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HISTORIC REVIEW OF ONLINE GAMES AND THEIR RE-EVOLUTION AS E-SPORTS

By

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ABSTRACT

Fotios A. Maragkos: Historic review of online games and their re-evolution as e-sports

(Under the supervision of Athanasios Strigas, Professor)

Introduction: The thesis begins by exploring the evolution of online games into e-Sports, delving into the journey from simple games like Pong to complex ones like Unreal Tournament. It examines the factors behind the fame of e-Sports, including competition, monetary incentives, comfort of playing from home, and internet visibility.

Objective: The purpose is to showcase the increasing interest and development in online games and e-Sports, focusing on how these games have transformed from leisure activities into professional pursuits. The goal is to understand public perception towards online games and e-Sports, particularly whether they are viewed positively or negatively, and their potential as a professional or recreational activity.

Methodology: The research employs a qualitative methodology, incorporating interviews with e-Sports professionals, game developers, and educators, as well as analysis of academic journals and news articles. The study aims to understand the historical progression of e-Sports, its social and economic impact, and the potential for integrating e-Sports into physical education programs.

Results: The thesis presents a comprehensive view of e-Sports' development, from its early days to its current status as a global phenomenon. It discusses the social and economic aspects of e-Sports, including its business model, revenue generation, and societal impact. The research also highlights the potential benefits and challenges of integrating e-Sports into educational settings.

Conclusion: The study concludes that e-Sports have significantly evolved, influencing social norms, economic models, and even educational systems. The growing popularity and professionalization of e-Sports signify its potential to become a mainstream competitive activity, paralleling traditional sports in many aspects. The thesis suggests that e-Sports' future will likely see increased professionalization, broader audience appeal, and more significant integration into various societal domains.

Key Words: E sports, game developers, traditional sports, marketing

KEYWORD S

E - Sports : These are specific games that are considered "electronic sports" with a large audience that are played via computer and organize major championships.

OnlineGaming: Computer games played online with other players.

Sponsors : Companies that support and promote e - Sports teams in exchange for advertising.

Sequels: improved versions with more content or new stories

Steam: nlinegame library with its own servers that every player who has the game can play online withothers.

Beta: is the pre -release stage of the game where players play and test if everything is as it should be.

1 INTRODUCTION

Today there are online games for all tastes in high graphics and of course capable of providing several hours of fun or work for some. But in recent years they have taken a more serious plot with some Online games having gathered a large audience and organizing large tournaments all over the world.

But for online games to reach this point , a long journey took place (e - sports).

From the first and simplest games like Pong (a very simple electronic version of tennis) which was a game for two people in a room, the level rose to UnrealTournament(one of the first successful online games), offering the comfort of many players to play from home and finally led the evolution of online games to professional prospects. But before mentioning all this the main question is why e - sports ended up being so famous.

First of all the competition makes them attractive as players compete with each other for the position of winner. For others he is one way to show off their talent and even if they are involved in it from a young age it gives them the same feeling as a normal sport e.g. football. In addition, the fact that most people play primarily for the love of it leads some of them to turn the passion and fun into a profession.

Second, a very basic incentive is monetary amounts, i.e. payments or prizes that are highly satisfying judging by the fact that they are games. They push players to persevere and try even harder, with rewards for their efforts.

Thirdly, some people find sitting at home more comfortable than e.g. to run on a field (this comparison is made because there is a lot of controversy and discussion about the fact that in a short time all sports will be replaced by the computer).

Fourth, this is another way to become famous and be treated like any famous athlete (Like football or basketball).

And fifthly, visibility on the Internet or in Onlinestreams is very important (Stream is online television).That is, the recognition, admiration, and support gives the players the satisfaction of finally achieving what they wanted after so long of trying to reach the professional level.

1.1 Purpose

The purpose of this thesis is to show the world that onlinegamesand e - Sports are very interesting and are developing day by day in all areas. Every day new players or teams start playing and try to reach professionallevel.

The result of the above is that young people play persistently for hours to reach a certain rank and do so for a large part of their lives. Every day new players start their "career" in games, companies create even more games, more improved than the previous ones, and bigger and bigger tournaments with big cash prizes are constantly organized . As technology advances they discover new things to make OnlineGamingmore interesting and easy to attract more people. Since the first online game was created until today there has been a very large and rapid improvement with the result that soon in the future e - Sports will enter the field of sports, or evenovercome

The goals of this thesis are to find out what people think about online games and e - sports through research . That is, if they support Onlinegamingand e - Sports or not and why. In addition, if they find it interesting and do it professionally or for fun and if it is right for them to become part of the sports or if it will affect our lives negatively.

1.2 Structure

The 1st Chapter is the introduction of the subject and then the purpose and objectives, which are desired to be achieved with the present work and research, are mentioned.

In the 2nd Chapter, all the important Online Games from 1973 until today that influenced the Online world are mentioned. Then there is an analysis of e - Sports and the games that managed to enter this category. It also mentions the tournaments, the amounts of money/prizes and the sponsors.

In the 3d Chapter I present the future of e-sports and in the next chapter financial information

Finally, the bibliography is divided into categories with the corresponding links .

1.3 Review methodology

Objectives/Research Questions

The primary objectives of this literature review are to:

1. Understand the historical progression of e-sports.
2. Analyze the social impact of e-sports.
3. Elucidate the economic models underpinning e-sports.
4. Explore the potential for integrating e-sports into physical education programs in educational settings.

Data Sources

Primary Sources

Interviews with e-sports professionals, game developers, and educators.

Official reports from e-sports organizations, leagues, and game developers.

Academic journals focused on gaming, e-sports, and physical education.

Secondary Sources

Books on the history and sociology of e-sports.

News articles and features on e-sports trends and developments.

Reviews and critiques of e-sports tournaments and leagues.

Search Strategy

1. **Keywords Identification:** Begin by identifying keywords and phrases relevant to the research questions such as "e-sports history", "societal impact of e-sports", "e-sports economic model", and "e-sports in physical education".
2. **Database Search:** Utilize academic databases like JSTOR, Google Scholar, and PubMed. Also, explore databases specific to gaming and e-sports.
3. **Inclusion and Exclusion Criteria:** Only articles, papers, and reports published in the last ten years will be considered unless they are foundational texts. Exclude any sources that don't directly relate to the research questions.

Data Synthesis

Historical Progression of E-sports

- Trace the evolution of e-sports from its inception to the present day.
- Identify key milestones, games, and figures that played pivotal roles.

Social Impact of E-sports

- Analyze the societal perceptions of e-sports over time.

- Examine the cultural influence, community engagement, and the potential for e-sports to drive social change.

Economic Model of E-sports

- Understand the primary revenue streams for e-sports organizations and players.
- Explore the role of sponsorships, advertisements, merchandise, and ticket sales.

Integration into Physical Education

- Analyze the potential benefits and challenges of integrating e-sports into physical education curriculums.
- Review any existing models or pilot programs that have attempted this integration.

2 Historicalreview

2.1 The Beginnings of eSports in the 1980s

The Space Invaders Championship, held in the United States in 1980, drew about 10,000 people from throughout the nation (American Esports Publisher, 2019). Qualifications were held in cities and places around the United States, including San Francisco, Fort Worth, Chicago, Los Angeles, and New York. Encouraged by this early success, Atari launched the World Championship the following year, with a $50,000 prize pool. Although 3,000 to 10,000 competitors were expected, only 174 competed. The biggest challenge was that participants had to fund all expenses in order to participate, resulting in a poor attendance. Furthermore, the winners did not get the cash prize that the event organizers had promised. The event was a failure. It revealed the inability of stakeholders to generate money and organize themselves in a sustainable way (Capsl, 2019).

The first television program, Starcade, aired on the American network TBS in 1981 (Capsl, 2019). It was a competition game show in which contestants competed by playing arcade video games.

At the beginning of the decade, companies emerged that kept track of the top scores in popular video games such as Pac-Man, Donkey Kong, Defender, and Centipede. At the time, there were two types of games on the market: shooting games (such as Defender) and action games (such as Pac-Man). The majority of the music was played solo. Twin Galaxies, a video game marketing business, even entered these scores into the Guinness Book of World Records (Allegra, 2018). at the early 1980s, arcades were popular at shopping malls, gas stations, restaurants, and amusement parks (Billings & Hou, 2019). The income in this business was close to 900 million dollars. However, by the middle of this decade, arcade sales had began to fall as a result of the growing popularity of personal gaming consoles and the general public's access to computers. In 1985, the NES system was released in the United States, thus destroying the arcade industry.

Following that, another crucial event occurred. The first teams of players with communities of players competing against each other were founded in both Germany (Atari VCS Bundesliga) in 1982 and the United States (US National Video Team) in 1983. These player groupings heralded the start of what would later be known as eSports

(Billings & Hou, 2019). Netrek is a multiplayer computer game that was developed in 1988 (Capsl, 2019). It was unusual in that it enabled 16 players to compete against each other via the Internet at the same time. The Internet forever changed the way people played games by enabling them to play with anybody in the globe.

2.2   The Internet's Development and eSports Competitions in the 1990s

The advent of the Internet wreaked havoc on the video gaming industry. Players may now maintain score online and share them with other players from all around the globe. Players' communities were able to communicate more easily regarding their training and contests (Edge, 2013). Despite the success of the game console industry, personal computers (PCs) have gradually established themselves. Indeed, some specific developments, such as improved graphic quality (640x480) and CD-Rom inclusion in PCs, contributed to the popularity of PC games. This latest technological innovation enables more captivating gameplay due to more realistic visuals. PCs were catching up to game consoles and eventually replacing them. The release of the PC game Doom (Stanton, 2015, pp. 142-134) in 1993 was a watershed moment, enabling players to save games and replay them later. Furthermore, this game exemplified the lengthy history of the first-person shooter (FPS), with the player seeing the action through the eyes of the character they control.

Tournaments and tournaments (for example, Battle by the Bay and QuakeCon in 1996 or Red Annihilation in 1997) rose in popularity as technology advanced (Billings & Hou, 2019). Tournament organizers had a more viable financial approach than in the previous decade. They finally gained money and were able to attract more players and publicize the events. Sponsors, like as AMD or Intel at the time, were becoming more interested in and key participants in this fledgling market. Personal computers (PCs) seemed to dominate the future of competitiveness by the early 1990s. The Nintendo World Championship in 1990 and the Nintendo Power Fest in 1994, for example, visited 29 American cities before concluding with a final at Hollywood Studios in California (American Esports Publisher, 2019).Participants came from all over the world, including the United States, Canada, the United Kingdom, Australia, and Chile. A few years later, in 1997, The Red Annihilation competitive event was organized: a 2,000-player US statewide tournament based on the game Quake (Edwards, 2013). The prize is a Ferrari 328 GTS. Dennis "Thresh" Fong emerged victorious, becoming the first professional eSports player in history (Edge, 2014). Similar developments happened in Europe and

South Korea, which would serve as a predecessor in Asia, to these American endeavors. The game Starcraft First Blood was very popular in South Korea during the end of the 1990s. The expansion of high-speed Internet permitted the proliferation of cybercafés, enabling eSports to become more accessible to young people (Scholz, 2019, p.22). Professionalization of players has emerged from the rising popularity of eSports events and competitions. The Cyberathlete Professional League (CPL) in the United States was founded in 1996, the AMD Professional Gamers League (PGL) in Eastern Europe in 1997, the Deutsche Clanliga (DeCL) in Germany in 1997, and the Clanbase League in the Netherlands in 1998. These leagues were crucial in the organization of tournaments and the structure of the business. Nonetheless, leagues established independently of one another and failed to interact, giving birth to federations that were created to better integrate the common functioning of eSports leagues throughout the next decade. They were inspired by traditional professional sports. Since then, the first online or LAN (network) competitions in front of an audience have taken place (Jenny et al., 2017; Wagner, 2005). Everything picked up speed during the following decade. The eSports industry is only getting started and will continue to grow over the next several decades.

2.3 Growth and Professionalization Begin in the 2000s

The number of professional gamers increased dramatically throughout this decade. Amateurs and professionals could be recognized, and tournaments began to air on South Korean television (Sahoon& Thomas, 2015). As additional tournaments were organized, leagues sprung up all over the world. Asia, Europe, and America all had significant associations (for example, the Korean e-Sports Association in Korea, the Cyberathlete Professional League and Major League Gaming in the United States, and the AL- TERNATE aTTaX in Germany), as well as the first world tournaments (for example, the World Cyber Games Challenge, World Cyber Games, and CPL World Championship in 2001, the Evo Championship Series in 2002, the Electronic Sports World Cup in 2003, and the World Esports Championship in 2004). MLG (Major League Gaming) was founded in 2002. This league employed a point system (i.e., the MLG Pro Points Ranking Systems) to assess the performance of global players (Edge, 2013). MLG held a number of tournaments in the United States and Canada, but it also kept in touch with game developers. This group used television broadcasting extensively and began submitting videos to Justin.tv, a site that allowed anybody to stream video online (Gerber, 2017). The quality was not always there due to bandwidth limitations, but this method

gradually started to reach a larger audience.

Because of the larger audience size, tournament organizers were able to enhance relevant rewards, resulting in a rapid escalation of incentives to attract the best professionals. The winning team won less than $ 75,000 at the start of the decade, with $ 70,000 for Worlds Cyber Games in 2001 and $ 35,000 for Starcraft. In the mid-2000s, winning teams collected around a quarter-million dollars in tournament prizes. This was the case during the CPL World Tour, with the winner team getting a $ 250,000 check. The prize fund for an eSports tournament (i.e., Championship Games Series) was declared in 2007 (Esportsearnings, 2021). The games were picked by the professional leagues that hosted the tournaments in consultation with the developers who understood the business and marketing aspects of selling their games as well as the media around them. Major developers like as Blizzard were facing an uphill struggle to get their games into competitions while simultaneously vying for cash, branding, and, most crucially, reputation. Dota was created in 2003 and helped pave the path for MOBAs (multiplayer online battle arenas). However, at the end of the decade, in 2009, Riot Games released League of Legends (LoL), which went on to become a huge hit a few years later (Keiper et al., 2017). This kind of game will progressively become an essential part of contests due to its experiential nature and the growth of professional teams. In addition, contests such as MOBAs would see an increase in attendance. Leagues and event organizers were internationalizing contests. For example, in 2003, the South Korean company Samsung developed the World Cyber Games, a global event comparable to the Olympic Games. The first World Cyber Games had 430 participants from 37 nations and a $300,000 USD prize fund. It is possible that it was the first truly worldwide eSports tournament (Syrota, 2011). The CPL World Tour, which took place in 2005, was a tournament for the game Painkiller with nine tour stops (Istanbul, Barcelona, Rio de Janeiro, Jönköping, Dallas, Sheffield, Singapore, Milan, and Santiago), culminating in a final event in New York City. The prize money was one million dollars, the biggest ever paid by the CPL.

2.4   The arrival of streaming platforms and League of Legends (LoL)

The financial crisis hit at the beginning of the decade. The financial crisis had a big impact on eSports and the companies involved, just as it did on many other industries. Everything was condensed, owing to the fact that eSports was mostly sponsored at the time. Sponsors withdrew tournament funding, causing money prizes to be severely cut and certain tournaments to be canceled, raising fears of a serious industry disaster.

Because only those that had previously sought to establish a sustainable corporate strategy survived and stayed in eSports, the financial crisis produced a shift in mindset. These years have shown that by making games more accessible, watchable, delightful, and entertaining, it is feasible to foster organic growth in eSports by developing an audience.

The Twitch broadcasting network has propelled eSports' rise even more. Given the exponential growth, it was logical for larger firms to get interested in eSports. Amazon's $970 million acquisition of Twitch (Brustein, 2014) ignited a shopping frenzy that is currently ongoing. Firms interested in eSports from outside the indigenous eSports ecosystem helped develop the business model network we see today. Streaming (a method for streaming and streaming online and streaming multimedia information, which avoids downloading data and allows for live (or slightly delayed) transmission) seemed to be the eSports sector's Holy Grail in communication. This technology allowed tournament and league organizers to broadcast competitions and professional players to highlight their achievements. In 2011, the site had 5 million users, and by 2013, it had 45 million. YouTube would follow quickly to avoid falling too far behind (Zagala & Strzelecki, 2019).

Furthermore, although being created in 2003, cellphones became popular throughout this decade. Many applications and games were developed expressly for these devices. The era of mobile gaming was come (Fallis, 2014). Because of streaming services and high-profile live contests, the PC was the most visible and popular eSports platform in 2019. eSports on mobile platforms, on the other hand, were booming. Mobile phones are readily accessible, inexpensive, and in great demand, and the economics of mobile apps for eSports are more instantly monetizable than PC games. This increase in spectators created a more enticing market, which was aided by a significant increase in sponsorship (Ke & Wagner, 2020). For a long time, eSports sponsors were limited to corporations in the IT industry (such as Intel) or companies that make sports equipment (such as Nike or Adidas) or specific brands such as the Red Bull brand. Sponsors now come from a variety of industries (banking, fast food, travel, and so on). Developers were formerly a significant part of the business, but some sponsors started to donate a portion of the tournament proceeds. PC retailers, energy drink companies, and computer software vendors were also engaged (Edge, 2013).

At the end of the decade, a new kind of game emerged: Battle Royale (also known as PlayerUnknown's Battlegrounds or Fortnite). Apex Legends will be available in 2018.

Fortnite, a genuinely globalizing and multicultural phenomenon, has ascended to the top three a year after its debut. The most-watched games in the world, notably among those aged 18 and under (Marlatt, 2020). This market competitiveness increased the awards given out during tournaments. Fortnite staged a worldwide cup, the Worldcup Fortnite, in 2019, with over $ 30 million on the line. Pickell (2019) estimates that the winner will get $ 3 million. Dota 2 quickly responds with The International, a tournament that offers the winning team $ 15.8 million. Despite this inflation, the most popular games on the planet are League of Legends and Counter-Strike (Petermeier, 2020). Game developers are actively involved in the growth of the eSports industry. Their notoriety is important since it is related with the audience and hence future income, which is their primary purpose.

Many eSports organizations formed the World Esports Association (WESA) in 2016. It started as an open and inclusive organization with the objective of further professionalizing eSports by including components such as player representation, set standards, and team revenue splits. WESA will aim to offer regular schedules for fans, players, organizers, and broadcasters, and will convene all stakeholders for the first time. For the first time, multiple global ecosystem actors have pledged to collaborate to ensure the success of this sector.

This decade witnessed the debut of streaming, which rapidly became the dominant mode of communication for eSports and had a significant impact on the increase of viewers. Anyone who enjoys gaming may now follow their favorite leagues and teams (Burroughs & Rama, 2015). This innovation has also had an impact on the industry. Sponsors are increasingly investing in leagues to promote the growth of major events. The sponsors rely on professional teams to assist them in their efforts. Sponsors are becoming essential players in the eSports industry. This is the decade in eSports history when the industry seems to be stable and consistent.

3   Social Aspect of E-sports

3.1   Social equality and inclusion.

According to one study, normative gender norms persist in esport, which may lead to the opposite of the aforementioned, despite theoretical accessibility and equal opportunity, since there is no skill difference between males and girls in esport (Ratan et al., 2015). Several studies have looked at sexist behavior and exclusion, such as harassment or male hedonism (Ratan et al., 2015; Ruvalcaba et al., 2018), low acceptance of other genders and a lack of political correctness (Hayday& Collison, 2020; Xue et al., 2019), and the application of gender normative roles in games (Ratan et al., 2015). At the collegiate or amateur levels, there are few programs or strategies that address prejudice and exclusivity (Taylor & Stout, 2020). In general, discriminatory conduct is becoming an issue for sports that are largely followed online and anonymously, which is compounded by the anonymity of recreational gaming and semi-professional esports (Hayday& Collison, 2020;). Players who desire to play professionally but do not see their abilities recognized feel excluded (Schaeperkoetter et al., 2017).

3.2   Sense of identity and pride.

The feeling of community among esports enthusiasts is growing (Fiskaali et al., 2020; Freeman & Wohn, 2017; Pizzo et al., 2019; Seo, 2016; Xue et al., 2019). Attending live events or LAN parties may facilitate this (Jang et al., 2020; Jansz & Martens, 2005; Whalen, 2013), adding to the results that esport offers a platform for networking possibilities. This may happen at particular live events (Jang et al., 2020; Jansz & Martens, 2005; McCauley et al., 2020; Whalen, 2013) or more widely in the esports setting (Baltezarevi&Baltezarevi, 2019). However, esport fans try to separate themselves based on the game they play (Kim & Kim, 2020), which leads to tribal behavior among the diverse player bases (Hayday& Collison, 2020). Furthermore, numerous chauvinistic patterns in gender-based esport may be found (Hamari & Sjöblom, 2017; Ratan et al., 2015; Xue et al., 2019).

3.3   Justice and ethics.

Fair play, sportsmanship, and respect for the opposing side are key components in esport (Baltezarevi&Baltezarevi, 2019;), although they may occur in a different fashion than in traditional sport (Whalen, 2013). This is also evident in esport participants' perceptions of themselves as athletes (Schaeperkoetter et al., 2017). In contrast, the

difference with traditional sport raises worries about potential hazards from export to traditional sport and society since it diminishes the physical connotation and threatens its financial sustainability (Tjnndal, 2020). Four studies look at the association between competitive video or computer games and aggressive behavior, and they find that competition, rather than violent or explicit content, affects aggressive behavior (Adachi & Willoughby, 2011, 2013; Choi et al., 2018; Schmierbach, 2010).

3.4 Pleasure and enthusiasm.

Aficionados regard esport consumption, both passive and active, as a delightful and distinctive experience (Jang et al., 2020;), enhancing well-being among peers (Baltezarevi&Baltezarevi, 2019;). Port players engage in both obsessive (Macey & Hamari, 2018) and harmonious (Garcia-Lanzo &Chamarro, 2018;) activity, with the former suggesting problematic gaming behavior and the latter functioning as a buffer against negative results (Bertran &Chamarro, 2016; Choi, 2019).

3.5 Image and status.

Despite the fact that esport is a global phenomenon that contributes to international communication in commerce (Postigo Fuentes & Fernández Navas, 2020a, b), there is a disparity in the popularity of esport (Parshakov et al., 2020) and genres or games played as esport (Hayday& Collison, 2020). According to two studies, esport players and teams may be used to build a reputation for a certain cause, whether it's for a university (Pizzo et al., 2019) or a nation (Lin & Zhao, 2020). Furthermore, research indicates that esport is used to promote political power or build nationalism based on a meritocratic neoliberalist approach in which the person who outperforms his opponents is given the opportunity to represent and bring glory to the home country (Lin & Zhao, 2020).Athletes' ability and quality of life.

According to studies on esport athlete characterization, prospective esport players aim to become professionals and identify as athletes (Schaeperkoetter et al., 2017).Ward and Harmon (2019) assert that "su- perstardom" exists in esport and that esport players may act as role models. According to eight studies, competitive gaming enhances communication skills (Nielsen &Hanghoj, 2019;), peer social interaction and problem-solving abilities (Baltezarevi&Baltezarevi, 2019;), and soft skills (Freeman & Wohn, 2017). Because of its transnational nature, esport promotes the development of foreign language skills (Postigo Fuentes & Fernández Navas, 2020). Professional gamers, on the

other hand, experience pressure from their team or organization, fans, and themselves, according to one study (Paravizo& de Souza, 2019), while another describes the danger of professional burnout (Perez- Rubio et al., 2017).

3.6 Physical exercise and well-being.

In terms of demographics, es- port is dominated by young men (Garcia & Murillo, 2020). Competitive gaming, regardless of the game or whether it contains violence, can result in short-term aggressive behavior (Adachi & Willoughby, 2011), a short-term increase in concentration (Hagiwara et al., 2019), and, after a certain duration, an increase in testosterone, dehydroepiandrosterone, and androstenedione (Gray et al., 2018). Furthermore, it fulfills hedonistic desires like escapism as well as competitive desires like challenge or competition (Jang & Byon, 2019, 2020;). Quantitative survey study reveals that esport participants have stronger social capital as well as improved behavioral and emotional states (Schaeperkoetter et al., 2017; Kwak et al., 2020). According to a mixed method study, esport players have a better knowledge of team conduct. Higher-level players are more determined, less agreeable, and less extroverted than lower-level players (Matuszewski et al., 2020); however, agreeableness and extroversion, as well as consciousness and openness to experience, have been identified as esport consumer engagement triggers (Abbasi et al., 2020). Higher time spent playing correlates with performance level and physical activity (Trotter et al., 2020), and the career length of professional StarCraft gamers correlates with cortical thickness in three brain regions, with the frontal gyrus positively correlating with winning rate (Hyun et al., 2013). According to two studies, professional gamers participate in greater physical exercise than the World Health Organization advises since it increases their competitive power (Kari &Karhulahti, 2016). In contrast to these results, two studies demonstrate a relationship between esport participation and reduced physical activity, which has a negative impact on players' body composition (Bayraktar et al., 2020). According to DiFrancisco-Donoghue et al. (2019), esport has clinical consequences equivalent to sedentary desk labor. Another study shows how the esports community may respond to the damage to players' mental health caused by toxic behavior when there are almost no regulatory institutions in place to prevent it (Peng et al., 2020).

4   Economic Aspect

4.1   E-Sports Business Model

Esports business model Sponsorships and advertising make for 60-90% of many esports teams' income. Among these money sources are sponsorships in return for advertising on the players' shirts, comparable to conventional sports. Red Bull and HTC, two energy drink companies, both hold jersey sponsorships for Cloud9, a well-known esports team. Following sponsorship and advertising are media rights (20%), royalties and goods from game developers, and ticket sales (all with relatively identical amounts of 10-15%). When the squad qualifies for international events, sponsors may get worldwide visibility.

Because the camera is not focused on the athletes, jersey sponsorships in esports are not as lucrative as they would be in conventional sports. Because of their significant social media presence, they instead sponsor esports teams. Several worldwide esports clubs, like conventional sports teams, provide clothes and other related items to supporters. Jerseys and t-shirts, as well as other gaming-related items such as mouse pads, are examples of this. One hindrance to many teams making more money from goods is the fact that esports venues are still relatively tiny in comparison to traditional professional sports arenas. Because fewer people can attend games in person, there is less motivation for supporters to wear team clothing to show their support. Lee and Schoenstedt (2011) compare spectator behavior in esports and conventional sports. According to their findings, esports fans spend far less on sports items and attendance than conventional sports fans. As a result, it is reasonable to believe that esports teams are not now emphasizing this, but their position in the fan market may change in the future. In the digital era, esports teams enable marketers to reach audiences who were previously unavailable via conventional marketing strategies. Millennials watch less television and listen to less radio than previous generations, emphasizing the significance of social media marketing. Esports viewers have an average age of 29, with 39% of the total audience aged 25 to 34, suggesting that esports is a successful marketing medium for a youthful audience. Many teams pay marketing professionals to maintain the team's social media accounts, as well as graphic designers to create promotional items such as player posters. Because content development is how the team attempts to establish fan bases, it is nearly as important as team performance. Though the players are the center of attention, esports clubs often have specialists working behind the scenes to delight huge

fan groups. The vast bulk of esports consumption takes place online. As the industry attempts to attract younger viewers, several TV and online businesses have begun to fight for the rights to broadcast events. Meanwhile, internet streaming is rapidly rising and will very certainly add to the increase in consumption. Esports teams may also earn money by creating video for platforms like as YouTube and Twitch. While YouTube Gaming and Twitch have recently seen remarkable growth, the entrance of other major corporations such as Facebook improves the gaming industry's near-term development potential. Ad income from each watch may allow the teams to continue to sponsor high-quality films. Although the money from this sector is little, the benefits of reaching new audiences and growing their fan base are enormous, and this is presently the primary emphasis in recruiting sponsors. Many new esports teams need large expenditures in addition to sponsorships to counter rising expenses. Raising funding for esports teams has previously been challenging, but this is getting simpler as esports rises in popularity. Player earnings have surged as esports has grown in popularity and acceptance across the globe. Many of the more experienced players are well-paid, with some earning seven figures. This is akin to conventional sports, where fierce competition rewards "superstar" players, giving them significant bargaining leverage when demanding high compensation. Another factor contributing to salary inflation is the huge international labor mobility of esports players, with many clubs in the United States fielding players from Europe or Korea. There are, however, additional labor expenditures, such as coaches and other personnel. While these are minor expenses on their own, they add up over time. Despite the fact that the number of non-technical staff is growing, pay rises for these non-player personnel are unlikely to equal those of superstar players. To boost player productivity, several teams have elected to utilize a "gaming house" model, in which players reside in the same facility and train up to 12 hours a day, while professionals such as cooks and cleaners handle other daily chores. Esports violence is on the rise. Violence is included in the majority of the top-selling video games (Dill, Gentile, Richter, and Dill, 2005), and the majority of young people choose to play violent video games (Buchman and Funk, 1996). In a meta-analysis of 98 distinct research including 36,965 people, Greitemeyer and Mügge (2014) revealed substantial connections between violent and prosocial video games and social outcomes. According to their findings, playing violent video games increases the likelihood of aggressive conduct. Some studies have also shown discrepancies in esports and conventional sports consumption. The Motivation Scale for Sport Consumption (MSSC) is used in publications by Hamari and Sjöblom (2017) and Sjöblom and Hamari (2017) to

understand why people watch esports. They discovered that the four most positively and statistically significantly associated factors with the frequency of watching esports were: watching sports as a way to escape everyday life, knowledge acquisition related to the sport, novelty of new players and teams, and, finally, enjoyment of aggression and the aggressive behaviors displayed by athletes. It's worth noting that this third quality, "the aggression enjoyed by viewers," has been less obvious in conventional sports in recent years. Major League Baseball, for example, has taken significant strides to limit injuries in the sport, including the implementation of the collision rule in 2014, which penalizes deliberate physical contact at home base. Many sports, most notably the World Cup of soccer, are using video replay systems to effectively condemn aggressive behavior. Some tough constraints have recently been implemented in ice hockey in an attempt to diminish the game's widespread impression as a violent sport. Nonetheless, most video games have enmity by default in the form of kills or assaults. Shooting games like Counter-Strike and more peaceful games like Fortnite are examples of popular esports games oriented on violence. Economically, this demonstrates that esports and conventional sports are not substantial consumption alternatives to one another. As a result, esports will no longer need to seek new customers among conventional sports enthusiasts. This removes one of the most significant possible hurdles to future esports growth. This implies, however, that esports must actively pursue their own customer base, since they will not be able to attract the same number of people as conventional sports.

4.2   Sponsors

Despite the huge successes at the moment, e - sports would not have reached such a point if there was no support from some organizations/companies that either supplied equipment, space or money to the teams and tournaments. The most important and the most famous ones will be mentioned.

4.2.1   Twitch . TV

The twitch . TV is universally known to all gamers . It is the online TV where anyone can watch live gameplay from their favorite game. So all the tournaments and big

events are mainly shown there. In 2013, twitch . TV had reached 45,000,000 viewers and within 2 years, in 2015 it managed to reach 100,000,000 viewers and

1,500,000 streamers (**Streamer : The one who has a channel and shows his own gameplay**). In the e - Sports mentioned above, the spectators at the major tournaments have reached numbers from 200,000 to 600,000. In short what it offers is to show all major tournaments/games to players who cannot participate inLANevent.

(PrisenColin , 29 August 2016, Wikipedia, Link 60)

4.2.2 Coca-Cola

It is not at all strange that Coca - Cola is helping e - Sports . It is one of the most famous companies in the world and tries to promote its product even more through games (e - Sports) with very simple procedures. It is found by almost every team or event/tournament and provides the necessary amounts of money that each such event needs to run or the moneyamountsneededeach group for their own

needs such as transportation from country to country, or accommodation in a hotel, with the only consideration being that the company's logo is visible on the players ' jerseys and in the online stream . Unlike other products, we don't see it as often in e - Sports spaces , but it has made a big impact in this area. Also to further help the field of e - sports , and in particular League of Legends , it released Coca - Cola cans/bottles with stickers of the gameup.In short, it offers the money and services that teams and events need in order to advertise their product as much as possible and, by extension, increase customers and profits.her.(Stevietheman 2016,)
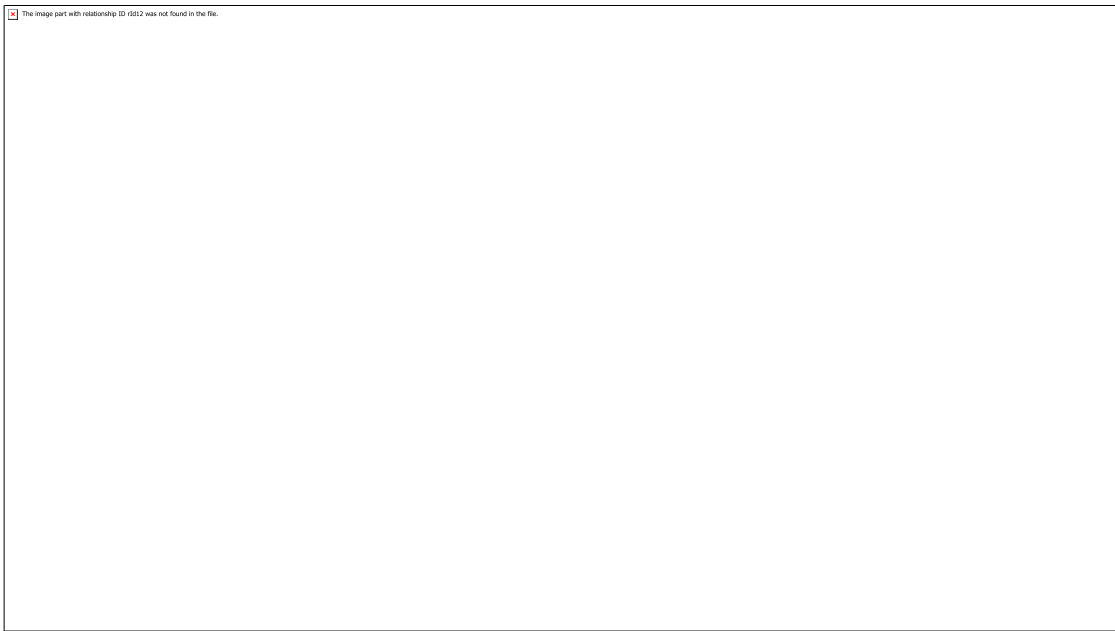
Figure 1. League **of** Legends advertisement by Coca Cola

4.2.3 RedBull

RedBullsponsors almost every sport in the world and e - Sports could not be an exception. RedBull , just like Coca - Cola , offers its services only in exchange for advertising the product, which is why it has reached the point where we see it at almost every event. In summary it does exactly the same as Coca - Cola , with the difference that in most events RedBullis more visible than Coca - Cola .

(Kuru 2016,)Those were three of the biggest sponsors out there. The list of sponsors is long and in recent years it is growing rapidly as e - Sports and games in general enter more and more into the lives of young people making e - Sports an important area for "sports".

4.3 Greek and worldwide revenues

The State of the Game: PayPal reveals the latest on the eSports industry , ahead of the upcoming 2016 WorldofTanksGrandFinals .

According to SuperData 's research , the eSports market in Europe is worth at least $300 million, providing entertainment to approximately 23 million fans. fans.

In Greece, revenues from electronic sports reach 800 thousand dollars, while they continue to grow at a rate of more than 10% annually.

The number of eSports fans continues to grow – today there are almost 263 000 viewers, a number expected to almost double in 2018.

of female eSports fans in Greece is slightly higher than the European average and reaches 20%.

As we go through a period of revolution of digital services and goods centered on games, PayPal has been actively involved in one of the most growing areas of the market: electronic sports (eSports). As a sponsor of the biggest WorldofTanks event – the WargamingGrandFinals 2016 – in partnership with SuperData , PayPal conducted a survey of the eSports industry today, analyzing the state of competitive gaming in 8 European markets.

Due to the huge interest and viewership, eSports tournaments are now held all over the world, surpassing many other entertainment industries such as traditional sports. Today, some gaming tournaments draw much larger audiences than even major football games. In some countries – like South Korea – eSports is now considered national sports.

Research shows that the eSports industry is becoming increasingly attractive in Europe, and is currently worth over 300 million

dollars. The average annual growth rate is predicted to reach 14%, which means that in 2017 the revenue may reach about 343 million dollars and in 2018 – almost 390 million dollars.

The top three countries surveyed are Russia, France and Spain – both in terms of eSports market size and viewership. In Russia, eSports revenues exceed $35 million and the number of ardent supporters reaches 2 million. audience.

In Greece, revenues reach $790,354, while the average annual growth rate is expected to exceed 10%, rising to approximately $880,000 in 2017 and $1,221 million in 2018.

Professional eSports players are today supported by the world's leading companies, which provide them with high-quality hardware software and gaming accessories . However, apart from having access to the best possible equipment, they also earn a lot of money practicing this profession. The biggest stars of eSports games, such as

LeagueofLegends (multiplayeronlinebattlearena with one of the largest communities in eSports), are said to earn as much as $150,000 per year.

of regular eSports fans ? According to SuperData , studying a demographic breakdown of Europe, it is revealed that the average consists of men (78% male fans vs. 21% women), between one the two elderly groups – 18 with 24 years (30%) the

25 to 34 years old (30%). Estimating the revenue of the gaming industry, we can conclude that an average viewer translates into $13.3 per year.

And what happens to the Greek fans of e-sports? The gender distribution is similar to the European average – 80% male versus 20% female. However, looking at specific markets, the percentage of female eSports fans in Greece is one of the largest, compared to Spain where female fans make up just 13%, and Russia with 15%.

As for the youngest gamers , aged 13-17, in Greece and France the percentage reaches 20%, while the average European average is 13%, with the lowest percentage being noted in Poland and Russia, with just 3%. So, at what age does one usually enjoy eSports ? According to the survey, on average the most enthusiastic audience is between 18 and 24 years old, with the highest percentages being in Poland (43%) and Hungary (42%), while in Greece it is 24%. The most Greek fans are aged 25-34, with a percentage of 28%, while Russia has the highest percentage in Europe in this age group (47%).

5 E-Sports and Physical Education Contexts

5.1 PositiveYouth Development

Previous study has shown that sport is a widely recognized area in which positive youth development (PYD) may be successfully promoted (Holt, 2016). PYD is seen as a strength-based strategy for increasing the personal resources of adolescents and children, rather than as a problem to be solved (Bruner et al., 2021). According to a recent meta-analysis of 29 sport-based PYD interventions, they may be useful in improving PYD outcomes (Bruner et al., 2021). With the expansion of school-based esports programs, it is vital to assess if similar child esports programs will have the same influence on youth development as athletic activities. Understanding the impact of such esports programs is crucial since previous research has linked co-curricular video gaming to high time costs, physical injuries, and reduced psychological functioning (Shum et al., 2021). Other opponents of adolescent video game usage have expressed similar concerns about poor nutrition, reduced PA levels, and potential behavioral disorders related with increased video game use (Balatoni et al., 2020). Esports programs, on the other hand, may provide a way to engage adolescents who are not interested in traditional sports clubs and, as a result, miss out on important developmental opportunities available in traditional sports, such as a growth mindset (Lauer et al., 2018).

5.2 DevelopmentalMindset

Previous research suggests that fostering a growth attitude is critical for elite adolescent development approaches in both sports (Lauer et al., 2018) and academics (Burnette et al., 2013). Dweck (2016) defines a growth mindset as the concept that skill can be developed via hard effort, excellent methods, and feedback from others. It is analogous to task or mastery orientation (Gilbert et al., 2010), which are both connected with intrinsic motivation and effort (Kim and Gill, 1997). Himmelstein et al. (2017) claimed that adult esports participants use a growth mentality to attain success. Currently, no research has been undertaken to evaluate a growth mindset among adolescent esports participants. This study will examine the development mindset levels of adolescent esports players participating in a high school esports program.

5.3 PhysicalActivity

Despite the fact that adult e-athletes said that physical activity was the least important factor impacting their performance (Railsback and Caporusso, 2019), research has shown that increased physical activity is associated with improved in-game ranking (Trotter et al., 2020). The research on PA behavior in e-athletes has been inconclusive. Pereira et al. (2019) found that between 6 and 9% of e-athletes exercise to enhance their in-game performance. Adult e-athletes, on the other hand, seem to exercise in order to maintain their general health (Kari and Karhulahti, 2016). However, it has been noted that some League of Legends players exercise 4.2 times a week, which is more than the average American (Thomas et al., 2019). The lack of developing esports programs may have led to the perception among adult e-athletes that physical activity is not necessary for performance. PA is becoming a normal component of high school esports programs, according to recent research, with high schools in Austria, Norway, and the United States including regular PA into their esports programs (Rothwell and Shaffer, 2019). The purpose of this study is to build on previous research by analyzing how often e-athletes in a high school esports program are physically active and comparing their PA levels to an age-matched control group.

5.4 Health Perception in General

There is currently inadequate empirical research on the association between esports and health. One study of adult e-athletes found that in-game rank had no relationship with self-perceived health ratings (Trotter et al., 2020). Heavy video gaming in young people, according to the gaming literature, has been linked to not fulfilling World Health Organization PA standards (World Health Organization, 2018) and poorer scores on overall health indicators relative to the general population (King and Delfabbro, 2009).

6 The futureofE - sports

What does esports have in store for us in the future? The discussion here can be endless and may move in many directions, as there are many factors that may affect the development of this particular sport from now on.

Readability: Countries do not recognize esports like other sports, especially at a time when, especially in Europe, games are in most countries the "3rd or 4th sport" in interest. Exercise of the body versus exercise of the mind has always been an issuediscussion.

Broadcasting: With the exception of America, most of the rest of the world is far behind when it comes to esports broadcasting . There are not even attempts to acquire rights from well-known TV networks, which as we all know are now run by older people. Consequently, not broadcasting esports does not make them more widely known to the television audience. On the other hand, the rapid spread of the Internet and the numbers that are starting to surpass the TV, play a decisive role in esports not needing the TV , but being content (as everything shows) with Twitch . tv .
Accordingly, the closure of the WorldCyberGamesthat had television coverage in South Korea, as well as the stalling of ambitious efforts like Giga . de and many more, giving channel managers one more "push" to scoff at whatever proposal comes across their table. However, it is worth mentioning that in America, the ESPN network acquired the rights to TheInternational4 in order to broadcast Valve 's DotA 2 and all this while he had been dealing with games for about five years , from the time when he was broadcasting Madden tournaments NFL by EASports.

Sponsors : Since there is no rebroadcast on TV, sponsors have correspondingly reduced interest. They only calculate the
attendance of people at an event and the spectators of a livestreaming . If the numbers do not satisfy them, then they will hardly support any efforts in the field of esports . But correspondingly, the prize money of a tournament is also a motivation for the players, so these two concepts are interdependent . Esports without sponsors is impossible to exist.

Dissemination: Unlike sports where a team sends out a press release to the media,

esports requires a journalist to be physically present at a tournament in order to compile information. On top of that , game publishers don't promote the esports part with a press release.

Another major factor that discourages many from participating as esports athletes in various tournaments is the small prize money. The four international Greeks we mentioned above had the following benefits. Akis Pappas won the amount of 15,000 euros from Konami , the two Greek internationals of CopenhagenWolveshad a contract of significant amounts (oForgivenstopped to continue for the new season in another team), while Marios Bitsikokos got only 200 euros and an arcade machine for his course in Injustice . If we put down the numbers, then we realize that even the big tournaments can bring significant income only to the winners, discouraging the rest to participate.

In the other sports we watch on TV, when there are TV rights then the amounts are distributed even to players or teams that will be prematurely eliminated from an event. By extension, once again, one hand trumps the other in this case. Without sponsors and prizes, there is correspondingly no interest of the wider majority of gamers .

Individuals vsPublishers: The interest in esports is shared since there are private companies that organize events and respective publishers . When a publisher of the level of Valve and RiotGamesturns the spotlight on him with the official tournament TheInternationaland LCS respectively and the large sums of money,then possibly interest in other eventsnot

it's the same. Publishers like Capcom , however, follow a different policy, simply supporting EVO , which includes all Fightinggames.

The question remains. Will creator tournaments or private company multi- game tournaments prevail ? Will these two species eventually continue to coexist? Finally, in order for esports to be treated as sports, there is a thought in the minds of companies to establish federations in each country and run a national championship that will qualify teams to a larger event (e.g. Champions levelLeague);

We will await the continuation with particular interest. The only thing that is certain, however, is that as long as they are released they will be very competitivegamesthat will

be played by a large portion of gamers , so esports will continue to flourish.

7 Research Methodology

7.1 Qualitative methodology

For the needs of the research, the qualitative research methodology was chosen. The qualitative methodology was developed to investigate in detail the respondent's perception of the social context. It is an anthropocentric approach that seeks to highlight personal experience as a key feature of the central phenomenon. Qualitative research aims to highlight the human factor in the phenomenon being investigated, emphasizing the individual interpretation resulting from a deeper understanding of human perception. This method does not present mathematical data, but data based on the interpretation of particular individual perceptions. It is conducted in a natural environment without utilizing the controlled characteristics of the quantitative study (Isari&Pourkos, 2016).

7.2 Sample

The sample of the survey consists of seven participants: executives of the Greek e-sports federation as well as athletes and fans involved in e-sports. For the survey, the critical case sampling strategy was utilized. Participants with specialized knowledge in the field were selected, which makes it more likely to find and exploit rich findings than to use random sampling in the population (Isari&Pourkos, 2016).

7.3 Data collection

A semi-structured interview is used for data collection. The semi-structured interview is a type of unstructured interview that aims to create a basic questionnaire that lets the researcher look into the key points of the design process (Paraskevopoulou-Kollia, 2008). The respondent can answer in any way he wants, and the researcher can change or add to the questions based on how the interview goes in order to find interesting points or points that came up during the interview.

7.4 Data processing

For the processing of the data, the method of thematic analysis was used.

Interviews are transcribed to be converted into text. This is a key step that allows for an in-depth understanding of respondents' views. The concepts developed in the text are rendered in one word or a short phrase, creating the codes, that is, the minimum units that can identify the central phenomenon. Then the codes are grouped into broader sections that can give a complete answer to some aspect of the phenomenon. These broader groups are regrouped into modules based on their thematic relevance to create the themes. The topics are usually in single digits and address research questions. From the elaboration and interpretation of the topics, the data and conclusions of the research emerge (Mantzoukas, 2007).

7.5 Objectives and research questions

The main objective of the survey is to present the views of athletes, fans, and executives of the e-sports federation on the current situation and development prospects of e-sports in Greece. It seeks to answer specific research questions:

● What is e-sports?
● What is the role of the federation in the development of e-sports?
● How do they perceive the current situation and growth prospects in Greece and globally?

7.6 Ethics

One of the most important points required to conduct the survey is the informed consent of the participant. Respondents were informed about the purposes of the survey and confirmed the findings after the end of the research process. They were assured of the security of their data and of the absence of the investigation of elements that could link the data to the individual. They were also informed that their participation was voluntary and that they could withdraw at any time they wished, but they also requested, after the end of the survey, the withdrawal of data concerning their answers without repercussions. The confidentiality of a research process is the basis for establishing a relationship of trust between the researcher and the participants.

7.7   Reliability and limitations

Although qualitative research can produce generalizable data, the main goal is to reflect on the reader. In this sense, the reliability of qualitative research is examined based on the interpretative rather than the scientific paradigm. The reader is the main judge of the credibility of the research, which achieves its goal by producing rich data and creating a cause for reflection. There are a few common ways to boost the credibility of qualitative research: the researcher getting very involved, using three different sources and methods, interpreting the data objectively while taking into account the social and/or historical context, and comparing the results to other research that has already been done. Among the limitations of the research should be mentioned the time-consuming process associated with the forced utilization of a relatively small sample, which does not guarantee the generalization of conclusions, despite the utilization of the sampling strategy in the critical case (Isari&Pourkos, 2016).

Findings

The Hellenic e-Sports Federation operates with clear goals and specific goals. According to the respondents, the aim is to develop, promote, and upgrade e-Sports, in a safe environment, characterized by professionalism, integrity, and innovation. The federation seeks to comply with the code of ethics and legal status, cultivate positive relationships with relevant bodies, and support athletes to create an inclusive community by embodying sporting values online.

"The mission of the Hellenic e-Sports Federation is the development and promotion of eSports. Our goal is to enable the younger generations to exercise in the electronic and digital environment safely...". (Q1)

"As legal counsel to the federation, I aim to provide legal guidance and support to ensure that the federation operates within the boundaries of the law and adheres to ethical standards... safeguarding the rights and interests of athletes, teams, and esports organizations while fostering positive relationships with government agencies and other stakeholders." (E3)

"The federation's mission includes strengthening a positive and inclusive esports community, organizing high-quality events and tournaments, and supporting the recognition of esports as a legitimate and valuable industry." (Q4)

"Our goal is to promote transparency, ethical conduct, and the integration of sporting values into the online world." (Q6)

Participants speak enthusiastically about the federation, outlining a broad vision that includes promoting the cultural value of sport along the lines of the Olympic Games and the country's cultural tradition.

"Our vision is to make Greece the center of e-sports. Our country is the transmitter of the Olympic spirit with Ancient Olympia as well as the place where the first Olympic Games were born. Our cultural heritage is rich and we can modernize it and show the whole world that our country can also lead the way in e-sports." (Q1)

«... our vision focuses on the following key elements: Advocacy and Recognition... Professionalism and Integrity... Empowering the Community... Talent Development... Innovation and Collaboration...". (Q2)

"The vision of the Hellenic Esports Federation is to establish Greece as a prominent hub for excellence, innovation, and integration of e-sports." (E3)

«... cultivating a vibrant esports culture that embraces diversity, inclusion, and sport, while striving for international recognition and success in major e-Sports tournaments." (Q5)

"HESF's vision is to establish Greece as the hub of e-sports. Drawing on the country's historical importance as the birthplace of the Olympic Games, they aim to modernize and highlight Greece's rich cultural heritage, confirming its potential to lead the world of esports." (Q7)

The importance of a supervisory body is stressed by all participants.

"For a player to be able to dedicate himself to training and demanding programs of professional eSports, in addition to the necessary support from his family environment, he must also be supported by the federation. Many times this support has nothing to do with the financial part but with the sports coverage...". (Q1)

«... The presence of an organized and supervised body is essential to steer the e-sports industry in a positive direction, ensuring that the interests of all stakeholders are represented and promoting an environment of professionalism, inclusion, and sustainable development." (Q2)

"Yes, it is critical to have a governing body that organizes and supervises esports in a country for several reasons. First, such a body can establish and enforce standardized rules and regulations, ensuring fair play and competitive integrity within the esports community. This is necessary to maintain credibility and legitimacy...". (E3)

«... It plays a vital role in professionalizing and legitimizing the esports industry, ensuring fair competition and providing support to players and teams." (Q4)

"A governing body can establish standard rules and guidelines for competitions, provide support for player development, enforce fair play and anti-doping regulations, and establish partnerships with other sports organizations and government entities. In addition, having a dedicated body can help legitimize esports as a competitive sport. (Q5)

The distinction between the e-sports sectors is an important factor that highlights the value of the role of the federation and is combined with significant benefits according to the respondents.

"Important and big role. Our federation can help distinguish between gaming and e-sports, as are global terminologies... Electronic games representing sports are considered Electronic Sports Games in Greece. This does not necessarily mean that anyone who plays, for example, a simulation game... He is automatically considered an athlete. To be considered e-sports athletes, they must first register with a sports club that is a member of the Federation. Then... It takes intense physical and mental training to be able to become competitive and participate in the championships of the Federation." (Q1)

"The Hellenic e-Sports Federation plays a crucial role in distinguishing between different types of e-Sports in Greece. As the governing body for esports in the country, it has the power to establish and enforce standards that differentiate various forms of esports, such as competitive games, amateur leagues, and professional tournaments... ensuring clarity and consistency in how they are identified and regulated. This distinction is important in determining eligibility criteria, setting standards for players' contracts and rights, and determining the proper application of laws and regulations." (E3)

«... the federation can work to standardize practices and policies across different e-Sports titles, ensuring fair and consistent treatment for players, teams and organizers. By effectively distinguishing between esports, the federation can enhance the growth and success of each community, while contributing to the overall cohesion and professionalism of the e-sports industry in Greece." (Q5)

The dynamic and growing situation of the industry is combined according to respondents with significant growth prospects and expansion not only of the audience but also of activities related to e-gaming in general.

«... I see the current state of the computer game industry as incredibly alive and dynamic. The industry has experienced tremendous growth in recent years, with an ever-expanding audience and a variety of games covering various interests and demographics. Looking to the future, I expect the industry to continue to evolve in a variety of ways. First, I believe that technological advances, such as virtual reality and augmented reality, will play an important role in shaping the future of computer games. These innovations have the potential to revolutionize the way games are played and experienced, opening up new possibilities for immersive and interactive gaming." (Q2)

"As an esports player, I see the current state of the video game industry as vibrant, dynamic, and constantly evolving. The industry has experienced exponential growth, driven by technological advancements, increased accessibility, and a growing global audience. Esports, in particular, has emerged as a prominent force in the gaming industry, attracting mass viewership and investment. The rise of competitive gaming has pushed video games into the mainstream, with professional players, teams, and leagues

gaining widespread recognition and support... As the esports ecosystem matures, we can expect to see further professionalism, with improved infrastructure, training programs, and careers for aspiring players. This can also lead to increased integration of esports into traditional sports venues, creating hybrid entertainment experiences. Moreover, the expansion of the industry into new markets and demographics, combined with the growing intersection between gambling and other forms of entertainment, is poised to drive further growth and diversification." (Q4)

«... The industry will likely see a shift towards greater inclusion and accessibility as gaming becomes more widely recognized as a platform for social interaction, education, and even exercise." (Q5)

The impact of e-sports on the video games market is extremely important and is related to the development and expansion of a specific audience, but also the simultaneous economic growth and prospects of the wider industry.

"Yes, e-sports are an important and growing part of the video game market. E-sports refer to competitive games where professional players compete in organized tournaments and leagues, often for significant cash prizes." (Q1)

"Undoubtedly, e-sports are an important part of the video game market. While the video game market includes a wide range of gaming experiences, including single-player, multiplayer, and casual gaming, e-sports represent the competitive and organized aspect of the video game. E-sports include professional players, organized leagues and tournaments, and a dedicated fan base, which makes them a distinct segment in the broader video game market." (Q6)

"The growth of e-sports has had a profound impact on the video game market, helping to increase viewer engagement and monetization opportunities. E-Sports has created a thriving ecosystem of professional players, teams, event organizers, and dedicated fan communities that actively participate in and support competitive gaming both locally and globally." (Q7)

Even though interest is increased in younger age groups, mainly up to the age of

25, participants and spectators who express active interest in older ages are systematically increasing.

"The age groups most active in e-sports encompass a wide spectrum, reflecting the diverse reach and accessibility of competitive gaming... A remarkable group consists of young adults and people in their late teens, particularly those aged 18 to 25. This demographic is often heavily involved in e-sports, both as active participants and as passionate viewers... In addition, e-sports have also gained traction among people in their 30s and 40s as the gaming industry has evolved and diversified to attract larger audiences." (Q2)

"While it is true that a significant portion of e-sports enthusiasts and competitors fall into the younger age groups, particularly the teen and young adult categories, there is also remarkable engagement from older people." (Q4)

"The age groups most active in e-sports tend to be teenagers and young adults, usually ranging from around 13 to 30 years old. In addition, as gaming technology and culture continue to evolve, older adults are increasingly involved in e-sports. It's important to note that while this age range represents a significant portion of e-sports participants, e-sports is a diverse and inclusive space that welcomes players of all ages." (Q6)

"While participation in esports is typically associated with younger age groups, there is a growing presence of adults, including people in their late twenties, thirties, and older, who are actively participating as esports players or supporters. This demographic is increasingly recognizing the value of esports as a form of entertainment and competition." (Q7)

The prospects and implications of the development of the Greek e-sports federation are multiple, according to the participants, and extend to the social, economic, technological, and political levels.

"Socially, the federation has the potential to cultivate a sense of community and participation by providing a platform for players of all backgrounds to meet, connect,

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and compete... From an economic point of view, the federation can lead to growth and opportunities in the e-sports industry, leading to job creation, entrepreneurial efforts, and investments in related areas... Technologically, the federation can serve as a catalyst for innovation and progress in the field of gambling and related technologies... Politically, the federation can support policies and regulations that support the development and sustainability of e-sports, including the recognition of e-sports as an official sport, the creation of infrastructure for gaming events, and the development of educational programs related to games. and e-sports...". (Q2)

"Socially, the presence of HESF enhances the sense of community and belonging among esports enthusiasts and players in Greece. It promotes inclusion, and diversity and encourages positive social interactions... Financially, HESF can drive growth in the esports industry,... Technologically, HESF can support innovation and advancement in gaming and esports, paving the way for the adoption of cutting-edge technologies, infrastructure, and experiences... Politically, HESF plays a critical role in defending the rights and recognition of players, teams, and industry professionals in the political landscape. (Q4)

"In summary, the perspective provided by the Hellenic eSports Federation offers a wide range of opportunities for social cohesion, economic growth, technological progress, and political advocacy in the e-sports landscape." (Q6)

«... I see several new perspectives opening up through the Federation, covering the social, economic, technological and political environment... Creating a community... Inclusivity and Diversity... Industry Development... Revenue streams... Innovation and integration... Infrastructure development... Advocacy and Recognition... Regulatory framework... Embracing these new perspectives, HESF aims not only to promote the development of esports in Greece but also to contribute to positive social, economic, technological, and political impacts. (Q7)

According to the respondents, there are currently no facilities in Greece that meet the standards for conducting e-sports activities. However, some places can be exploited with some additions and improvements, while it is worth exploring some alternatives, including multipurpose spaces for conferences, events, and exhibitions.

"At the moment in our country there are no sports facilities that meet the standards and safety measures for the conduct of an electronic sports event." (Q1)

"While dedicated e-sports arenas are becoming more prevalent around the world, it is important to explore alternative venue options such as convention centers, showrooms, or multipurpose event spaces that can be adapted to accommodate e-sports matches." (Q2)

"Yes, there are sports facilities that can be adapted or designed to meet the standards for holding electronic sports events." (E3)

"Customizable locations such as convention centers, showrooms, and theaters can be repurposed to accommodate large-scale e-Sports competitions, offering ample space for game settings, broadcast facilities, and audience seating. In addition, dedicated esports venues equipped with permanent gaming stations, broadcast studios, and customized spectator areas have emerged as ideal venues for regular e-sports events and tournaments." (Q4)

«... It is important to recognize the need for specialized facilities to host electronic sports events." (Q6)

«... Working with venue owners and operators to ensure facilities meet the specific technical and logistical requirements for electronic sports competitions will be crucial." (Q7)

Participants believe that existing sports venues can be used for conducting e-sports if appropriate adjustments are made.

"Of course, existing sports facilities could host an e-Sports event. This, of course, requires appropriate technological equipment to conduct any sport." (Q1)

"Although existing sports facilities may not have been originally designed with electronic sports events in mind, it is entirely possible for many of them to host e-sports

events with some modifications...". (Q2)

"Key issues for hosting e-Sports events in existing sports facilities include installing high-speed internet and networking infrastructure to support gaming hardware and internet connectivity. In addition, the layout of the venue may need to be reconfigured to create dedicated gaming areas, host broadcast equipment, and provide suitable viewer viewing areas optimized for screen visibility. From a legal advisory point of view, it is important to ensure that any modifications or temporary arrangements for hosting e-Sports events in existing sports facilities comply with local regulations, safety standards, and venue-specific contractual agreements. Legal issues may also include dealing with noise ordinances, insurance coverage, liability problems, and any necessary permits to host public events." (E3)

"In addition, the adaptability of existing sports facilities offers an opportunity to bring a new dimension to these venues, allowing them to diversify their use and appeal to a wider audience." (Q5)

Respondents agree that e-sport activity requires diverse and specialized equipment.

"The equipment required for e-sports varies depending on the sport. For example, many games require a simulator, other games require computers and specialized peripherals connected to them, and finally, some games require special consoles such as PS5. These are mainly games based on technical and mental skills, however, we also have eSports based mainly on physical exercise. I can give you an example of rowing where special equipment is needed so that the athlete can do rowing exercises indoors in front of the TV and watch his electronic performance in front of other fellow athletes. Something similar happens in e-cycling, where the athlete exercises in a very safe place, without being affected and exposed to various weather conditions, and nevertheless can choose the virtual route of his choice and always compete with specific numbers of other athletes". (Q1)

«... High-performance PCs equipped with powerful processors, advanced graphics cards, and plenty of memory to run e-sports titles at high frame rates and

resolutions... High refresh rate displays with low response times to provide smooth and responsive gameplay to participants... Peripherals: This category includes gaming mice, keyboards, and headphones tuned to provide precise control, haptic feedback, and clear communication for players during matches... In the case of console-based e-sports or specific game titles, professional-quality controllers may be used, ... Ergonomic seats are designed to provide comfort and support during extended gaming sessions, ensuring players can maintain focus and physical well-being... Quality audio settings, including headphones and soundproof booths for live events, deliver clear, immersive sound for gamers and spectators. Streaming and broadcasting equipment: These devices, such as capture cards, cameras, and production software, are vital for capturing and streaming live games, commentary, and analytics to audiences around the world... High-speed Internet connectivity, LAN infrastructure, and networking equipment are essential to ensure stable low-latency connections during e-sports matches, both online and offline. These are just a few examples of the diverse equipment necessary to host and participate in e-sports events." (Q2)

Participants consider that currently, e-sports is linked to a global trend of expansion and development.

"I think eSports globally is developed along 3 axes. The first axis is the European one where we have the honor as a country to pioneer and recognize e-sports as equal to a classic sport... The second axis is the United States of America, a regime different from the European one certainly... Americans have made leaps and bounds relative to the rest of the world. Their teams have even been listed on the stock exchange with values exceeding 2 billion euros and their players are treated professionally, they live together in an environment as if they were a normal team as everyone has it in mind, they have stable incomes, they have technical staff specialized either for training or analysis, they have specialized nutritionists and trainers. And they compete at the highest level in all world competitions... e-sports have a special place in the daily lives of Asians, so to speak. The inclusion of e-Sports in the Asian Games program is a world first and a global establishment of eSports." (Q1)

"Legally, these developments present various implications for the industry, including regulatory compliance, player rights, intellectual property protection, and

negotiating contracts and partnerships." (E3)

"The current state of e-sports worldwide is characterized by rapid growth, increased global recognition, and a thriving competitive landscape. E-sports have gone from a niche hobby to a mainstream phenomenon, attracting a diverse and dedicated fan base around the world." (Q6)

"The current global situation in esports is characterized by significant growth, growing awareness, and the continued evolution of competitive gaming as a cultural, economic, and entertainment powerhouse." (Q7)

The International Olympic Committee's effort to include e-sports in the Olympic Games is met with enthusiasm by the participants, who link the effort to the development of the e-sports perspective, as well as the advantages associated with both physical and e-sports.

"We welcome this extraordinary effort by the International Olympic Committee and the Olympic movement in general. However, we believe that without a global specialist body such as a global eSports federation, it will still take a lot of effort and fall on deaf ears." (Q1)

«... the International Olympic Committee's efforts to develop and potentially include e-sports in the Olympic Games program represent an important step forward in recognizing and integrating competitive gaming on the global stage." (Q2)

«... it is important to take into account the distinct nature of e-Sports and the potential challenges arising from its integration into the traditional Olympic context. This includes addressing issues such as game selection, player representation, and maintaining the unique elements that define e-Sports as a form of competition. From a legal perspective, it will be important to consider the legal and contractual implications of any potential cooperation between the IOC and e-Sports, including intellectual property rights, governance structures, and compliance with international regulations." (E3)

"The potential inclusion of esports in the Olympic Games has the power to further legitimize competitive gaming as a form of sport and competition on a global stage... For fans of traditional sports, the introduction of esports at the Olympic Games could bring a new level of excitement and dedication, as well as an opportunity to appreciate the complexity and art of competitive gaming." (Q5)

Video games, according to respondents, are not necessarily considered electronic sports. A basic condition refers to the competitive nature of the game, based on which various varieties of games can be evaluated as electronic sports.

"Computer games that are a digital representation of sports are primarily considered as e-sports, we also have augmented reality games and virtual reality games." (Q1)

"Some of the computer games that are commonly considered part of computer sports include Online Battle Arena (MOBA) multiplayer games... First-Person Shooter (FPS) games... Fighting games... Sports and racing games... Battle Royale Games... ». (Q2)

E-sports present a wide variety of structures and features allowing players not only to choose the theme but also whether they want individual or team play.

"E-sports can be played both individually and as a team, with different games and genres offering distinct formats for competitive play. The nature of competitive play allows for a variety of game structures that reflect the unique characteristics of each game and cater to individual player preferences as well as the dynamics of team collaboration." (Q4)

"E-sports can be played both individually and as a team, encompassing a wide variety of game formats and competitive structures... Some esports titles, such as Fortnite and Overwatch, offer a variety of competitive formats that incorporate team and individual competition. These games feature features that allow players to compete as part of a team while demonstrating their skills in specific game scenarios." (Q7)

The federation is an organized body, with specialized staff and distinct roles in the promotion of e-sports.

"The Hellenic eSports Federation operates with a structured organization that aims to promote, regulate, and develop the esports industry in Greece. While specific organizational details may evolve, key elements typically include the Board of Directors... responsible for strategic decision-making, policy development, and overall management... Committees... to oversee specific aspects of development Legal Advisory Group... providing legal guidance, ... Regional representatives... to work with local communities... Members of players and teams... Partnerships... with industry stakeholders, including game publishers, sponsors, esports organizations, and government agencies." (Q2)

In addition, the federation implements planning in both the short and long term, pursuing the development of e-sports.

"Certainly our short-term goal is to improve certain processes that govern eSports. We constantly review the security measures, the terms of participation, and even the specifications of the equipment used to improve the services provided both qualitatively and quantitatively. Our long-term goal is the expansion of the federation and the integration of sports clubs from every corner of Greece. Our main concern is accessibility from end to end from each of our islands to each of our villages, we want e-sports to bring together all Greeks who are active with it". (Q1)

Research questions	Subjects	Research questionsSubjectsCodes
WhatiseSports?	Definition	Esports refers to competitive games where professional players compete in organized tournaments and leagues, often for significant prize money

		eSports represent the competitive and organized aspect of video gaming
		Undoubtedly, eSports are a significant part of the video game market
		Electronic games that are a digital representation of sports are primarily considered electronic sports
		Some of the online games that are commonly considered part of eSports include: Multiplayer Online Battle Arena (MOBA) Games… First-Person Shooter (FPS) Games… Fighting Games… Sports and Racing Games… Battle Royale Games
	Characteristics	e- Sports can be played both individually and in teams, with different games and genres offering distinct formats for competitive play
	Importance of e- sports in electronic games	Yes, eSports are a significant and growing part of the video game market
		The growth of e- Sports has had a profound impact on the e-gaming market, helping to increase viewer engagement and monetization opportunities
	Targetgroups	The age groups most active in eSports include a wide range
		While it is true that a significant portion of e- Sports

		fans and competitors fall into the younger age groups, particularly the teenage and young adult categories, there is also notable engagement from older individuals.
		The age groups most active in eSports tend to be teenagers and young adults, typically ranging from about 13 to 30 years old.
		While eSports participation is typically associated with younger age groups, there is a growing presence of adults, including people in their late twenties, thirties and older, who are actively participating as players or supporters of esports
	Equipment	The equipment required for e-Sports varies by sport…
		… These are just a few examples of the variety of equipment necessary to host and participate in eSports events
What is the role of the federation in the development of eSports?	Purpose of the federation	The mission of the Hellenic e-Sports Federation is the development and promotion of eSports .
		Our purpose is to enable the younger generations to play sports in the electronic and digital environment safely
		to ensure that the federation operates within the limits of the law and adheres to ethical standards
		The federation's mission includes fostering a positive and inclusive community
		Our vision is to make Greece the center of eSports

	Vision of the federation	… our vision focuses on the following key elements: Advocacy and Recognition… Professionalism and Integrity… Community Empowerment… Talent Development… Innovation and Collaboration…
	Value of the supervisory body	... the presence of an organized and supervised body is necessary to guide the eSports industry
		Yes, it is critical to have a governing body that organizes and oversees eSports
	Defining the domain	A governing body may establish standard rules and guidelines
		Our federation can help distinguish between gaming and e- sports ,
		has the power to establish and enforce standards that differentiate various forms of esports ,
		the federation can work to standardize practices and policies across different e-Sports titles
How do they perceive the current situation and development prospects in Greece and globally?	Current situation	I see the current state of the video game industry as incredibly vibrant and dynamic
		esports player , I see the current state of the gaming industry as vibrant, dynamic and ever-evolving
	Expected developments	I believe that technological developments such as virtual reality and augmented reality will play a major role in shaping the future of video games.
		the industry's expansion into new markets and

		demographics, coupled with the growing crossover between gaming and other forms of entertainment, is poised to drive further growth and diversification
		industry will likely see a shift towards greater inclusion and accessibility
		In summary, the perspective provided by the Hellenic eSports Federation offers a wide range of opportunities for social cohesion, economic development, technological advancement and political advocacy in the eSports landscape .
	Space perspectives	I see several new perspectives opening up through the federation, covering the social, economic, technological and political environment
		Socially, federation has the potential to foster a sense of community and participation… Economically, federation can lead to growth and opportunity… Technologically, federation can serve as a catalyst for innovation and progress… Politically, the federation can support policies and regulations…
		Socially, HESF's presence fosters a sense of community... Economically, HESF can drive growth in the esports industry , ... Technologically, HESF can support innovation and progress... Politically, HESF plays a critical role in advocating for rights and the recognition of industry players, groups and professionals in the political landscape…
		At the moment in our country there are no sports facilities

		that meet the specifications and safety measures for holding an electronic sports event
		it is important to recognize the need for specialized facilities to host eSports events
		working with venue owners and managers to ensure facilities meet the specific technical and logistical requirements for eSports competitions will be vital
		While dedicated eSports arenas are becoming more common around the world, it is important to explore alternative venue options
	The problem of business premises	Yes, there are sports facilities that can be adapted or designed to meet specifications
		Adaptable locations such as convention centers, exhibition halls and theaters can be repositioned to host large-scale e- Sports competitions
		Of course the existing sports facilities could host an e-Sports event . Of course, this requires appropriate technological equipment
		While existing sports facilities may not have been originally designed with eSports events in mind, it is entirely possible for many of them to host eSports events with some modifications
	Possible solutions	Key considerations for hosting e- Sports events in existing sports facilities include…..
		In addition, the adaptability of existing sports facilities offers an opportunity to bring a new dimension to these spaces, allowing them to diversify their use and appeal to a wider

		audience.
		I think eSports on a global level is developing in 3 axes. The first axis is the European one... The second axis is the United States of America... electronic sports have a special place in the daily lives of Asians, so to speak
		From a legal perspective, these developments present various implications for the industry, including regulatory compliance, player rights, intellectual property protection and contract and partnership negotiation
	Globaltrends and developments	The current state of eSports worldwide is characterized by rapid growth, increased global recognition and a thriving competitive landscape
		The current global state of esports is characterized by significant growth, increasing awareness , and the continued evolution of competitive gaming as a cultural, economic, and entertainment force.
		We welcome this extraordinary effort by the International Olympic Committee and the Olympic movement in general
		The International Olympic Committee's efforts to develop and potentially include eSports in the Olympic program represent a major step forward

Discussion

The Hellenic e-Sports Federation is an organization that seeks to promote, develop, and cultivate e-Sports, supporting the economic, legal, procedural, technical, and technological aspects of the sector. It represents a vision that connects e-sports with the sporting cultural tradition of the country and contributes substantially as a supervisory body in matters of organization, support, and coverage of actions. It highlights the dimensions of gaming and e-sports based on international standards. The Hellenic e-Sports Federation (HESF) has set clear goals and a compelling vision for the development and promotion of esports in Greece. Their mission statement underscores their commitment to creating a safe, professional, and innovative environment for esports. It is evident that they prioritize professionalism, integrity, and adherence to ethical standards in their operations. The role of legal counsel within the federation is crucial, as it ensures that HESF operates within the boundaries of the law while safeguarding the rights and interests of athletes, teams, and esports organizations. This commitment to legal and ethical compliance is essential for the long-term sustainability and credibility of the esports industry in Greece.

The federation's goals extend beyond mere competition; they aim to organize high-quality events and tournaments, supporting the recognition of esports as a legitimate industry. This indicates a dedication to raising the profile of esports in the country and providing opportunities for athletes to excel on both national and international stages. Furthermore, HESF emphasizes the importance of transparency, ethical conduct, and the integration of sporting values into the online world. This commitment to ethical behavior and the promotion of positive values reflects their desire to create a healthy and sportsmanlike esports community.

Moving on to the vision outlined by HESF, it is characterized by ambition and a strong sense of national identity. They aspire to make Greece a prominent hub for esports, drawing parallels with the cultural significance of the Olympic Games and the country's rich heritage. By aligning esports with Greece's historical importance, HESF aims to modernize and showcase the nation's cultural legacy, asserting its potential to lead the global esports industry. The key elements of their vision, including advocacy and recognition, professionalism and integrity, community empowerment, talent

development, and innovation and collaboration, provide a comprehensive roadmap for achieving their goals. These elements reflect a holistic approach to esports development, encompassing various aspects such as governance, player development, and industry partnerships.

The findings regarding HESF's mission and vision reveal a well-defined strategy to promote esports in Greece. Their dedication to professionalism, ethics, and cultural significance sets a strong foundation for the growth of esports in the country. By aligning their goals with their vision, HESF aims to establish Greece as a prominent player in the global esports landscape, while also emphasizing the importance of integrity, inclusivity, and community-building within the esports ecosystem.

The mission, goals, and vision of the Hellenic e-Sports Federation (HESF) hold several significant implications for the development of esports in Greece and the broader impact on the country's culture, economy, and society.

First and foremost, HESF's clear mission to develop and promote esports in Greece signifies a commitment to nurturing a homegrown esports ecosystem. This has the potential to spur the growth of esports-related businesses, job opportunities, and infrastructure within the country. Moreover, it can attract the attention of global esports organizations and investors interested in the Greek market.

The emphasis on professionalism, integrity, and ethical standards within the esports industry indicates a dedication to building a credible and trustworthy esports community. This commitment is essential for gaining the trust of athletes, sponsors, and fans, and it can help deter unethical practices that have plagued esports in the past. The presence of legal counsel within HESF underscores the importance of legal compliance in the esports sector. This ensures that athletes, teams, and organizations can operate within the boundaries of the law while safeguarding their rights and interests. Legal adherence can also foster positive relationships with government agencies and other stakeholders, potentially leading to government support and recognition of esports as a legitimate industry.

HESF's goal of organizing high-quality events and tournaments reflects a commitment to creating a competitive esports scene in Greece. Such events can attract

top talent, both domestically and internationally, and bring exposure to the country's esports capabilities. This exposure can lead to increased sponsorships, media coverage, and a stronger esports fan base. Supporting the recognition of esports as a legitimate industry aligns with the federation's broader objectives of economic growth and job creation. It can help establish Greece as a hub for esports-related businesses and encourage investments in esports infrastructure, such as gaming arenas and training facilities. The emphasis on transparency, ethical conduct, and the integration of sporting values into the online world is vital for fostering a healthy and sportsmanlike esports community. By promoting these values, HESF can contribute to combating toxicity and harassment often associated with online gaming, creating a more inclusive and positive gaming environment.

HESF's vision of aligning esports with Greece's cultural heritage and historical significance is noteworthy. It not only positions esports as a modern manifestation of Greece's legacy but also instills a sense of national pride and identity. The connection to the Olympic Games and the country's rich cultural tradition can resonate with the Greek population and unify them around esports.

Furthermore, the aspiration to establish Greece as a prominent hub for excellence and innovation in esports can lead to international recognition and success in major esports tournaments. This recognition can elevate Greece's global profile and attract esports enthusiasts, professionals, and organizations from around the world. In conclusion, the mission, goals, and vision of HESF encompass not only the development of esports but also its potential to shape Greek culture, economy, and society. If successfully executed, these initiatives can position Greece as a leading player in the global esports landscape, bringing about numerous opportunities and benefits for the country and its esports community. The significance of having a supervisory body like HESF in esports in Greece cannot be understated, as it ensures the industry's growth, professionalism, and inclusivity. Participants in the discussion unanimously stressed the importance of such a governing body. Firstly, HESF plays a crucial role in supporting esports athletes. While financial support is essential, the federation's contribution extends to providing sports coverage and a conducive environment for athletes' training and development. This holistic approach is crucial for the physical and mental well-being of players. Moreover, the presence of an organized and supervised body is fundamental in steering the esports industry in a

positive direction. It acts as a guardian of the industry, representing the interests of all stakeholders and promoting an atmosphere characterized by professionalism, inclusion, and sustainable growth. This ensures that esports in Greece are not only competitive but also ethically sound and professionally managed.

One of the most significant implications of HESF's existence is its ability to establish standardized rules and regulations for esports competitions. This is vital for maintaining fair play and competitive integrity, which, in turn, is essential for the credibility and legitimacy of esports in the eyes of both the public and potential sponsors.

Furthermore, the federation's role in professionalizing and legitimizing the esports industry cannot be understated. By providing support to players and teams, it facilitates the development of a robust ecosystem. HESF's involvement also contributes to setting industry standards and best practices, which can help esports grow as a legitimate and recognized form of competition. In addition to standardizing rules and guidelines, HESF can play a pivotal role in differentiating between various sectors within esports. This distinction is crucial in ensuring clarity and consistency in how different forms of esports are identified and regulated. It helps determine eligibility criteria, sets standards for players' contracts and rights, and ensures the proper application of laws and regulations specific to each sector. Overall, the presence of a governing body like HESF is essential not only for the growth and professionalization of esports but also for maintaining the integrity and inclusivity of the industry. It acts as a guardian of the sport, ensuring that it adheres to ethical and legal standards while providing a nurturing environment for athletes and enthusiasts alike.

Moreover, the dynamic nature of the esports industry is another aspect highlighted in the findings. Participants describe the industry as vibrant, dynamic, and continuously evolving. This growth is attributed to several factors, including technological advancements, increased accessibility, and a growing global audience. The rise of competitive gaming, commonly referred to as esports, has been a driving force in the industry's expansion. Esports has garnered mass viewership and substantial investment, pushing video games into the mainstream. Professional players, teams, and leagues have gained widespread recognition and support, indicating the industry's increasing maturity.

As the esports ecosystem continues to mature, participants anticipate further professionalism, improved infrastructure, and comprehensive training programs for

aspiring players. This maturation is also expected to lead to greater integration of esports into traditional sports venues, creating hybrid entertainment experiences that appeal to a broader audience. Moreover, the expansion of the esports industry into new markets and demographics, coupled with the growing intersection between gaming and other forms of entertainment, is poised to drive further growth and diversification. This suggests that the esports industry is not only evolving but also has vast potential for expansion and adaptation to changing market trends.

In conclusion, the findings shed light on the critical role of a supervisory body like HESF in shaping the esports landscape in Greece. Additionally, they emphasize the dynamic nature of the industry, its rapid growth, and the potential for further diversification and innovation, making it an exciting and evolving sector within the broader video game market. The findings regarding the importance of a supervisory body in esports, the distinction between esports sectors, and the dynamic nature of the industry hold profound implications for the esports ecosystem in Greece and beyond. First and foremost, the recognition of a supervisory body like the Hellenic e-Sports Federation (HESF) as essential underscores the commitment to professionalizing esports in Greece. This professionalization is not limited to financial support but extends to the overall well-being and development of esports athletes. The implication here is that a well-structured governing body can attract more sponsors, investors, and supporters, enhancing the credibility and legitimacy of esports as a serious and respected industry. This, in turn, fosters confidence among athletes, organizations, and fans that ethical standards are upheld, and fair competition prevails.

Furthermore, the commitment to player welfare and development, both physically and mentally, sets a significant precedent. It implies that the esports industry in Greece is prioritizing the health and longevity of its athletes. By taking a holistic approach to athlete support, including physical and mental health, there is a reduced risk of player burnout and an overall improvement in the quality of esports talent. Standardization and the enforcement of rules and regulations play a pivotal role in maintaining fair play and competitive integrity. The implication is that standardized regulations not only create a level playing field for all competitors but also contribute to the image of esports as a legitimate sport. Fair competition is attractive to sponsors, fans, and investors, which can lead to substantial growth in the industry.

Additionally, the effort to legitimize esports as a competitive sport holds significant promise. Official recognition by government bodies can pave the way for

government support and funding for esports initiatives. It can also grant esports players the legal rights and protections that come with being recognized as professional athletes. The distinction between different esports sectors by HESF is essential for clarity and consistency within the industry. It ensures that players, teams, and organizations are treated fairly and in accordance with specific standards across different sectors. This differentiation also ensures the proper application of laws and regulations to each form of esports, preventing confusion and legal disputes.

The acknowledgment of the dynamic and evolving nature of the esports industry implies that it is well-positioned for continued growth and adaptation. This growth can lead to increased job opportunities, investments, and economic benefits in Greece. It also opens doors for technological innovations, such as virtual and augmented reality, which can further enhance the gaming experience and attract new audiences. Moreover, the global appeal of esports indicates the potential for international recognition and expansion. Greece, through HESF, can position itself as a competitive player in the global esports arena, attracting international events, players, and audiences. The integration of esports into traditional sports venues can create hybrid entertainment experiences, appealing to diverse demographics.

Finally, the recognition of esports' impact on the video game market underlines its economic significance. Esports, as a distinct segment within the broader video game market, can contribute to increased viewer engagement and monetization opportunities, benefiting players, organizations, and the wider gaming industry. In summary, these findings suggest that the presence of a governing body like HESF and the dynamic nature of the esports industry have the potential to transform esports in Greece, opening doors for economic development, player welfare, and the establishment of esports as a mainstream and respected form of entertainment and competition.

The venue has shown a steadily increasing momentum in recent years, which is reflected by the increase of athletes and spectators of all ages. It is a growing market, which has a positive impact on loyalty, revenues and therefore on strengthening the sector and creating jobs.The federation contributes in a significant way to the creation of an inclusive team culture, leveraging play to enhance business effort and technology development. It encourages meaningful interaction and acceptance of diversity. It pursues the sustainable development of the field through the institutional foundation and the promotion of the sporting ideal in the digital world.The growth trend of the space is observed globally, with Europe, the USA, and Asian countries being the main drivers of

growth (Yuzyk& Seidner, 2022). A typical example is the International Olympic Committee's effort to include electronic events in the Olympic Games program.

Moving on to the research questions, according to the respondents, e-sports are games that are included in the broader category of computer games and are part of the computer games market. However, they are characterized by competition and include digital sports representation games, fighting games, first-person shooters, real-time strategy games, racing games, and battle royale games (Kanellopoulos &Gkiosos, 2022). E-sports have a variety of themes and structures, allowing players to choose the subject matter as well as whether to compete individually or as a team. In Greece, there are no arenas or specialized facilities for holding matches, but a variety of sports venues and multipurpose infrastructure available for conferences, exhibitions, and events, can be used for sporting events with the appropriate modifications. E-sports require the use of specialized equipment that varies depending on the sport, but also significant technical support for the safety and monitoring capabilities of spectators.

Regarding the second research question, the role of the federation is important in promoting and supporting e-sports. The federation expresses the vision of athletes and spectators for community development, technical and legal support, and the emergence of the country as a hub of innovation in the field. The presence of the federation as a supervisory body ensures the compliance of actions with the applicable legislation and the quality in the development of actions, coordinating and supervising the utilization of good practices to ensure integrity, fair competition, and the rights of athletes, spectator teams, and organizations. The federation is making a positive contribution to recognizing the difference between gaming and e-sports. It maintains a clear and structured organization and is staffed by professionals with extensive experience in the field.

The findings regarding the age distribution of esports enthusiasts and the potential prospects and implications of the development of the Greek e-sports federation provide valuable insights into the evolving landscape of esports in Greece. One notable finding is the increasing age diversity among esports participants and spectators. While there is a strong presence of younger individuals, particularly those between the ages of 18 and 25, actively engaging in esports, there is also a growing interest and involvement from older age groups, including individuals in their 30s and 40s. This age diversity reflects the broad appeal and accessibility of competitive gaming. The implications of this age diversity are manifold. Firstly, it indicates that esports is not confined to a specific age group, making it a more inclusive and intergenerational form of entertainment and

competition. It dispels the notion that esports is solely a youth-oriented activity. As older individuals become increasingly engaged in esports, it can lead to a more balanced and diverse esports community.

Participants in the discussion highlighted several prospects and implications related to the development of the Greek e-sports federation (HESF), encompassing social, economic, technological, and political dimensions.

- *Social Cohesion*: HESF has the potential to foster a sense of community and participation by providing a platform for players of all backgrounds to connect and compete. It promotes inclusivity, diversity, and positive social interactions within the esports community in Greece.

- *Economic Growth*: The presence of HESF can drive growth in the esports industry, leading to job creation, entrepreneurial opportunities, and investments in related areas. The esports ecosystem, including teams, organizations, and event organizers, can benefit economically from the federation's activities.

- *Technological Progress*: HESF can serve as a catalyst for innovation and progress in gaming and related technologies. It can support the adoption of cutting-edge technologies, infrastructure development, and enhanced gaming experiences.

- *Political Advocacy*: Politically, HESF plays a critical role in advocating for the rights and recognition of players, teams, and industry professionals. This includes pushing for the official recognition of esports as a sport, the creation of infrastructure for gaming events, and the development of educational programs related to gaming and esports.

The comprehensive perspective provided by HESF offers opportunities for positive social, economic, technological, and political impacts on the esports landscape in Greece. It represents a holistic approach to the development and promotion of esports that extends beyond the competitive aspect.

Another significant finding relates to the lack of dedicated esports facilities in Greece that meet the necessary standards and safety measures for conducting electronic

sports events. However, respondents also recognize the potential for adaptation and alternative venues to accommodate esports activities.

- *Adaptation of Existing Facilities*: Some existing facilities in Greece can be modified and improved to meet the standards required for hosting esports events. This adaptability offers a cost-effective way to establish esports venues without starting from scratch.

- *Exploration of Multipurpose Spaces*: Respondents suggest exploring alternative venue options, such as convention centers, showrooms, or multipurpose event spaces, which can be adapted to accommodate esports matches. These spaces can serve multiple purposes, including conferences, exhibitions, and esports events.

- *Emerging Esports Venues*: Globally, dedicated esports venues equipped with permanent gaming stations, broadcast studios, and customized spectator areas have become ideal venues for regular esports events and tournaments. While Greece currently lacks such venues, this model could be considered for future developments.

In conclusion, the findings regarding age diversity in esports participants and the prospects of the Greek e-sports federation reveal a multifaceted and evolving esports landscape in Greece. The inclusion of older age groups, along with the potential social, economic, technological, and political impacts of HESF, presents an exciting future for esports in the country. Additionally, the discussion on venue infrastructure highlights the need for adapting existing facilities and exploring versatile spaces to accommodate esports events, contributing to the growth of the esports ecosystem in Greece.

About the third research question, participants consider important the prospects for the development of e-sports in Greece, based on the increasing trends observed in the country and globally. The findings regarding the use of existing sports venues for esports events and the diverse and specialized equipment necessary for esports activities provide valuable insights into the technical and logistical aspects of organizing and participating in esports competitions.

Participants acknowledge that existing sports facilities can serve as viable venues for esports events with appropriate modifications. Although these venues may not have

been originally designed for electronic sports, they can be adapted to accommodate esports competitions. One critical consideration for hosting esports events in existing sports facilities is the presence of the required technological infrastructure. This includes the installation of high-speed internet and networking infrastructure to support gaming hardware and internet connectivity. These technological upgrades are indispensable for ensuring a seamless gaming experience for both participants and spectators.

Furthermore, the layout of the venue may need to be reconfigured to create dedicated gaming areas, host broadcast equipment, and provide suitable viewing areas optimized for screen visibility. Such adjustments are essential to create an environment conducive to esports competitions. Legal and compliance factors also come into play. Ensuring that any modifications or temporary arrangements for hosting esports events comply with local regulations, safety standards, and venue-specific contractual agreements is crucial. Legal considerations may encompass noise ordinances, insurance coverage, liability issues, and obtaining the necessary permits to host public events successfully. Moreover, the adaptability of existing sports facilities offers an opportunity to diversify their use and appeal to a wider audience. Repurposing these venues for esports events can enhance their attractiveness for hosting various events beyond traditional sports, contributing to their overall sustainability. Respondents emphasize the diverse and specialized equipment required for esports activities. This equipment varies depending on the specific game and competition format. Key equipment categories include high-performance PCs, which are equipped with powerful processors, advanced graphics cards, and sufficient memory to run games at high frame rates and resolutions. These PCs are pivotal for delivering a smooth and responsive gaming experience.

In addition to PCs, displays play a critical role. High-refresh-rate displays with low response times are essential to provide participants with a smooth and responsive gameplay experience. The quality of the display significantly impacts the overall gaming experience. Furthermore, peripherals such as gaming mice, keyboards, and headphones are tuned to offer precise control, haptic feedback, and clear communication for players during matches. These peripherals are integral to enhancing players' ability to perform at their best. For certain esports titles or console-based competitions, specialized controllers designed for competitive play may be utilized. These controllers are tailored to meet the specific requirements of the game and can vary based on the title being played. Ergonomic seating is another essential aspect. Specifically designed to provide comfort

and support during extended gaming sessions, ergonomic seats contribute to maintaining players' focus and physical well-being, ensuring they can perform optimally.

In the context of audio, high-quality settings, including headphones and soundproof booths for live events, deliver clear and immersive sound for both gamers and spectators. These audio elements are essential to create an engaging esports experience. Lastly, the infrastructure for streaming and broadcasting is critical. This includes devices like capture cards, cameras, and production software, which are vital for capturing and streaming live games, commentary, and analytics to global audiences.

In conclusion, these findings underscore the practicality of adapting existing sports venues for esports events, provided the necessary adjustments and upgrades are made to meet the technological and logistical requirements. Additionally, the diverse and specialized equipment required for esports highlights the technical complexity of esports competitions and the importance of having the right gear to ensure a high-quality and competitive gaming experience.

The findings regarding the global expansion and development of esports, the International Olympic Committee's interest in including esports in the Olympic Games, the distinction between video games and esports, the variety of esports formats, and the organized structure of esports federations provide valuable insights into the current state and future prospects of esports. Participants recognize that esports is part of a global trend marked by expansion and development. They identify three key axes driving esports development:

1. **European Axis**: In Europe, there is recognition of esports as being equal to traditional sports. This recognition signifies the growth and acceptance of esports within the European landscape.

2. **American Axis**: The United States stands out for its significant progress in esports. American teams have achieved substantial valuations, players receive professional treatment, and the esports industry has made remarkable strides. This indicates the rapid growth and professionalism of esports in the United States.

3. **Asian Influence**: Asia has a strong influence on esports, with the inclusion of esports in the Asian Games program being a significant milestone.

This underlines the global establishment of esports and its acceptance as a legitimate form of competition.

The technological development of the area in recent years has given a significant boost to the development of the public. Even though younger generations are more systematically involved in e-sports, there is an increase in participants and spectators of all ages. This growth is associated with significant social and economic benefits, such as protecting athletes and increasing revenue. Significant prospects can be seen in the expansion of technological possibilities related to e-sports, but also in the development of comprehensive legislation that supports the field. Global developments, with Europe, the USA, and Asia as key reference axes, lead the field to a professional level and wide recognition and development (Yuzyk& Seidner, 2022). The global development of infrastructure and investments leads to the gradual establishment of the professional e-sports athlete, who is professionally remunerated and trained with specialized trainers, as is the case in sports in general (Marelić& Vukušić, 2019). This fact is also recognized by the International Olympic Committee, which is trying to include e-sports in the program of the Olympic Games, legalizing e-sports as a means of entertainment and sports, which will upgrade the regulatory framework and access to resources and support (Ntelia, 2019).

These observations collectively highlight the global nature of esports and its increasing prominence on the international stage. Participants express enthusiasm for the International Olympic Committee's efforts to include esports in the Olympic Games. While they welcome this endeavor, they emphasize the need for a global esports federation to facilitate this process effectively. Recognizing esports on such a prestigious platform is seen as a significant step in legitimizing competitive gaming globally. The integration of esports into the Olympic Games could bring excitement and appreciation for the complexity and art of competitive gaming to fans of traditional sports.

Respondents clarify that not all video games can be considered esports. The key criterion for categorizing a game as esports is its competitive nature. While esports often involve digital representations of sports, they can also encompass augmented reality and virtual reality games. Various game genres, such as Online Battle Arena (MOBA), First-Person Shooter (FPS), fighting games, sports, racing games, and battle royale games, are considered part of the esports ecosystem due to their competitive formats. Esports offer diverse formats that cater to individual preferences and team dynamics. Games can be

played both individually and as part of a team, allowing for a wide range of competitive structures. This flexibility accommodates different game scenarios and encourages player engagement. Esports titles like Fortnite and Overwatch exemplify this diversity by offering various competitive formats that combine team and individual competition.

The Hellenic eSports Federation is highlighted as an organized body with specialized staff and distinct roles in the promotion of esports. Its structured organization typically includes a Board of Directors responsible for strategic decisions and policy development, committees overseeing specific aspects of development, a Legal Advisory Group providing legal guidance, regional representatives collaborating with local communities, members representing players and teams, and partnerships with industry stakeholders, sponsors, and government agencies. The federation's approach involves both short-term and long-term planning. Short-term goals focus on improving various aspects of esports, such as security measures, participation terms, and equipment specifications, to enhance the quality and quantity of services provided. Long-term objectives aim to expand the federation's reach, integrating sports clubs from across Greece and promoting accessibility to esports activities throughout the country.

In summary, these findings reflect the dynamic and global nature of esports, with recognition from various parts of the world. The potential integration of esports into the Olympic Games represents a significant milestone, while distinctions between video games and esports highlight the competitive aspect. Esports offer a diverse range of formats and operate under organized federation structures, with a clear focus on both short-term improvements and long-term expansion.

Conclusions

In conclusion, the mission, goals, and vision of the Hellenic e-Sports Federation (HESF) represent a pivotal force in shaping the present and future landscape of esports in Greece. These findings reveal that HESF is not merely an administrative body overseeing esports activities; rather, it serves as a catalyst for multifaceted advancements with profound implications for various aspects of Greek society, culture, economy, and technology.

HESF's mission to promote, develop, and cultivate esports is not confined to competitive gaming alone. It extends to the broader economic, legal, procedural, technical, and technological aspects of the esports sector. By embracing such a comprehensive approach, HESF sets the stage for a holistic transformation within Greece's esports ecosystem. The federation's commitment to professionalism, integrity, and ethical standards ensures that esports in Greece are not just about competition but also about creating a safe, reputable, and virtuous environment for all stakeholders.

The role of legal counsel within HESF underscores the importance of operating within the boundaries of the law while protecting the rights and interests of athletes, teams, and esports organizations. This commitment to legal and ethical compliance is vital for the long-term sustainability and credibility of the esports industry in Greece, establishing a solid foundation for its growth.

HESF's goals of organizing high-quality events and tournaments, as well as supporting the recognition of esports as a legitimate industry, are instrumental in raising the profile of esports in Greece. These initiatives can lead to economic growth, job creation, and investments in esports infrastructure. Moreover, the federation's emphasis on transparency, ethical conduct, and the integration of sporting values into the online world signifies its commitment to fostering a healthy, sportsmanlike esports community, combatting toxicity and harassment that can mar the gaming experience.

HESF's vision, characterized by ambition and a strong sense of national identity, aspires to make Greece a prominent hub for esports, echoing the cultural significance of the Olympic Games and the country's rich heritage. By aligning esports with Greece's historical importance, HESF seeks to modernize and showcase the nation's cultural legacy, asserting its potential to lead the global esports industry.

The key elements of HESF's vision provide a comprehensive roadmap for achieving their goals, encompassing governance, player development, industry partnerships, and innovation. These elements reflect a holistic approach to esports

development, underscoring the federation's commitment to fostering a thriving esports ecosystem that benefits the entire nation.Overall, the significance of HESF's existence in the esports landscape cannot be understated. It serves as a guardian of the industry, ensuring professionalism, ethical conduct, and legal compliance. Furthermore, it plays a pivotal role in defining and differentiating various sectors within esports, maintaining fair play, and legitimizing the industry. The dynamic and evolving nature of esports, as highlighted by participants, underscores the importance of having an organized body like HESF to guide and steer the industry in the right direction.

In essence, the mission, goals, and vision of HESF not only pave the way for esports to thrive in Greece but also position the country as a significant player in the global esports arena. These initiatives have the potential to bring about numerous opportunities and benefits for the nation, its esports community, and its cultural heritage. As HESF continues to execute its vision, Greece stands poised to make its mark on the world stage of esports, leaving a lasting legacy in the realm of competitive gaming.

the findings regarding the prospects for the development of esports in Greece underscore the growing trends observed both nationally and globally. The adaptation of existing sports venues for esports events, coupled with the need for specialized equipment, highlights the technical and logistical considerations essential for the successful organization and participation in esports competitions.

The recognition of existing sports facilities as potential venues for esports events, with the necessary technological upgrades and layout adjustments, reflects the adaptability of infrastructure to accommodate the evolving demands of competitive gaming. This adaptability not only enables the hosting of esports events but also presents an opportunity to diversify the use of sports venues, making them more versatile and appealing to a broader audience.

Moreover, the legal and compliance aspects highlighted in the findings emphasize the importance of adhering to local regulations, safety standards, and contractual agreements when organizing esports events in existing sports facilities. Addressing legal considerations, including noise ordinances, insurance, liability, and permits, is crucial for ensuring the smooth and lawful execution of esports competitions.

The discussion surrounding the diverse and specialized equipment required for esports activities underscores the significant technical investments necessary to support competitive gaming. High-performance PCs, gaming peripherals, ergonomic seating, quality audio settings, and streaming equipment are among the essential components

essential for creating a professional esports environment. This equipment not only enhances the player experience but also contributes to the overall quality and spectacle of esports events.Overall, the findings reveal a promising landscape for the development of esports in Greece, with a strong emphasis on adapting existing infrastructure, ensuring legal compliance, and investing in specialized equipment. These considerations, combined with the increasing popularity and global growth of esports, position Greece to tap into the vast potential of competitive gaming as both a cultural phenomenon and a thriving industry. As the esports ecosystem continues to evolve and expand, Greece has the opportunity to play a significant role in shaping its future.

The rest of the findings presented in this discussion shed light on several key aspects of the esports industry and its global evolution. These insights have implications for the future of esports, both in Greece and on the international stage.

First and foremost, the recognition of esports as a global phenomenon with distinct axes of development in Europe, the United States, and Asia emphasizes its increasing prominence and acceptance worldwide. The fact that Europe acknowledges esports on par with traditional sports, the rapid growth and professionalism seen in the United States, and Asia's influence and inclusion in major sporting events like the Asian Games all contribute to the global establishment of esports as a legitimate and competitive discipline.

The role of technology in driving the growth of esports cannot be overstated. Technological advancements have played a crucial role in making esports accessible to people of all ages, leading to an increase in participants and spectators. This growth brings about significant social and economic benefits, such as athlete protection and increased revenue. Furthermore, the continuous expansion of technological possibilities related to esports, coupled with the development of comprehensive legislation, supports the industry's growth and professionalization. The prospect of esports being considered for inclusion in the Olympic Games underscores the industry's potential for recognition and development on a global scale.

One fundamental distinction highlighted by the participants is that not all video games can be categorized as esports. The competitive nature of a game is the primary criterion for it to be considered esports. The esports ecosystem encompasses a wide variety of game genres, each with its unique competitive format. This diversity allows for individual and team-based competition, accommodating different player preferences and dynamics.

The organized structure of esports federations, such as the Hellenic eSports Federation, reflects the industry's commitment to professionalism and development. These federations typically consist of specialized staff fulfilling distinct roles, including policy development, legal guidance, regional representation, and partnerships with stakeholders. Their approach involves both short-term and long-term planning to improve the quality and accessibility of esports services.

In summary, these findings underscore the dynamic and multifaceted nature of esports as a global phenomenon. As esports continues to grow and evolve, it holds the potential for broader recognition, professionalization, and inclusivity. The integration of esports into the Olympic Games and the continued distinction between video games and esports contribute to the industry's journey toward legitimacy and success, both in Greece and around the world.

Regardless of survey responses. I believe that e - Sports will reach high and will certainly make their presence very strong in the coming years. Based on what I see, e - Sports are increasing day by day in all areas and you are gathering more and more people . I say this because every day the content is updated or something new comes out that attracts people to engage in OnlineGaming . Young people find it more fun and easier to reach a high level in an Online Game than in a Sport . All this is fine, but to do something like this you need a proper program. After all, it's a game so you don't have to neglect your life for it , like not going out for walks or getting some sleep. If something is to be done and you deserve it then it will be done, otherwise there is no need for extra pressure because all this unnecessary pressure will result in negative behavior and eventually loss of interest in the game.

E-sports is a special sector of digital gaming, with competitive features and a variety of games and experiences. It is a sector that has been growing rapidly in recent years, both nationally and globally. Important factors affecting the development of the sector are the widespread acceptance of e-sports worldwide, which results from significant developments in Europe, America, and Asia. Digital sport is recognized and promoted in many countries around the world, creating a huge global market that relies on technological advances to expand both sports participation and competition attendance. In recent years, there has been a significant increase in interest in e-sports at

the age of over 25, creating a growth dynamic that reaches all ages and creates a global community. The advantages of the development are linked to the experience of players and spectators, the economic boom of the field and its impact on receipts and revenues, but also the institutional development of legal tools that protect, frame, and regulate healthy competition, the rights and safety of athletes and spectators and the wider acceptance of the sector in the field of entertainment.

A systematic and coordinated effort is made by all stakeholders for the development of e-sports, which is based on the promotion of the principles of sustainable development, inclusion and acceptance of diversity, fair play, and sporting ideals, as they have been developed in the field of classical sports. In countries such as the US, e-sports offers professional prospects, rewards, and opportunities for global recognition, with top competitions involving trained professionals attracting an ever-expanding audience. These important developments are related to the vision of the Greek federation, which intends to make the country a global center of e-sports, originality, and innovation, linking the principles of e-sports with the cultural athletic ideals and the athletic ethos of classical sports.

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3.   MAZE WAR GAME : https://en.wikipedia.org/wiki/Maze_War 8/30/2016

4.   MORIAGAME: https://en.wikipedia.org/wiki/Moria_(PLATO)30/8/2016

5.   OBLIETTE
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7.   Multi   Access   Dungeon
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8.   ISLANDS   OF   KESMAI   :https://en.wikipedia.org/wiki/Island_of_Kesmai
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9.   HABITAT:https://en.wikipedia.org/wiki/Habitat_(video_game) 8/30/2016

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19. WARCRAFT II :https://en.wikipedia.org/wiki/Warcraft_II:_Tides_of_Darkness 30/8/2016

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23. DIABLO:https://en.wikipedia.org/wiki/Diablo_(video_game) 8/30/2016

24. INTERTOPS:https://www.intertops.eu/cms/en/help_poker.html
https://en.wikipedia.org/wiki/Pinnacle_Sports
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25. QUAKE 2 :https://en.wikipedia.org/wiki/Quake_II 8/30/2016

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39. RAGNAROK ONLINE : https://en.wikipedia.org/wiki/Ragnarok_Online
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40. XBOX LIVE:https://en.wikipedia.org/wiki/Xbox 30/8/2016

41.   STEAM : https://en.wikipedia.org/wiki/Valve_Corporation 8/30/2016

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46.   LINEAGE 2 :https://en.wikipedia.org/wiki/Lineage 8/30/2016

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48.   CITY OF HEROES : https://en.wikipedia.org/wiki/City_of_Heroes 8/30/2016

49.   WORLD   OF   WARCRAFT   :
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50.   ZYNGA: https://en.wikipedia.org/wiki/Zynga 8/30/2016

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54.   LEAGUE OF LEGENDS : https://en.wikipedia.org/wiki/League_of_Legends
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60.   Twitch.tv : https://en.wikipedia.org/wiki/Twitch.tv 8/30/2016

61.   Coca Cola: https://en.wikipedia.org/wiki/Coca-Cola 8/30/2016

62.   Red Bull:https://en.wikipedia.org/wiki/Red_Bull30/8/2016

63.   General   :   http://www.smartlaunch.com/the-top-10-e-sports - sponsors/
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9 Winnings

64. League Of LegendsPlayers:

http://www.esportsearnings.com/games/164-league-of-legends/top-players 8/30/2016

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66. Dota 2Players:

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68. StarCraftIIplayers:

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72.   HearthstonePlayers:

http://www.esportsearnings.com/games/328-hear thstone-heroes-of-warcraft/top -players

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73.   HearthstoneTeams:

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10 Additional Links that helped in development

E - Sports :

https://en.wiki pedia.org/wiki/ESports#Rise_of_global_tournaments_.282000_onwards

30/8/2016