

E-Sport Economy (Abstract)

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This Research paper deals with the economical factor that E-Sports is bringing with it. During the elaboration a lot is dealt with the specific terms that come with this topic and their functionalities. Both their interaction and their position as a worker are described in detail.

What is E-Sport in general? E-Sport is a competition that is held in video games.

What is a E-Athelte? A E-Athlete is a person which is competing against other people in video games on a professional level. To be an E-Athlete you have to be a full time gamer.

What are E-Sport events? E-Sport events are circumstances where players compete in video games to earn a certain price. As in every other tournament, the team that is performing the best is earning the most.

How to competing E-Sport companies look like? These companies are designed like normal sport clubs and they work to bring their teams to success. They are consisting of many people who manage these teams.

What is the meaning of being a E-Athlete? There is a lot of pressure that a player has to live with but if he/she can handle it, it can be really profitable. They have to be talented and willing to win.

How does it come to a income of a E-Athelte? E-Athlete get a wage, tournament prices and the majority of the players earnings come from sponsorships and advertisement. The income is also strongly based on the results that the team is achieving.

Economic situations are described in detail under many individual aspects and are a important bullet point of this work. Insights into the earnings of a single individual are provided.

In addition to the financial aspect, the analysis provides a description of the history of e-sports that is presented in a very comprehensive and instructive way. The progress of the whole evolution of E-Sport over the course of the years is another bullet point.

To round off the topic, a short psychological aspect is presented that describes the life as an E-Sport player. By doing that a different side of E-Sport is being showed and that should make the reader think.