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ELECTRONIC SPORTS

This article is devoted to the development of electronic sports.

eSports (also known as electronic sports) are a form of competition that is facilitated by electronic systems, particularly video games; the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces. Most commonly, eSports take the form of organized, multiplayer video game competitions, particularly between professional players. The most common video game genres associated with eSports are real-time strategy, fighting, first-person shooter (FPS), and multiplayer online battle arena (MOBA). Tournaments such as the League of Legends World Championship, the Intel Extreme Masters provide live broadcasts of the competition, and prize money and salaries to competitors.

The genre of fighting games and arcade game fighters have also been popular in amateur tournaments, although the fighting game community has often distanced themselves from the eSports label. In the mid 2010s, the most successful titles featured in professional competition were the multiplayer online battle arena games Dota 2 and League of Legends, and the first person shooter game Counter-Strike: Global Offensive.

Counter-Strike: Global Offensive (abbreviated as CS:GO) is a multiplayer first-person shooter video game developed by Hidden Path Entertainment and Valve Corporation. It is the fourth game in the main Counter-Strike franchise. It features classic content, such as revamped versions of classic maps, as well as brand new maps, characters and game modes. Players play as one of two teams; the Terrorists or the Counter Terrorists, with both teams having different objectives. At the start of every round players get the opportunity to purchase weapons and equipment with their money that is awarded based on their performance in the previous round. Winning rounds results in more money than losing, and completing objectives like killing enemy players results in more money. Negative actions, such as killing teammates, will result in a penalty. Dota 2 is a free-to-play multiplayer online battle arena video game developed and published by Valve Corporation. The game is the stand-alone sequel to Defense of the Ancients (DotA), which was a community-created mod for Blizzard Entertainment's Warcraft III: Reign of Chaos and its expansion pack, The Frozen Throne. Dota 2 is played in matches between

two teams that consist of five players, with both teams occupying their own separate base on the map. During a match, a player and their team collects experience points and items for their heroes in order to fight through the opposing team's defenses. A team wins by being the first to destroy a large structure located in the opposing team's base, called the "Ancient". The game was praised for its rewarding gameplay, production quality, and faithfulness to its predecessor. Since its release, Dota 2 has been the most played game on Steam, with peaks of over a million concurrent players. The popularity of the game has led to official merchandise being produced for it, including apparel, accessories, and toys, as well as promotional tie-ins to other games and media. The game also allows for the community to create custom game modes, maps, and cosmetics for the heroes, which are then uploaded to the Steam Workshop.

So, in my opinion electronic sports is really important part of our world because many people in the world can stay at home, play games and win a lot of money, in such a young sports industry.

LITERATURE

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