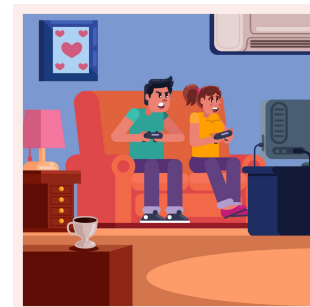


1. Pre-Video Questions

- What is your favorite video game of all times?
- Why do you enjoy playing that particular game or video games in general?
- What do you hope would change or improve in these games?



2. Video Questions: Choose your answers: a, b or c.

- What does eSports stand for?
 - electric sports
 - electronic sports
 - energy sports

- In 2020, it is predicted that _____ millions of people will watch eSports online.
 - 30 million
 - 300 million
 - 3 billion

3. Fill in the gaps with the words from the box.

Stakeholders Giveaways Dedicated Microcosm Endorsements
 Shoutcaster Glut Adoption Phenomenon Cutting-edge Spectatorship

- Electronic sports is now popular in many countries and officially a global
- The casino Luxor in Las Vegas a new space inside the hotel to esports and gaming.
- With similar aquatic animals and plants, my fish tank is a of my favorite aquarium exhibit.
- A of home gaming consoles caused the arcade industry to crash in 1983.
- Esports tournaments boast huge such as sports cars and cash.
- Broadband increased, which meant faster internet connections meant easy to play and watch games.
- To promote brand awareness, corporations must pay fees to celebrities.
- New game makers must use graphics to compete against existing popular games.
- As a, your job is to call the action in the game or explain what is happening.
- Most gamers' favorite part of eSports is the, knowing that there are tons of fans watching you on stage.
- The are the people involved in the project, which include the construction company, the customers, and the sales agents.

4. Give a basic explanation of these types of games.

| <u>Type of Game</u> | <u>What is it?</u> |
|---------------------------------------|--------------------|
| Real-Time Strategy | |
| Multi Online Battle Arena MOBA | |
| Battle Royal | |

5. Video Comprehension Questions

1. Who is Thresh and why was he important to the competitive gaming industry?

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2. What are the main difference between operating an eSports vs. sports business?

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3. What does it mean to have “eSports personalities be more accessible than sports personalities”?

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4. How flexible is it for eSports companies to change the rules of the game?

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6. Gaming Industry Jargons

1. What does a Design Director do for a living?

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2. Explain the difference between “nerfing” and “buffing”?

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3. What is the “Win rate” of a character and why does it change?

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4. What is a “clutch moment”?

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.....
.....

7. Common Idioms: Decide what the phrases in bold mean.

1. If you keep playing soccer, your “knees will **go out**”.

Be exhausted or injured OR Become very strong

2. “I am **so stoked**” that the eSports industry continues to grow today.

Shocked OR Excited

3. “I don’t **get salty**” when people make lots of money through eSports.

Angry and bitter OR Depressed

4. Your customer does not “**buy into**” your idea about purchasing the car.

Hate OR Agree with

8. Writing/ Discussion Questions

1. What trends will gamers observe in the eSports industry in the next few years?
2. Gaming is gradually being accepted as a career. How do gamers make money online? What are the pros and cons of relying on gaming as a career?
3. Design a new video game concept, and write a legend or story that fits with the goals of your game. Please ensure that you follow the steps to write a storyline.
4. Compare and contrast a game in eSports and a traditional sport (i.e basketball, soccer, hockey, or football).