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演題

An overview of the esports ecosystem

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Esports, or electronic sports, is the term used to describe the sport of competitive video game playing. The world of professional esports has grown rapidly over the last few years and is expected to reach nearly US\$5 billion in value and a global audience of nearly 600 million people by 2020 (Intel, 2018). Having made its debut as a demonstration sport at the 2018 Asian Games, esports has been confirmed as a medal event at the 2022 Asian Games in China. The International Olympic Committee (IOC) has also explored incorporating esports into future Olympic Games, starting with Paris 2024 Olympics Games where it is in talks to showcase the discipline as a demonstration sport. Esports is growing massively and has emerged as an industry in recent years. In spite of its increasing social and economic importance, research on esports is still in its infancy, and relatively little has been written about the development of esports. Esports is here to stay and yet we know little about the state of play, its actors and players (i.e. the labour force), as a form of sport. This has generated a need to map out the esports ecosystem and the development pathway of esports talent from amateur to professional, which starts from the grassroots, through the national esports federations to international arena. Drawing reference from the models of development for traditional sports as well as human resource management, I am carrying out a research to present an overarching framework for understanding the esports ecosystem as esports goes through sportification. My research aims to elucidate the development pathway of esports talent and prospects of esports development.

