

THE CITY OF



eSports: A Quick Look

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1972

First recorded eSports event held at Stanford University for the game Spacewar. The winner received a year's subscription to Rolling Stone magazine.



1980s

The first big recorded eSports event, with 10,000 participants competing in the game Space Invaders. Arcade tournaments increase in popularity.



1990s

Internet connectivity becomes widespread in many households, allowing a new avenue for competitive gaming. Fighting games increase in popularity and enter the eSports scene. Corporate sponsored tournaments become more widespread.



1997

Red Annihilation Tournament is held for the game Quake. The winner of the tournament won the Quake Lead Developer's Ferrari.



2000s

eSports begin to get TV coverage worldwide. Internet cafés become popular in South Korea, leading to an increased interest in eSports in the country. The most iconic eSports moment happens in EVO 2004. Events begin having prize pools in the millions of dollars.



2010s

Number of tournaments increases from 10 in 2000 to 260 in 2010.

Viewership and prize pools start to rise, some prize pools awarded over \$1 million.

Streaming services such as YouTube and Twitch.tv allow tournaments to be broadcasted live, increasing their reach and viewership.

Large tournaments are hosted in sports arenas.

The History |

eSports Today



Since 2013, many colleges across the US have developed their own eSports programs.



eSports continue to rise in popularity, with viewership increasing on platforms such as Twitch.tv and an increase in attendance to LAN events.



In 2015 the United States' first eSports arena was opened in Santa Ana.



eSports are being considered by the IOC to be included in the (former) 2020 and 2024 Olympics.



Professional Leagues have been created for games like Rocket League, League of Legends, Overwatch, and many more.

Logistics to Consider

- What game do you want to offer?
- Know your target market
- What games offer the best competitive format?
- What type of event are you looking to put on?
- What kind of game is your organization comfortable promoting?
- Do you want to broadcast your event to your community?
- What rules do you want to implement for your event?



In-game Logistics to Consider

- Player names
- In-game text or voice chat
- Player profile pictures
- Connection issues
- Claims of cheating
- Map balance issues in-game
- Game settings to be used



Games to Consider



And many more..

Final Considerations

- Don't reinvent the wheel
- Tap into your younger staff to see what games they'd like to see offered.
- Utilize available resources!
- Approach your eSports program as a recreation program.
- This could be a new, successful avenue for recreation.