

Student's Name

Professor's Name

Course Name and Number

Assignment Due Date

Olympic Esports Games 2025

Esports is the shortened form of electronic sports. This refers to the transformation of online games into a spectator sport. Esports has gained a lot of popularity worldwide in the recent past. With multiple advancements in technology and increased internet access around the world, esports has become very popular. Many gamers often hold small tournaments online with cash prizes and other rewards. This popularity sparked conversation around having an international event where esports enthusiasts could converge and enjoy various games. Unlike other professional sporting events, esports will have video gamers competing as spectators watch and cheer instead of having professional athletes compete physically as in the Olympics. The widespread popularity of esports finally culminated in an announcement by the International Olympic Committee (IOC) in July 2024. IOC announced that it would partner with the Kingdom of Saudi Arabia to hold the first-ever Olympic Esports Games 2025 (Reuters). This landmark announcement had several ramifications for the future of esports. According to the president of the IOC, the Olympic Esports Games will have several advantages for esports (IOC).

First, it will have significant impacts on the future of esports. One of the most important aspects of any sport is continuity. It must always have young audiences who will be motivated to take it up. The Olympic Esports Games 2025 will have a two-pronged impact in this regard. Esports is particularly popular among young people. Having such an event will make esports more appealing to them and will motivate many of them to endeavor to be professional gamers.

This will ensure the longevity of esports and will build the foundations for its sustainability. Additionally, the Olympic Esports Games 2025 will act as a beacon for aspiring gamers to look up to. Aspiring professional gamers will view this event as the high point of esports and will be motivated to perfect their skills to compete at the highest level.

Secondly, the Olympic Esports Games 2025 will fuel more technological innovation around esports. An event of this scale will necessitate innovation around broadcasting and infrastructure. This is because there will have to be special venues and esports arenas designed specifically to showcase esports events. The Olympic Esports Games 2025 will set the tone for how infrastructural development of esports will be done in future events. Additionally, there will be a departure from conventional broadcasting technologies. Since esports is a unique undertaking from both spectator and player perspectives, there will be a need to innovate to make broadcasting more captivating. This could see Virtual Reality (VR) and Augmented Reality (AR) being leveraged to create a better player and spectator experience.

The Olympic Esports Games 2025 will be an ideal opportunity to entrench esports as a legitimate sport and make it more recognizable globally (Arab News). Despite its popularity, many people still do not consider esports to be a real sport. As such, the 2025 event will help raise awareness about esports. It will demonstrate its competitive and entertainment value to audiences across the world. It will also create an opportunity for esports to be improved, as in mainstream sports. For instance, in mainstream sports, athletes are subjected to regular anti-doping tests to maintain fairness. This could be replicated in esports to make the competition fair to all players. Additionally, the Olympic Esports Games 2025 will probably lead to a standardization of esports rules. We can see the development of standardized rules that regulate how esports are played and won.

Finally, the Olympic Esports Games 2025 will be a chance to make esports more popular worldwide. This will happen mainly because in the 2025 event, more than any other time in its history, esports will have more media coverage. This will further awareness of esports and attract new audiences (Reuters). Audiences who traditionally would not be interested in esports will become part of the esports community and increase its fanbase.

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