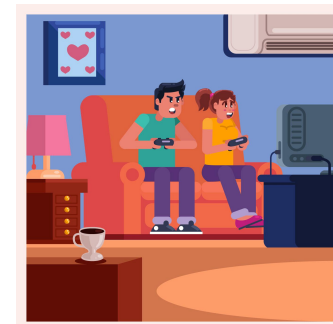


## 1. Pre-Video Questions

- 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 phenomenon.
- The casino Luxor in Las Vegas dedicated a new space inside the hotel to esports and gaming.
- With similar aquatic animals and plants, my fish tank is a microcosm of my favorite aquarium exhibit.
- A glut of home gaming consoles caused the arcade industry to crash in 1983.
- Esports tournaments boast huge giveaways such as sports cars and cash.
- Broadband adoption increased, which meant faster internet connections meant easy to play and watch games.
- To promote brand awareness, corporations must pay endorsement fees to celebrities.
- New game makers must use cutting-edge graphics to compete against existing popular games.
- As a shoutcaster, your job is to call the action in the game or explain what is happening.
- Most gamers' favorite part of eSports is the spectatorship, knowing that there are tons of fans watching you on stage.
- The stakeholders 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>
<b>Real-Time Strategy</b>	It requires you to be incredibly fast with your hands.
<b>Multi Online Battle Arena MOBA</b>	The team gets together to complete a certain goal and usually, there are five team members on each side.
<b>Battle Royal</b>	There may be 100 people who start out and one person or team comes out as a winner.

## 5. Video Comprehension Questions

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

Thresh was a popular Quake player and was known as the best-in-class. First, he used strategies in the game that other people couldn't predict. Second, he was featured on the Wall Street Journal for winning a Ferrari from a Quake game tournament. Thresh's real name is Dennis Fong.

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

Lots of stakeholders are involved and attempt to control sports (eg. the game of basketball), but sometimes, eSports are controlled by just one company. For example, Riot Games is a company that plays multiple roles in developing League of Legends. They built a business model to produce the broadcast and ship the broadcast out to be consumed by end users.

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

In traditional sports, the mass audience rarely gets to interact with the players. For example, in hockey, you only get to see and hear from a few select players who are interviewed after a game. However, gamers are all on stage in a tournament, and they often stream online after games to interact with fans constantly. Their connection with fans is closer allowing companies to turn gamers into brands.

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

In eSports, the company that owns the game can change the rules of the game anytime. If we use basketball as an analogy, the organizers can change the size of the hoop, increase sizes of the player or adjust any rules they want. Tweaking game play can balance characters and the level of difficulty to make the game more enjoyable and entertaining.

## 6. Gaming Industry Jargons

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

Design directors change character strengths and game rules using data and issue patches. If certain characters or strategies become too dominant or weak, they make changes to character to make them more relevant.

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

To nerf a character means to weaken or lower the strength of a powerful character. Buffing signifies the increasing of a character's strength so that it balances out with other characters in the game.

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

Companies adjust the win rate regularly. Each character has a win rate that increases or decreases as you advance to other levels of difficulty in the game. As a beginner, you may choose a character with a high win rate since it requires a low skill level. However, as you advance to high levels of difficulty, that same character may no longer perform the same way. In this case, it may be wiser to choose another character to achieve a higher win rate.

4. What is a “clutch moment”?

It is the moment in a game when one person left on one team. Although outnumbered, this person appears to be able to handle a bunch of people on the other team. Usually, people are trying to see whether the last-one-standing can take down the entire opposing team.

## 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).