E-SPORTS AT UNIVERSITY: IS THERE A NEW FRONTIER OF LEARNING?

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WHAT ARE E-SPORTS?
E-SPORTS

Electronic sports, competitive video games

Based on skills and not on luck

Single player, multiplayer

Growing phenomenon

Gathered interest from (real?) sport teams
E-SPORTS TEAMS

Daily training

Coaches

Gaming houses (training facilities)

Team-building activities
Most viewed esports tournaments of 2021

1. World Championship - Airtime: 134h, 174.82M
2. The International 10 - 125h, 107.23M
3. MPL ID Season 8 - 172h, 76.94M
4. PGL Major Season - 123h, 71.32M
5. LCK Spring - 290h, 67.54M
6. M3 World Championship - 103h, 62.61M
7. Mid-Season Invitational - 86h, 61.18M
8. LCK Summer - 295h, 60.52M
9. MPL ID Season 7 - 169h, 54.29M
10. VALORANT Champions - 98h, 46.04M

Excluding Chinese platforms

More esports stats on ESCHARTS.COM
## Top Prize Pools for E-Sports Tournaments in 2021

<table>
<thead>
<tr>
<th>Game</th>
<th>Tournament Name</th>
<th>Prize Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dota 2</td>
<td>The International 10 (TI10)</td>
<td>$40,018,195</td>
</tr>
<tr>
<td>PUBG</td>
<td>Global Invitational.S 2021</td>
<td>$7,056,789</td>
</tr>
<tr>
<td>Overwatch</td>
<td>The Overwatch League 2021 Playoffs</td>
<td>$3,200,000</td>
</tr>
<tr>
<td>Rainbow Six Siege</td>
<td>The Six Invitational 2021</td>
<td>$3,000,000</td>
</tr>
<tr>
<td>League of Legends</td>
<td>Worlds 2021</td>
<td>$2,225,000</td>
</tr>
<tr>
<td>Counter Strike: Global Offensive</td>
<td>The PGL Stockholm CS:GO Major</td>
<td>$2,000,000</td>
</tr>
</tbody>
</table>
E-SPORTS TEAMS AT UNIVERSITY

Training & Gaming

Coaches

From students for students

Students’ skills into practice

Team-building activities (community building)
H0: No significant correlation in the evaluation experience of E-sports

H1: Knowledge of E-sports, attitudes toward them, and agreement with using them in a university setting are all positively correlated.

H2: Females would report lower ratings across all interest domains

H3: Compared to non-gamers, competitive and casual gamers would be more interested in using E-sports in educational settings and would report better attitudes.
STUDENTS' ATTITUDES TOWARDS E-SPORTS AT UNIVERSITY
Are eSports an advantage in learning?

Considering the advantages and disadvantages of E-sports in general do you think that:

- I see no advantage
- The disadvantages that eSports bring are greater than the advantages
- The advantages and disadvantages that eSports bring are more or less balanced
- The advantages that eSports bring are greater than the disadvantages
- I see no disadvantage

Are eSports an advantage in learning?
WOULD YOU SUPPORT SUPSI ORGANIZING E-SPORTS IN A FORMAL WAY?
CONCLUSION

Students positively perceive the use of E-sports in learning environments.

Each department needs specific strategic tools for learning environments.

Before gathering information on whether people are willing to use them, we have to observe that people on average are well disposed to participate in game activities.

Especially, males see many benefits in this type of activities.

On the contrary, the knowledge of the world of E-sports is not yet so widespread, and students are not yet so familiar with it, especially in the female group.

In order for E-sports to be profitably put at the service of educational offerings, activities must be designed in a fun and immersive way.