancients”) of the MOBA (Multiplayer Online Battle Arena) genre. It differed from the original in that it now needed to fight side-by-side with teammates against the opposing team, consisting of live players. This game aroused great interest among the CIS-players. The first famous e-sports CIS-players are considered to be: *Alexei “Solo” Berezin*, *Danil “Dendi” Ishutin*, *Yaroslav “NS” Kuznetsov*, *Alexander “XBOCT” Dashkevich* and others. Many people who started playing the next sequel (Next part of game) to the game “DotA” — “Dota 2” (another legendary game among e-sportsmen and basic players, it is still relevant today) created by “Valve” automatically knew these players, because their legendary participation in tournaments knew all “Doters” (In common speech: Player of the game “DotA”, “Dota 2”). For example, as the Ukrainian team “*Na’Vi*”, which included two of the above people (“Dendi”, “XBOCT”), won the first world tournament in “Dota 2” — “The International 2011” (This tournament is an annual event, the last one was held in China in August 2019) — defeating all opponents and taking the first place, while receiving \$ 12,000.

The further period of the gaming industry is similar to the beginning of this era. All games were similar: analogues of the original sources, but with a different, more modern graphics. For example, the game “Counter-Strike: Global Offensive” (“CS: GO”) is a shooter genre created by the same company “Valve”. This game is similar in all respects to its founder, “Counter-Strike”, but differs only in graphics that are pleasant to the eye. Tournaments are held the same way as with “Dota 2” every year. And the reward was increasing every year by several million. For example, in 2018 at Dota 2 Tournament “The International 18”, the total fundraising for all participants in the tournament was ~ \$25 million, and for 2019 there was an amount of \$30 million [7].

Realizing that e-sports brings considerable benefits to the organizers, the Government of the Russian Federation returned to e-sports the vocation of sports discipline of the first category. Due to this, e-sports was considered a sport. Some schools in the world want to organize special e-sports schools that teach many features of this far from simple sport, because even the smallest mistakes can lead to huge problems.

Like any sport, there are people in e-sports who try to win dishonestly, using the so-called “cheats”. “Cheats” are special programs that help their owner to commit inhuman actions. For example, viewing

through walls in shooters (it calls “Wallhack”), such as “CS: GO”. This cheat helps a person see opponents through walls, this violates the whole point of the competitive process. In all countries, such people are fined a considerably; and if a person is in the e-sports team, then he is also removed from this post. But in China, they arrange such kind of criminal liability as imprisonment.

In this way, we can conclude that e-sports can be put on a part with other disciplines at international competitions, because the main similarity of e-sports with them is adversarial, as well as the presence of great interest among the majority of the world’s inhabitants. As in the Olympiads, there are cybercriminals in eSports who want to win using illegal means. Modern e-sports is starting to gain new strength and after 10 years it will change as well as at its other stages of development. You should not call computer games at all — a waste of time, because they are our future, to which we strive so much.

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Киберспорт: развитие и становление дисциплины**Иванов В. Д.***Челябинский государственный университет, Челябинск, Россия. vdy-55@mail.ru*

Данная статья раскрывает историю возникновения первых киберспортивных дисциплин, а также развитие и становление киберспорта в мире. В ней также разделяют этапы становления киберспорта и формы нелегальных злоупотреблений в киберспортивных дисциплинах. В статье раскрывается суть киберспорта в целом, его актуальность в нынешнее время, а также его будущее.

Ключевые слова: компьютерные игры, киберспорт, спортивные дисциплины, читы, игровой жанр.

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