



"Dear IOC" : considerations for the governance, valuation, and evaluation of trends and developments in eSports / Dees B.W. Postma, Robby W. van Delden and Ivo M. van Hilvoorde

[Postma, Dees B.W.](#) | [Van Delden, Ivo M.](#) | [Van Hilvoorde, Ivo](#)

2022

In this article, the authors argue for the inclusion of esports within the Olympic program. In many respects, esports “act” and “behave” just like traditional sports. They argue that esports and traditional sports share many of th...

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Forging a link between competitive gaming, sport and the Olympics : history and new developments / Zhouxiang Lu

[Zhouxiang, Lu](#)

2021

Using historical narratives and a qualitative research approach, this article aims to understand how competitive gaming has established its relationship with sport and the Olympics in the past five decades, and further discusses t...

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The esports question for the Olympic Movement / Andy Miah

[Miah, Andy](#)

2021

Ever since the Japanese Prime Minister, Shinzo Abe, appeared as Super Mario in the Tokyo 2020 handover ceremony at the 2016 Rio Olympics, the scene was set for esports to become part of what the International Olympic Committee def...

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Esports will not be at the Olympics / Jim Parry

[Parry, Jim](#)

2021

Over the past three or four years, there has been much discussion and negotiation over the place of esports—both as sports, and as acceptable sports—on the Olympic program. In this short time, many actors have shifted position, an...

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Inclusion of electronic sports in the Olympic Games for the right (or wrong) reasons / Simon M. Pack, David P. Hedlund

[Pack, Simon M.](#) | [Hedlund, David P.](#)

2020

With so many popular and unique sports played around the world, one of the most important challenges for the International Olympic Committee is deciding which ones merit inclusion in the Olympic Games. In recent years, a spirited ...

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Integration of eSports in the structure of Ifs : disruption or continuity ? / Cedrick Aghey

[Aghey, Cedrick](#)

2020

With increasing popularity and growing financial stakes, the gaming industry caught the attention of the international sporting community, notably to know whether eSports would be suited to integrate the already existing structure...

[Plus d'informations...](#)



Esports research : a literature review / Jason G. Reitman... [et al.]

[Reitman, Jason G.](#)

2020

Accompanying esports' explosion in popularity, the amount of academic research focused on organized, competitive gaming has grown rapidly. From 2002 through March 2018, esports research has developed from nonexistent into a field ...

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Sports video games participation : what can we learn from esports? / Jaume García, Carles Murillo

[García, Jaume](#) | [Murillo, Carles](#)

2020

This study investigates three issues associated with playing sports video games: the correlates of participation (and its intensity) in this type of activity, their complementarity with traditional sports and their perception as s...

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Extending disposition theory of sports spectatorship to esports / Logan D. Trent, Daniel M. Shafer

[Trent, Logan D.](#) | [Shafer, Daniel M.](#)

2020

Just as theorists predicted, developments in sports spectatorship technology have changed the way we think about and enjoy sports. Each year, eSports amasses a larger following. Though its existence traces back to the early 1980s,...

[Plus d'informations...](#)



Setting the scientific stage for esports psychology : a systematic review / Ismael Pedraza-Ramirez... [et al.]

[Pedraza-Ramirez, Ismael](#)

2020

Competitive gaming, better known as electronic sports (esports), is rapidly growing in popularity. The authors systematically reviewed the available literature regarding the psychological aspects of esports. The goal of this resea...

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Managing the health of the eSport athlete : an integrated health management model / Joanne DiFrancisco-Donoghue... [et al.]

[DiFrancisco-Donoghue, Joanne](#)

2019

Esport is a form of electronic gaming, also known as professional or competitive video gaming, and is growing at a rapid pace worldwide. Over 50 US colleges have established varsity gaming teams over the past three years; some col...

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The challenges of implementing a governing body for regulating esports / Jacqueline Martinelli

[Martinelli, Jacqueline](#)

2019

This paper will discuss the recent growth in the esports industry and the challenges in developing a single regulatory model. Currently, there are multiple organizations that claim to govern the esports industry, but they all cove...

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The psychology of esports : a systematic literature review / Fanni Bányai... [et al.]

[Bányai, Fanni](#)

2019

Recently, the skill involved in playing and mastering video games has led to the professionalization of the activity in the form of 'esports' (electronic sports). The aim of the present paper was to review the main topics of psych...

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Upholding the integrity of esports to successfully and safely legitimize esports wagering / Ryan P. Toomey

[Toomey, Ryan P.](#)

2019

"How can the esports industry be more effectively regulated? The major answer here is that there is a lot of work to do to really answer that question effectively. Work is needed to develop adequate safeguards for young players, c...

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Virtue(al) games - real drugs / John T. Holden, Anastasios Kaburakis & Joanna Wall Tweedie

[Holden, John T.](#) | [Kaburakis, Anastasios](#) | [Wall Tweedie, Joanna](#)

2019

The growth of esports as a recognized, organized, competitive activity in North America and Europe has evolved steadily from one of the most prominent sport industries in several Asian countries. Esports, which is still pursuing a...

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E-sports are not sports / Jim Parry

[Parry, Jim](#)

2018

The conclusion of this paper will be that e-sports are not sports. Parry begins by offering a stipulation and a definition. He stipulates that what he has in mind, when thinking about the concept of sport, is 'Olympic' sport. And ...

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E-sports explosion : the birth of esports law or merely a new trend driving change in traditional sports law? / Marios Papaloukas

[Papaloukas, Marios](#)

2018

Esports explosion is upon us whether we like it or not. The technology behind esports and the lack of physical movement, makes traditional stakeholders in the sports sector appear very skeptical when asked to support the new trend...

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Esports : competitive sports or recreational activity? / Kirstin Hallman & Thomas Giel

[Hallmann, Kirstin](#) | [Giel, Thomas](#)

2018

Esports is growing around the globe, with more and more individuals are engaged as players or spectators. In this paper, the authors reflect on whether esports can be considered as sport based on evaluating five characteristics of...

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Women's experiences in esports : gendered differences in peer and spectator feedback during competitive video game play / Omar Ruvalcaba... [et al.]

[Ruvalcaba, Omar](#)

2018

Despite the growing popularity of esports, the poor representation of women players points to a need to understand the experiences of female players during competitive gaming online. The present study focuses on female gamers' exp...

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Reconsidering esport : economics and executive ownership / Veli-Matti Karhulahti

[Karhulahti, Veli-Matti](#)

2018

This article starts with a literary review of the conceptual frames through which esport has been labeled academically. It shows how the concept of "electronic" has been taken as the core term for labeling esport, often accompanie...

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Le e-sport, un nouveau "sport" numérique universitaire ? / Thierry Karsenti et Julien Bugmann

[Karsenti, Thierry](#) | [Bugmann, Julien](#)

2018

Alors que la pratique du e-sport est de plus en plus répandue et que l'on en vient même à parler de la présence de ce sport aux Jeux olympiques de 2024 à Paris, il peut être important de s'intéresser à cette nouvelle tendance vidé...

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Virtual(ly) athletes : where esports fit within the definition of "sport" / Seth E. Jenny... [et al.]

[Jenny, Seth E.](#)

2017

Electronic sports, cybersports, gaming, competitive computer gaming, and virtual sports are all synonyms for the term esports. Regardless of the term used, esports is now becoming more accepted as a sport and gamers are being iden...

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Career transitions of esports athletes : a proposal for a research framework / Markus Salo

[Salo, Markus](#)

2017

Esports has boomed, the number of esport athletes has grown rapidly, and many teenagers aspire to have a career in esports. However, esports athletes' careers involve many problems, such as career-entry difficulties, straining lif...

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The world's fastest-growing sport : maximizing the economic success of esports whilst balancing regulatory concerns and ensuring the protection of those involved / Ross Sylvester and Patrick Rennie

[Sylvester, Ross](#) | [Rennie, Patrick](#)

2017

The esports industry and its swift progression show no sign of slowing down. In fact, as the industry becomes more established and more sophisticated, it will be better equipped to maximize the clear commercial opportunities that ...

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Les jeux vidéo compétitifs au prisme des jeux sportifs : du sport au sport électronique / Nicolas Besombes

[Besombes, Nicolas](#)

2016

La comparaison entre jeux vidéo compétitifs et jeux sportifs fait régulièrement débat, et ce notamment auprès des acteurs de la communauté du sport électronique. À l'aide de concepts empruntés à la sociologie du sport, l'article p...

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Broadband and circuits : the place of public gaming in the history of sport / Kalle Jonasson

[Jonasson, Kalle](#)

2016

This essay concerns the place of e-sport in the history of sport. E-sport is construed as an entity in this corpus, by seeking out historical counterparts that display similar forms of play and organisation. Thus, ancient Roman ga...

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