

ARTICLE

Esports in the Olympic and Paralympic Games : the business case for integration / Andy Miah, Alex Frenton

[Miah, Andy](#) | [Frenton, Alex](#)

2020

This chapter analyses the involvement of Olympic and Paralympic stakeholders in the production of the relationship between sports and esports. In so doing, it conveys how the financial stakeholders of the Games are aligning with e...



PDF

An international analysis of organisational support for eSports players' mental health and physical activity / Hee Jung Hong and Guy Wilkinson

[Hong, Hee Jung](#) | [Wilkinson, Guy](#)

2020

This study investigates how eSport players perceive the availability of organisational support focused on their mental and physical health. The research team then looks into eSports players' coping skills and strategies they adopt...



BOOK

Understanding esports : an introduction to the global phenomenon / ed. by Ryan Rodgers

Lexington Books. Lanham - 2020

"Understanding esports : an introduction to the global phenomenon" places professional esports, a rapidly growing industry, in both the cultural and athletic landscape. This book explores how the rise of professional gaming has sh...



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BOOK

Implications and impacts of esports on business and society : emerging research and opportunities / David J. Finch... [et al.]

[Finch, David J.](#)

2020

The global gaming market, due to numerous technological advancements in social media networking and live-streaming video, has exploded in recent years. However, this newly acquired popularity has left many industry professionals p...



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ARTICLE

E-sports at the Olympic Games : from physicality to virtuality / Renata E. Ntelia

[Ntelia, Renata E.](#)

2019

The chapter follows a comparison between e-sports and physical sports in terms of their formal properties as games. Through this approach, it is argued that e-sports differ essentially from physical games due to their spatiality. ...



PDF

eSports is business : management in the world of competitive gaming / Tobias M. Scholz

[Scholz, Tobias](#)

Palgrave Macmillan. Cham - 2019

The global phenomenon of eSports has experienced exponential growth in recent years, gaining interest from the media, sports and technology industries. Being born digital, global and agile, competitive gaming appeals to a young an...



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PDF

Proceedings of the 2019 esports research conference / ed. by Jason G. Reitman... [et al.]

[Reitman, Jason G.](#)

2020

ESC 2019 aims to foster substantive discussion about competitive video game play, bringing together leading thinkers across both academia and industry. Each year, we foster in-depth conversation and networking across diverse disci...



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BOOK

The business of esports : 2019 / Sportcal

[Sportcal Global Communications](#)

Sportcal. London - 2019

The report examines 96 different sponsors accounting for 117 deals across 15 different esports team.



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ARTICLE

Doing/undoing gender with the girl gamer in high-performance play / Emma Witkowski

[Witkowski, Emma](#)

2018

This chapter explores the actions and experiences of women who participate in esports and high-performance cultures of play. Across networked game scenes, women are regularly framed as "girl gamers." A stigmatising term placed on ...



BOOK

Sport 2.0 : transforming sports for a digital world / Andy Miah

[Miah, Andy \(1975-\)](#)

The MIT Press. Cambridge - 2017

Digital technology is changing everything about modern sports. Athletes and coaches rely on digital data to monitor and enhance performance. Officials use tracking systems to augment their judgment in what is an increasingly super...



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BOOK

Les enjeux juridiques de l'e-sport / sous la dir. de Gaylor Rabu... [et al.]

Presses universitaires d'Aix-Marseille. Aix-en-Provence - 2010

Au départ ludique, la pratique du jeu vidéo est très tôt devenue compétitive. Aujourd'hui, les compétitions de jeu vidéo ou e-sport connaissent un incroyable essor économique. Si les juristes se souciaient jusqu'alors du sport, l'...



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BOOK

Raising the stakes : e-sports and the professionalization of computer gaming / T.L. Taylor

[Taylor, T. L.](#)

The MIT Press. Cambridge - 2015

A new development in the world of digital gaming, however, is the emergence of professional computer game play, complete with star players, team owners, tournaments, sponsorships, and spectators. In Raising the Stakes, T. L. Taylo...



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