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According to Forbes, “after a long back and forth with the government, the U.S. finally recognizes eSports players as professional athletes, and will grant them visas under that identifier” Although the Government has recognized eSports as a legitimate sport, but there are still critics who still do not consider gaming a legitimate sport. Critics feel this way because of their differing factors compared to mainstream sports. These players also put in countless hours of preparation, tremendous amounts of skill and strategy, popularity of mainstream sports is slowly losing ratings to eSports.

The increasing popularity of eSports is gaining traction to demand the respect that the sport deserves. Just recently a game called Counter Strike, a wildly loved first person shooter, hosted an event in New York. The prize pool for this particular event $250,000, this event was hosted at the Barclays Center. The Barclays Center is usually used for basketball games, but this time the arena sold out for a Counter Strike tournament. Also, every Friday of the next couple months at 10 p.m. EST, Turner Broadcasting System (TBS) hosts ELEAGUE. An event were the top tier teams from all over the country compete for a spot in the grand finals, as a result of being in the grand finals teams compete for a whopping $1,400,000. While eSports will never come close to the NFL in terms of ratings, but with eSports it appeals to a larger audience like kids that are not interested in mainstream sports, and people who do not live in North America.

Not to say that the players in these sports are under payed, but the player’s union believes they are. These players put in at least 8-10 hours a day playing a particular game, so that they can compete for those gigantic prize pools. That being said, these players should not be payed nearly as much as a professional athlete, but eSports players should be at least paid enough to were there can fend for themselves and compete.

In professional sports teams are granted with a particular lineup. For example, in football teams are given a 53 man roster every one of those players has a certain setoff skills that are valuable to that team, and also are allotted a practice squad for those players that have the skills but need to tune up those skills. Take Counter Strike for example, organizations are given a five-man roster. Those five players may not be the best five players in the world but they fit what the team wants to be. For example, the IGL (In game leader) will call the strategies for every round with help from their coach. This player will get his team into the best scheme that will help his team win the game. The IGL in football would be like the quarterback because he gets the play from his coach, and is able to change the play at the line if he sees something his team can take advantage of.

Hence, eSports is slowly gaining traction to becoming a worldwide sport. These players have been recognized by the government, but not recognized by people set in their ways. Professional athletes spend hours upon hours working on their craft as do eSports players, also eSports is becoming one the most watched venues right now.