DUAL SYSTEM APPROACH TO UNDERSTAND E-SPORTS ACCEPTANCE AMONG YOUTH IN INDIA

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ABSTRACT

E-sports are exploding in India, thanks to the growth of fast internet connections and a population of 600 million individuals under the age of 25. (More young people than any other country in the world). Individuals utilise a heuristic-based process (system 1) and/or an analytic-based process (system 2) for acceptance, according to the dual-system approach. Electronic sports (e-Sports, e-Sports) are gaining traction both in terms of popularity and recognition. The Olympic Council of Asia has now acknowledged it. The amount of games included in the official structure, the sorts of e-games played throughout the nation, and the influence on the sports business and economics are all factors in determining acceptance. The respondent's awareness is assessed via the collection of primary data and descriptive analysis. This study presented an e-Sports-inspired method to inverse usability engineering.

Keywords: E-Sports, Dual Approach, E-Sports, E-Videos

INTRODUCTION

E-Sports, or electronic sports, are still in their infancy as a scientific field, despite the increasing acceptance of computer games as a subject of research. Competitive gaming in Western society tends to be confined to first-person shooter games, which may be a contributing factor. Every academic discussion is consequently instantly entangled in the dispute over game ethics. Only a tiny portion of competitive computer gaming is of relevance to academics in this issue.

The informal and non-formal learning processes of children within their computer gaming culture are frequently preceded by official educational efforts aimed at imparting media or ICT abilities, as pointed out by from me 2018. Those who have a high level of accomplishment motivation like competitive activities, and research demonstrates that feedback on competence appraisal from competition may be motivating for everyone, as long as the feedback is supplied correctly. This suggests that youngsters with a high level of success drive are more likely to acquire media and ICT skills via competitive computer games. The more surprising fact is that so far there has been little study on what people learn when they participate in non-educational or "serious" computer games.

E-sports or competitive computer gaming, as well as the study of training effects in semi-professional and professional usage of rich interactive settings, is a major focus of this work. It will be shown that this training

science approach to eSports will enable the creation of tools and approaches that may be used for example to build up high-performance teams in virtual and hypercompetitive commercial contexts.

Background:

Competing in computer gaming tournaments is an apparent method to do so.

In this way, the rise of eSports may be seen as an inevitable by-product of the shift from an industrial to a communication-based society. Contrary to popular belief, competitive computer gamers are really honing their skills in a broader field of ICT proficiency known as "cyber fitness," which is a broader term for training and comparing ICT proficiency in networked and multimodal settings. As a result, we state. The term "eSports" refers to a field of athletic activities in which individuals utilise information and communication technology to improve their mental or physical talents.

It is important to note, however, that this definition encompasses both solo and team activities. Interestingly, western eSports culture favours team disciplines, whereas eastern eSports culture favours individual specialties.

Science of e-sports

It's important to remember that eSports don't necessarily have to be considered a set of disciplines that meet the conventional definition of a sport. There is no reason why eSports can't be treated as a distinct subject of research. Academic examination of eSports does not need a debate on whether competitive gaming is a sport or not. This technique illustrates that there is a natural relationship between conventional sports and eSports that goes much beyond the often-cited claim that eSports is a kind of training for optimal hand-eye coordination through computer games. We might also adopt academic techniques and methodology from conventional sport and training research and adapt them to what can be dubbed "eSports science".

Potential for this approach resides in the fact that it does not simply focus on the effect of games like Counter-Strike on the way players communicate and utilise language, for example. We may then use this knowledge to develop new ideas and procedures in other areas of interest that are not directly tied in any way to computer gaming.

Counter-Strike, an eSports discipline, is a good illustration of this. Teams of four to five players each engage in a series of 1:45-minute game rounds in which they

exchange roles as terrorists and counter terrorists, respectively, in this discipline. To win a certain number of games, the first team to do so.

The number of rounds required to win the match is four. In addition to outlining tournament and match rules, the rules and regulations include a wealth of technical information on anything from game settings to server configurations. To win a game, teams must discover and execute tactics that exceed the plans of their opponents in a highly well-defined virtual environment. The vast number of rapid rounds in a single match accentuates this strategic emphasis. As a result, winning teams must be prepared to rapidly and effectively execute and change their game plans.

The term "high-performance teams" is used in management theory to describe teams that display such a high degree of efficacy in their diverse functions. They play a significant part in the creation of productive organisations since they are generally independent in their choices and operate both motivated and self-sufficient. Success in eSports requires teams to develop into what can be called "virtual high-performance teams," which display the same characteristics as traditional high performance teams but do so in a computer-simulated setting.

We may also think of this training as an inversion of usability engineering in order to generate this efficacy. Training for eSports focuses on honing human abilities inside a predetermined software environment, as opposed to customising a system to meet the specific demands of each individual user. As a result, the way team members communicate and engage throughout the execution of collaborative activities is given primary consideration.

Through the concept of inverse usability engineering, we can better understand how eSports training creates highly successful teams, and then we can use the same methodology in conventional hypercompetitive corporate situations to create and advance virtual high-performance teams. Even in situations when a virtual team is working with a sophisticated software system, this methodology transfer is applicable.

In addition, it should be noted that eSports is profoundly rooted in the digital young culture. Children, who have already mastered the usage of computers and the internet, may hone their skills even further by participating in competitive video games, but most adults have yet to catch on to this new trend. This suggests that we are

presently seeing an increasing age gap between the social and technology worlds.

A problem of integrating older generations into technological growth might become a more pressing issue if this discovery is right, since youngsters who practise their virtual communication abilities now will most likely be influential in determining future judgments about the usefulness of technology.

This is a game theory perspective.

Traditional game theory and computer game theory may be brought together via eSports' emphasis on competitive game play. In light of the fact that game theory has had a huge impact on economics, but has so far received less attention from computer game researchers, this looks to be especially relevant. When applied to business, a "high speed strategic decision making" approach to eSports might help managers improve their "high speed strategic decision making" skills.

This principle may be shown by lowering the number of players each team in a regular Counter-Strike game to two, as a basic example. In addition, there is no longer a time restriction. To make the job even easier, we assume merely that the winning side eliminates the enemy squad, ignoring alternative methods of success

such as bomb defusal. At the beginning of the game, neither side has a clear view of the opposing team's players. It's time for both of them to make a major choice. Is it better for a team to break off and seek for their opponents on their own, or is it better for the two players to work together? Maybe it's better if they stick together and look for clues as a unit.

In the context of game theory, this is referred regarded as a strategic-form game. Individual payoffs or outcomes from each team's strategy are termed game matrixes, and they must be calculated in order to discover a solution, known as a Nash equilibrium. Since the goal is to win, the chance of a team winning the game is an appropriate metric to use. As you would expect, each player brings a unique set of talents and weaknesses to the table that will have an impact on the final score. This "fitness" may be measured, for example, by the percentage of times a player wins a one-on-one match against a random opponent. In the same way, the likelihood that a team would win a game against a single random opponent may be used to determine its fitness. The game matrix and Nash equilibrium are thus easily calculated.

Increasing the number of players on each squad, for example, makes the scenario more complicated. Due to the well-defined

virtual environment in which the game is played, a game theory analysis is still possible: On the one hand, this means that eSports coaching may be approached in an entirely different way. Teams that practise for eSports disciplines, on the other hand, are likely to improve their ability to make complicated strategic judgments quickly.

History:

The term **"eSports"** or "electronic Sports" was coined in the late 1990s. According to a 1999 news release on the inauguration of the Online Gamers Association (OGA), then Eurogamer evangelist Mat Bettington likened the sport of eSports to that of conventional sports. An unsuccessful effort to get competitive gaming recognised as an official sport by the English Sports Council (ESC) in 1999 was also a factor in the sports conversation at the time.

E-Sports' rise as a commercial force in young culture is sometimes referred to be a global cultural phenomenon. Eastern and Western values systems divide gaming cultures in the real world. Doom and Quake by id software are two of the most popular first-person shooter games in the United States and Europe, respectively, and are often seen as the beginning of competitive gaming. This is when "Clan" teams of

internet gamers began competing in online competitions. Cyberathlete Professional League (CPL) was one of the first professional and semi-professional online gaming leagues to emerge in 1997, and it remains one of the most prominent.

The "The Foremost Roundup of Advanced Gamers" or "The Frag" was one of the first CPL tournament events staged in front of live audiences. According to the CPL's view, competitive computer gaming was now a legitimate kind of spectator sport in its own right. It was in 1999 when the game development firm Valve put out "Counter-Strike" as a commercial product modified version of "Half-Life" (a first-person shooter) Since then, the game has been the primary focus of Western eSports competitions, swiftly replacing Quake in popularity.

In Korea, eSports culture was born Policymakers in Korea deregulated sophisticated telecommunications applications in the mid-1990s, spurring fast expansion of the country's broadband infrastructure. Digital television and online gaming were the primary sources of content for this system. "Massively Multiplayer Online Role-Playing Games" (MMORPG), such as Croft's 1998 release "Lineage," and "Real Time Strategy Games" (RTS) were more popular in Korea than first-person

shooting games in the United States and Europe.

The multi-user real-time strategy game "StarCraft," published in 1998 by the Californian company Blizzard Entertainment as a sequel to the 1994 blockbuster "Warcraft," has dominated the Korean gaming industry since the late 1990s. Competitive game play is a great fit for this game. On addition, Korea's extensive internet infrastructure favoured the establishment of television channels specialising in computer gaming events. Because of this, StarCraft players have a cult-like reputation that is akin to that of professional sportsmen that compete in major sports leagues. While there are more and more worldwide eSports events like the World Cyber Games, the two commercial ecosystems remain mostly distinct and seem to be developing nearly independently. Distinct cultures in traditional sports choose different sporting disciplines, as is the case below.

"E-Sports" must be defined scientifically for academic research into competitive gaming. There is presently no agreed meaning for this phrase. In most cases, "professional gaming" is equated to "competition gaming," a kind of computer gaming in a professional atmosphere. At first glance, this looks to be a quite

restricted perspective. Children's use of information and communication technology (ICT) as part of their cultural development is likely to be influenced most by competitive computer gaming, as previously indicated. In the public's perception of eSports, professional gaming plays an essential role, but the underlying core difficulties may be found elsewhere, most notably in the homes of families with family PCs. eSports definitions need to be academically valid and wide enough to warrant scientific treatment if we are to create adopt the sport scientist Claus Tiedemann's definition of the word "sport." A fascinating aspect of this concept is that it already included eSports in its initial formulation. Tiedemann explains it this way.

People engage in "sport" as a form of cultural activity where they actively seek to improve their abilities and accomplishments, particularly in the area of skilled motion, while also comparing themselves to others according to predetermined rules that do not harm either the other participants or the participants themselves. Let's rework this a little to make it more useful for our intended purpose. We remove any mention of "skilled movements." in particular. We can see how this term fits into the concept of sport science, but it doesn't really bring anything new to the definition itself. We should also keep in mind that competition necessitates that winners be recognised in some way. We want to expressly eliminate activities that aren't valued by a certain culture since this is a key consideration for the eSports strategy that will be implemented in the future. The following somewhat reworded definition is what we have come up with:

When individuals participate in "sport," they do so with the purpose of developing and training culturally significant talents and comparing themselves to other people in these abilities in accordance with commonly recognised

standards and without intentionally injuring anybody else.

This definition, like the original one by Tiedemann, is intentionally broad and requires additional refinement when applied to a specific athletic discipline. This is done by determining which culturally significant talents are being developed via the various sports. "Physical fitness," for example, became one of the most important ideals in society throughout the industrial period. Because of this, the majority of traditional sports disciplines are focused on gauging a contestant's physical condition. Sport science has a lot of attention paid to physical strength and skilful mobility in this domain.

As our worldview evolves, for example as a result of technology advancement, so will the activities we recognise as sports disciplines. Information and communication technology (ICT) has advanced at a breakneck pace and been fully integrated into society in the last few years. Multimodal communication skills, including the ability to communicate by voice and text, have become an essential aspect of a person's social standing in today's young culture. Therefore, everybody who participates in this culture, particularly those who have a high level of achievement drive, will feel the need to display this mastery via winning in competition. Among the most.

Objective

• To promotes teamwork and develops communities in E-sports.

• To increase its level of awareness, improve standards in youths India.

REVIEW OF LITERATURE

Cialdini and Richardson sports consumption research, like that of other media and content, is mainly concerned with why and how people use a certain kind of media and what sorts of requirements it may satisfy. Research on sports consumption has been focused on sports

management, but with the emergence of eSports, sports are increasingly being seen as a type of computer-mediated media. This is particularly true since sports media material is transmitted through computerised broadcasts such as internet streaming, but because the whole athletic action is also computer mediated. Computer-mediated systems represent the behaviours of players and teams in eSports. When it comes to media studies and computer-mediated communication in general, eSports are becoming more relevant.

Young people are drawn to e-sports because of its quick expansion, and the business offers a threat to traditional sports. Like organised sports, gaming isn't universally embraced by parents and other adults, who see it as a waste of time and energy that might be put to better use. Furthermore, some individuals still associate gaming with addiction, aggressiveness, and social isolation, all of which have negative implications. Competition in competitive gaming is still going strong, despite the fact. It's common for players to compare their own talents to those of other players. 'Electronic Sport' or 'eSport' refers to the fact that these competitions are deemed sport-like forms, as 'sports'. There is a possibility that this is

an effort to legitimate e-sports for a larger audience.

According to **Appelbaum (2011)** there are many more similarities, though. There's a lot of research out there that focuses on the reasons people watch sports so intently and tries to connect it to other things they like. The two activities of participating in video games and watching sports have been discovered to be closely linked. Sport spectatorship and video game playing seem to be symbiotic: as video game playing did not correlate with viewing TV or movies, the connection cannot exclusively be driven by media consumption.

There are parallels between preparing for a tournament and practising with teammates (e-sports contests are mostly team-based). Having a manager and an analyst peering over your shoulder makes it impossible to mess about in a gaming house. (**Parkin).**

It is possible to conclude a topic with a statistical analysis. There is a large audience: The 2014 League of Legends (e-sports) world championship Al between South Korea's Samsung Galaxy White team and China's Star Horn Royal Club was watched by 27 million people worldwide, more than the clinching games of last year's World Series (23.5 million), NBA Finals (17.9 million), or Stanley Cup nals (**Apstein, 2018).**

More than 25 percent of the sales of games like Punch Club and e Culling were related to Twitch's live streaming service, according to a research by the live streaming firm. Viewers who saw a webcast of the game in action were more inclined to purchase the game within 24 hours, according to research **(Lang, 2019).**

One of the most often utilised theoretical frameworks for studying media consumption in communication and media studies is the uses and gratification theory (UGT) (Katz et al.; Wang et al.; West and Turner). In particular, UGT has been used in online contexts such as online games, Facebook, video streaming, Twitter, and fantasy sports (LaRose and Eastin, Papacharissi and Mendelson; Papacharissi and Rubin; Whiting and Williams), as well as in the context of research in online contexts (**Farquhar and Meeds 2020**).

To better understand why and how individuals utilise various forms of media to meet their requirements, the UGT theory was developed. UGT aims to study media consumption from the point of view of the person, rather than the medium itself, as is done by most other approaches. UGT believes that people are aware of their own consumption and that media competes with other sources for pleasure **(Katz).**

The MSSC and the sports fan motivation scale are two of the most often used assessment scales in studies on sports consumption (SFMS, see Wann ; Wann et al.). We choose to employ the MSSC instead of the SFMS for this investigation since the MSSC's items may be applied to E-Sports. It was also decided that MSSC items would better meet this study's goal to predict media consumption since they didn't contain the dependent variable in the item. The SFMS, as an illustration, one of the primary reasons I watch, read, and/or discuss sports is that it allows me the chance to briefly escape life's worries, whereas a comparable item in the MSSC said "The game provides an escape from my day-to-day routine.

The MSSC is based on the same theoretical framework as the UGT in that it focuses on the pleasure of the consumer sporting events, as well as the opportunities for enjoyment that they provide for fans. In addition to the MSSC, numerous similarities between instruments (such as escapism, gaining knowledge from media sources, becoming fanatics and so on) as well as UGT. There are many commonalities across these fields of study, which makes it easier for researchers to conduct research on media consumption reasons. In this research, we use the MSSC to determine why people watch eSports.

We can be sure that our findings are not simply similar to the media's outcomes.

A whole, but it also allows us to draw direct comparisons between different products, Esports consumption incentives and regular sports consumption reasons are similar. In this research, we use the MSSC as both a theoretical framework and as a foundation for assessing the phenomena in question. Vicarious achievement, aesthetics of sport, drama of sport, watching sports as a means of escape from everyday life, knowledge acquisition related to the sport, admiring the skills of the athletes, social interaction with other spectators, physical exertion, and a desire to learn more about sports are all components in the MSSC's current variations(Fink.; Trail). Athleticism's allure, the intrigue that comes with discovering new individuals and teams, and the sheer thrill of aggressiveness and the aggressive conduct shown by sportsmen. The term "vicarious achievement" relates to persons and characters in media output, and in the sports context, to the accomplishments of teams and players.

(Cialdini; Cialdini and Richardson; Krohn; Smith; Trail ; Wann 2019). Since it has a significant social component, vicarious accomplishment is directly linked to the sense of community and belonging that the viewer feels with the players or

teams that they are pulling for. When it comes to eSports, professional players are more accessible than their physical counterparts – such as soccer professionals – and may be approached more readily owing to the fact that many people.

This channel is made possible by the fact that professional athletes are also active streamers interplay between the audience and the professional athletes. As a result of this, we believe that fans will feel a greater sense of accomplishment via a stronger connection with the players and clubs they support. Fan goods and other things tied to a major event are common in many eSport games, which actively engage professional players. As a result, we believe, the frequency with which people watch eSports is positively connected with their level of vicarious accomplishment.

Aesthetics allude to the sport's innate beauty or gracefulness, as well as the sport's aesthetic qualities (Trail and James). In spectator sports, visual features have been shown to be motivating factors (Wann et al.; Wann and Wilson; Krohn et al.; Smith). Aesthetic considerations have been shown to have a large role in the popularity of gymnastics and figure skating **(Bryant et al.; Sargent et al.; Zillmann).** Previous eSports study has examined the aesthetic

experiences of eSports tournaments on a more comprehensive basis.

"A transcending persona constructed of liminoid components and consumer fantasy" (Seo,) **(Kozinets 2019).** Media research has demonstrated that emotional incentives have an influence on usage in the settings of eSports (Cheung and Huang), video game streaming (Hamilton et al.), social media, and video sharing platforms (Cha; Hanson and Haridakis).We hypothesise as a result.

RESEARCH METHODOLOGY

Research design

Descriptive research

Research equipment :

Questionnaire

Sampling method

Non-probability technique

Sampling frame

Convenience sampling

Sample size

200 respondents

Sample design

Data has been presented with the help of bar graphs, pie- charts, etc.

Sources of data:

Both the primary sources and secondary sources of data have been used to conduct the study.

Primary source:

The primary data for this study has been collected by approaching the salaried employees via internet (digital survey method).

Secondary source:

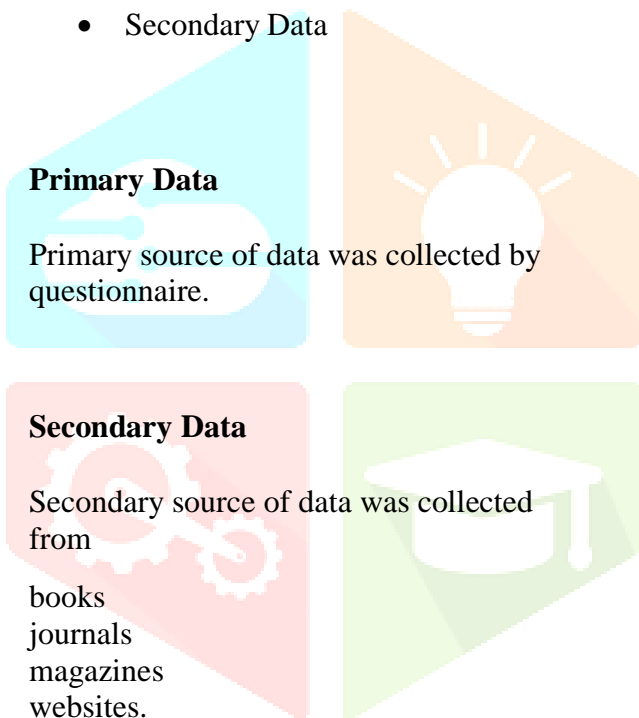The secondary data are collected from articles published on various websites (desk research).

Plan of analysis

- Diagrammatic representation through graphs and charts.

- Suitable inferences will be made after applying necessary statistical tools.

- Findings & suggestions will be given to make the study more useful.

Methods for Data Collection

- Primary Data
- Secondary Data

Primary Data

Primary source of data was collected by questionnaire.

Secondary Data

Secondary source of data was collected from

books
journals
magazines
websites.

DATA ANALYSIS AND INTERPRETATION

1. Dual-system approach of comprehending things Prize money in the E-sports business is likely to exceed that of India's most successful sports franchises.

Criteria	Frequency	%
Strongly Agree	72	72%
Agree	112	112%
Neutral	16	16%
Disagree	-	-
Strongly Disagree	-	-
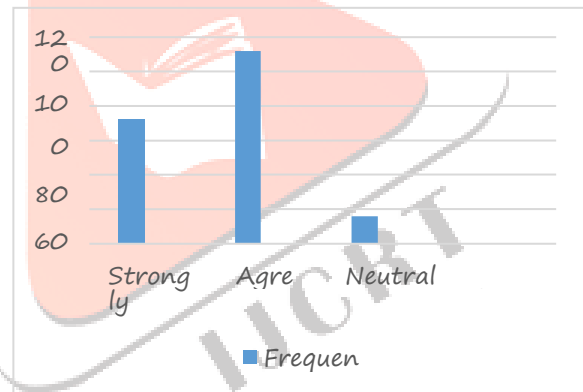
Interpretation:

Graph shows that the Dual-system approach of comprehending things prize money in the E-sports business is likely to exceed that of India's most successful sports franchises in terms of prize money by 72 percent. 112 % (although not firmly) are agreed to this declaration. The declaration is 16 percent neutral. None of them showed

considerable disagreement or disagreement on this issue. Since 16 percent of responders get good feedback, we may conclude that dual-system approach of comprehending things prize money in the E-sports business is likely to exceed that of India's most successful sports franchises.

2. While the E-sports format is selected by the organisers.

Sl Number	Criteria	Number of responders	Proportion
1	Strongly agree	121	121%
2	Agree	53	53%
3	Neutral	26	26%
4	Disagree	0	-
5	Strongly disagree	0	-
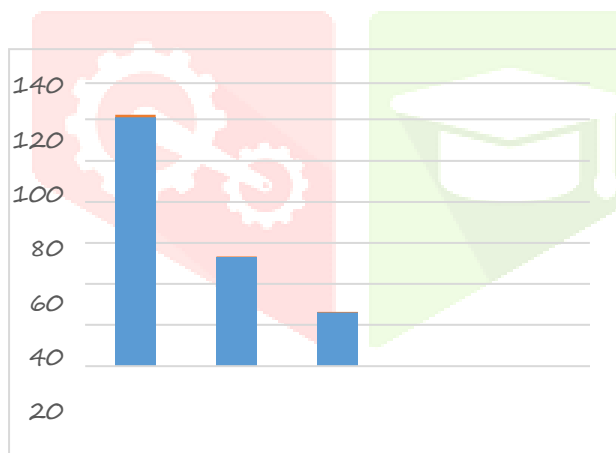
Interpretation:

In allowing for a diagram, 121% of respondents strongly agreed that while the esports format is selected by the organisers,

53% agreed. Neutral towards the announcement is 26 percent of respondents. None of the respondents expressed while the e-sports format is selected by the organisers.

3. What is eSports, and why are people interested in it?

| Sl number	Criteria	Number of responders	Proportion
1	Strongly agree	84	84%
2	Agree	24	24%
3	Neutral	28	28%
4	Disagree	0	0%
5	Strongly disagree	64	64%
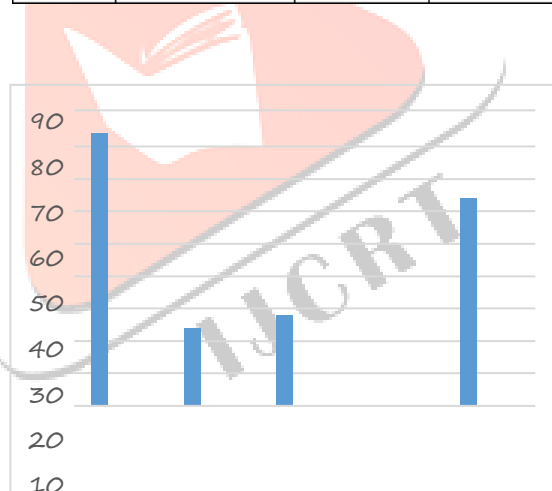
Interpretation:

According to the graphic, 84% of people in question highly agree with what is eSports, and why are people interested in it. This announcement was approved by 24% of the respondents (although not enthusiastically).

Neutral to the announcement is 28 percent of the respondents. None of the respondents were unanimous. 64% of the respondents expressed significant disagreement on this issue.

4. Dual systems interview into e-sports understood do you agree that your responses will be used in a school assignment before you begin?

Sl Number	criteria	Number of responder	Proportion
1	Strongly agree	24	24%
2	Agree	28	28%
3	Neutral	48	48%
4	Disagree	20	20%
5	Strongly disagree	80	80%
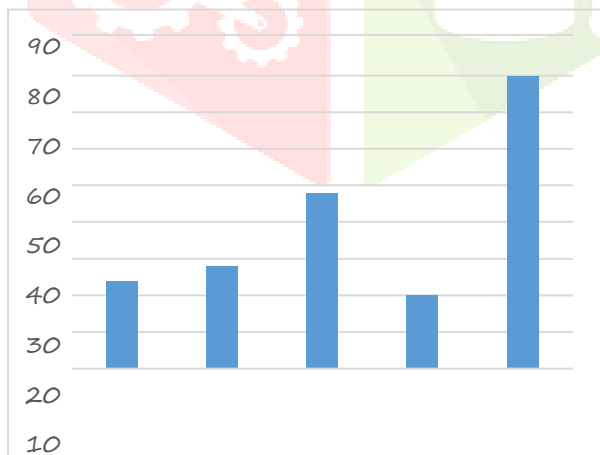
Interpretation:

According to the graphic, 24% of respondents agreed strongly that a dual systems interview into e-sports understood do you agree that your responses will be used in a school assignment before you begin. This remark was approved by 28 per cent of the respondents (although not forcefully). The declaration is made by 48% of respondents neutral. Their disagreement was just 20 percent. 80% of respondents expressed significant disagreement on this issue.

5. What major sporting event do you look forward to seeing the most?

Sl Number	Criteria	Number of responder	Proportion
1	Strongly Agree	75	75%
2	Agree	80	80%
3	Neutral	45	45%
4	Disagree	0	0%
5	Strongly Disagree	0	0%
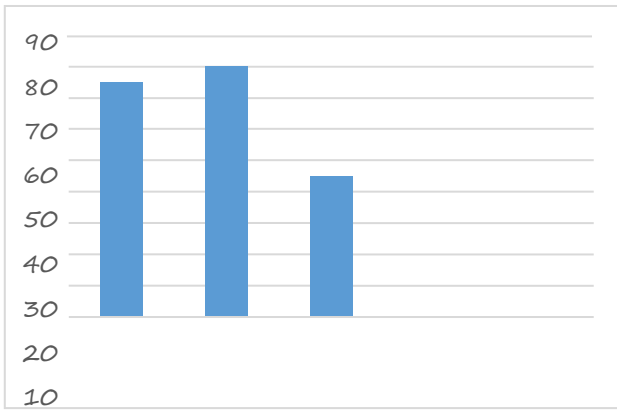
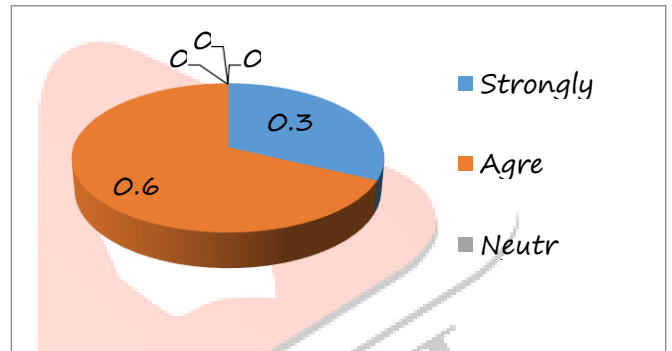| Sl number	Criteria	Number of responder	Proportion
1	Strongly agree	16	32%
2	Agree	34	68%
3	Neutral	0	-
4	Disagree	0	-
5	Strongly disagree	0	-

Interpretation:

According to the graphic, 75 percent of respondents strongly believed that what major sporting event do you look forward to seeing the most 80% of those polled agreed (although not strongly) with this statement. Only 45% of those polled are opposed to the statement. None of the respondents have shown a significant disagreement or disagreement with this question.
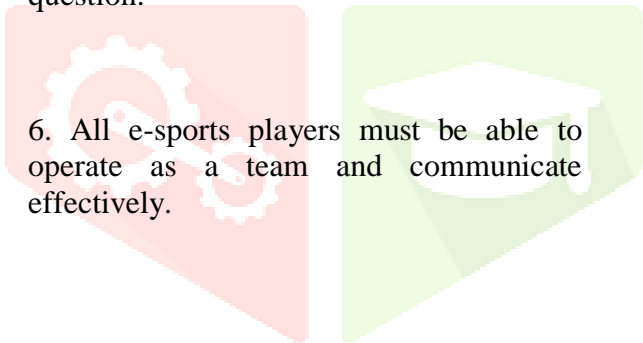
6. All e-sports players must be able to operate as a team and communicate effectively.
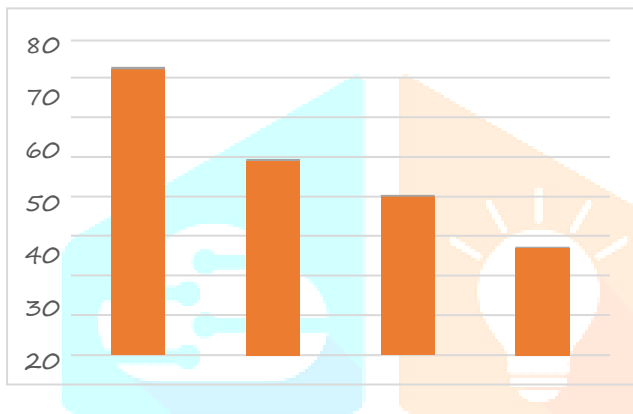

Interpretation:

While 32 percent of respondents strongly agreed and 68 percent agreed (although not strongly!) that mentorship programmers are vital, none of the respondents took a neutral stance on this remark. None of the respondents objected to the declaration.

7. Do you think that eSports online gaming tournaments are comparable to real-world sports?
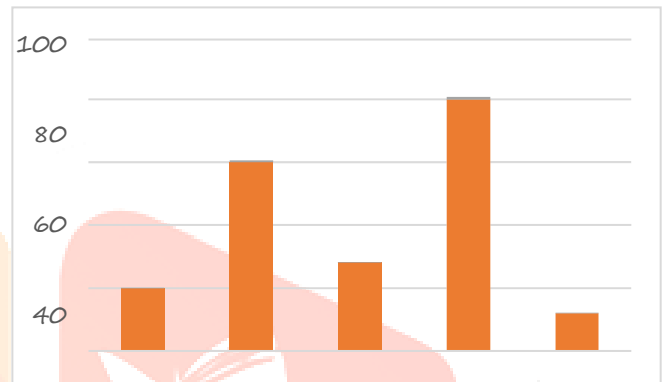
Sl number	Criteria	Number of responder	Proportion
1	Strongly agree	72	72%
2	Agree	49	49%
3	Neutral	40	40%
4	Disagree	27	27%
5	Strongly disagree	12	12%

Options	No. of respondent	Percentage (%)
Strongly agree	20	20%
Agree	60	60%
Neutral	28	28%
Disagree	80	80%
Strongly disagree	12	12%

Interpretation:

According to the graphic, 72 percent of respondents strongly agreed that do you think that eSports online gaming tournaments are comparable to real-world sports. 49 percent of respondents agreed (but not strongly!) with this assertion 40% of those polled were unconvinced by the statement. 27 percent of respondents disagreed, and 12 percent of respondents disagreed with this question.
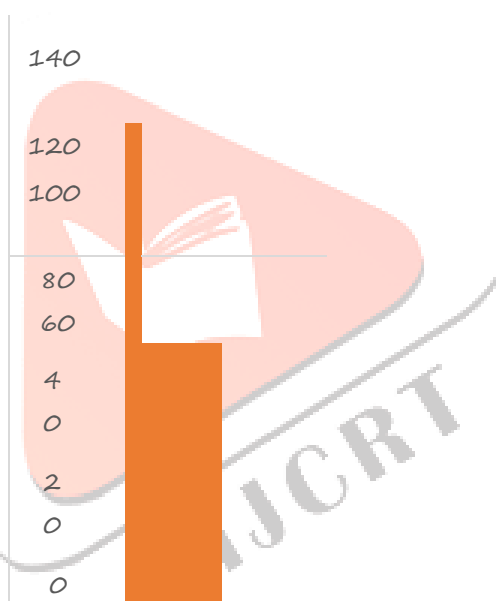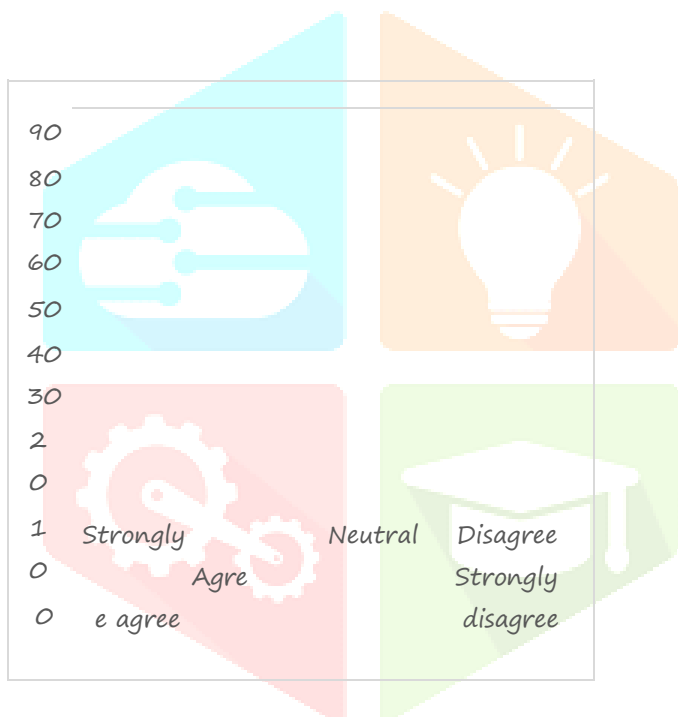
Interpretation:

According to the pie chart above, 80% of respondents disagree because the are you interested in becoming a professional online gamer, 60% agree, 28% are neutral, 20% strongly agreed, and 12% strongly disagreed.

9. Leave policies of the organization.

8. Are you interested in becoming a professional online gamer?

Options	No. of respondent	Percentage (%)
Highly satisfied	25	25%
Satisfied	40	40%
Neutral	74	74%
Dissatisfied	35	35%
Highly dissatisfied	26	26%

| Sl Number	Criteria	Number of responder	Proportion
1	Strongly Agree	24	24%
2	Agree	16	16%
3	Neutral	116	116%
4	Disagree	44	44%
5	Strongly Disagree	0	0

Interpretation:

According to the pie chart above, 25% of respondents are ambivalent about the leave policy, while 40% are happy. 74% of respondents are very pleased, 35% are dissatisfied, and 10% are very unhappy. 26% of respondents are unsatisfied because the firm does not give required leave.

10. What are your thoughts on the emergence of the dual system approach to understanding e-sports?

Interpretation:

24 percent of respondents agreed, what are your thoughts on the emergence of the dual system approach to understanding e-sports.

16 (though not strongly) of respondents agreed to this statement. The statement is neutral for 116 per cent of respondents. 44 percent disagreed with the respondents. None of the responders strongly disagreed with this issue.
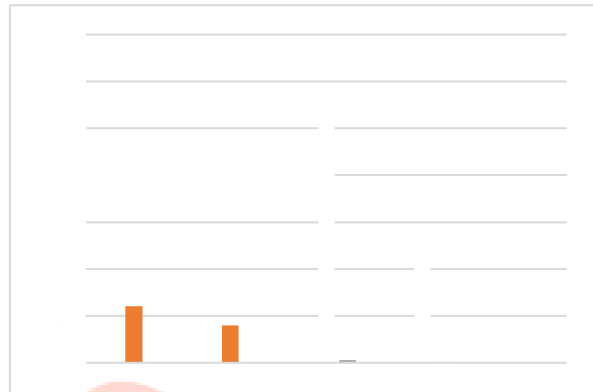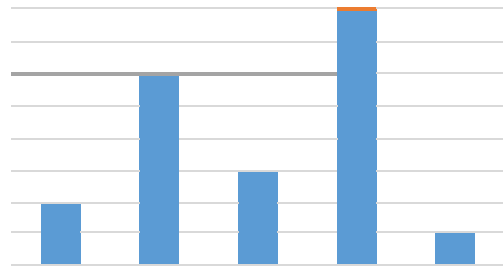
RESULTS AND FINDINGS

Dual-system approach of comprehending things prize money in the e-sports business is likely to exceed that of India's most successful sports franchises in terms of prize money by 72 percent. 112 % (although not firmly) are agreed to this declaration. The declaration is 16 percent neutral.

None of them showed considerable disagreement or disagreement on this issue. Since 16 percent of responders get good feedback, we may conclude that dual-system approach of comprehending things prize money in the e-sports business is likely to exceed that of India's most successful sports franchises.

In allowing for a diagram, 121% of respondents strongly agreed that while the e-sports format is selected by the organisers, 53% agreed. Neutral towards the announcement is 26 percent of respondents. None of the respondents expressed while the e-sports format is selected by the organisers.

According to the graphic, 84% of people in question highly agree with what is eSports, and why are people interested in it. This announcement was approved by 24% of the respondents (although not enthusiastically). Neutral to the announcement is 28 percent

of the respondents. None of the respondents were unanimous. 64% of the respondents expressed significant disagreement on this issue.

According to the graphic, 24% of respondents agreed strongly that a dual systems interview into e-sports understood do you agree that your responses will be used in a school assignment before you begin. This remark was approved by 28 per cent of the respondents (although not forcefully). The declaration is made by 48% of respondents neutral. Their disagreement was just 20 percent. 80% of respondents expressed significant disagreement on this issue.

24 percent of respondents agreed, what are your thoughts on the emergence of the dual system approach to understanding e-sports. 16 (though not strongly) of respondents agreed to this statement.

The statement is neutral for 116 per cent of respondents. 44 percent disagreed with the respondents. None of the responders strongly disagreed with this issue.

According to the graphic, 75 percent of respondents strongly believed that What major sporting event do you look forward to seeing the most 80% of those polled agreed (although not strongly) with this statement.

Only 45% of those polled are opposed to the statement. None of the respondents have shown a significant disagreement or disagreement with this question.

While 32 percent of respondents strongly agreed and 68 percent agreed (although not strongly!) that mentorship programmers are vital, none of the respondents took a neutral stance on this remark. None of the respondents objected to the declaration.

According to the graphic, 72 percent of respondents strongly agreed that do you think that eSports online gaming tournaments are comparable to real-world sports. 49 percent of respondents agreed (but not strongly!) with this assertion 40% of those polled were unconvinced by the statement. 27 percent of respondents disagreed, and 12 percent of respondents disagreed with this question.

According to the pie chart above, 80% of respondents disagree because the are you interested in becoming a professional online gamer, 60% agree, 28% are neutral, 20% strongly agreed, and 12% strongly disagreed.

According to the pie chart above, 25% of respondents are ambivalent about the leave policy, while 40% are happy. 74% of respondents are very pleased, 35% are dissatisfied, and 10% are very unhappy.

26% of respondents are unsatisfied because the firm does not give required leave.

Limitations:

1. Data are self-reported and respondents are self-selected, as is standard practise in research performed using internet questionnaires.

2. There is a chance that the results might be skewed by using self-reported data, since those who answer may already feel invested in the service. There may be a risk that outcomes may not reflect the goals and views of less active and involved users.

3. These difficulties and the motivations for not/becoming active in the service might be examined. Research on the issue might benefit from combining survey data with real-world use data and doing suitable tests.

FURTHER RESEARCH

The list of potential applications for eSports research results is by no means exhaustive, but it serves as a starting point for further research. One of the most popular misconceptions regarding video games is that they are harmful to your health. When games are played in moderation, they may be used as a source of stress relief and a

catalyst for mental health and social progress.

CONCLUSION

An eSports-inspired approach to inverse usability engineering was described in this research. Teams capable of producing excellent results. There are many more possible uses for eSports research findings, however this list serves as a starting point for additional investigation. It's no secret that playing video games may have detrimental effects on one's health. Stress reduction and mental health improvement may be achieved when games are played in moderation with mindfulness, but they can also help build social skills if they are used in moderation.

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