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# SUMMARY

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THE ATLAS PRESENTS SEVEN COMPUTER GAMES THAT ARE DIVIDED ACCORDING TO THEIR TYPE, NUMBER OF PLAYERS AND POPULARITY FOR THE YEAR 2019. EACH GAME HAS ITS OWN SECTION WITH A BRIEF DESCRIPTION OF THE GAME ITSELF AND THE SPACES THAT HOST DIFFERENT STAGES OF THE GAME TOURNAMENT: MINOR LEAGUE, MAJOR LEAGUE AND PREMIER LEAGUE.

IT IS ORGANISED IN SUCH A WAY THAT LEFT SIDE PAGE PROVIDES USEFUL INFORMATION, TEXT AND VISUAL DESCRIPTION OF THE GAME WITH THE HELP OF THE MAP, GAME INTERFACE AND GAME MODES. THE SPECIFICATIONS OF THE GAME PRESENTED IN THE TEXT ALLOW TO LOOK FOR PARALLELS BETWEEN THE GAME AND THE SPACE ORGANISATION OF THE VENUES ILLUSTRATED ON THE RIGHT SIDE PAGE. THREE SCALES ARE PRESENT FOR A BETTER GRASP OF AN EVENT GRADATION: LARGE SCALE SHOWS THE RELATION BETWEEN A VIEWER AREA AND THE GAME FLOOR, MIDDLE SCALE DEMONSTRATES THE ORGANISATION OF THE GAME STAGE AND SMALL SCALE DEPICTS PLAYERS GAMING EQUIPMENT AND IN-GAME LIMITATIONS.

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## GAME

STARCRRAFT
HEARTHSTONE
FIFA 19
FORTNITE BATTLE ROYALE
COUNTER STRIKE:GLOBAL OFFENSIVE
OVERWATCH
LEAGUE OF LEGENDS

## MINOR

ONLINE  
ONLINE  
ONLINE  
ONLINE  
LAN  
-  
-

## MAJOR

FREECUP STUDIO  
BLIZZCON  
GFINITY ARENA  
TWITCHCON  
DREAMHACK VALENCIA  
BLIZZARD ARENA / FUSION ARENA  
RNG ARENA / LOL PARK

## PREMIER

SPODEK ARENA  
TAIPEI HEPING BASKETBALL GYMNASIUM  
THE 02 STADIUM  
ARTHUR ASHE STADIUM  
ROYAL ARENA  
BLIZZCON  
ACCORHOTELS ARENA

# BRIEF HISTORY OF ESPORTS

<sup>1</sup>THROUGHOUT HISTORY GAMES IN GENERAL SERVED THE PURPOSE TO BOOST THE COMPETITIVE NATURE OF HUMAN EGO. THE VIDEO GAMES WITH THE IMMEDIATE POSSIBILITY OF VISUALISING ONE’S SUCCESS THROUGH HIGH SCORE BOARDS ARE NO DIFFERENT. THEIR EVOLUTION FROM A PASS TIME TEENAGE ATTRACTION TO THE ESPORTS BECOMING A RECOGNISED PART OF THE SPORTS COMMUNITY, WITH TOURNAMENTS COMMANDING SEVEN DIGIT PRIZE POOLS AND GATHERING SPORT ARENAS OF DEDICATED VIEWERS TOOK LESS THAN 20 YEARS AND HAS STILL NOT REACHED ITS FULL GROWTH POTENTIAL TODAY.

THE DESIRE TO COMPETE IN THE VIDEO GAMES CAME LONG BEFORE THE ONSET OF THE INTERNET ERA. IT ALL STARTED IN A HISTORICALLY DISTANT YEAR OF 1972, IN A SMALL DORM AT STANFORD UNIVERSITY. ONE COMPUTER SCREEN, A SUPPLY OF BEER, A YEARLY SUBSCRIPTION TO ROLLING STONE MAGAZINE AS A PRIZE AND TWO DOZEN STUDENTS CHEERING AWAY FOR TWO GAMERS CHOPPING FURIOUSLY ONE ON ONE. THIS WAS THE «FIRST INTERGALACTIC TOURNAMENT» ON SPACEWAR. THAT OCTOBER NIGHT, WITHOUT KNOWING IT, A GROUP OF COMPUTER NERDS STARTED SOMETHING BRAND NEW. LESS THAN 50 YEARS HAS PASSED AND TODAY ESPORTS IS A WIDELY ACKNOWLEDGED DISCIPLINE GATHERING IN ITS WORLDWIDE COMPETITIONS THE COMPARABLE NUMBER OF VIGOROUS SUPPORTERS AS THE ROLLING STONES IN 1972. IT WAS QUIET ON THE ESPORTS SCENE FOR ALMOST A DECADE, UNTIL IN 1980 THE GAME ENTERPRISE “ATARI” HELD ITS FIRST SPACE INVADERS CHAMPIONSHIP, ATTENDED BY OVER 10,000 VIEWERS FROM ALL OVER THE UNITED STATES.

THE 1990’S SAW THE EMERGENCE OF THE INTERNET WHICH PAVED THE WAY FOR A COMPLETELY NEW FACE OF COMPUTER GAMES. THE PLAYERS FROM AROUND THE WORLD WERE NOW ABLE TO COMPETE AGAINST EACH OTHER IN ONLINE MATCHES. THE ESPORTS WERE TRULY BORN. THE PINNACLE OF IT WAS THE QUAKE «RED ANNIHILATION» TOURNAMENT IN 1997, WITH A FERRARI FOR A WINNER’S PRIZE. A FEW WEEKS AFTER THE TOURNAMENT THE NEWS BROKE OUT: ANGEL MUÑEZ ANNOUNCED THE CREATION OF THE FIRST PROFESSIONAL CYBER SPORTS LEAGUE, CPL, THUS BECOMING A PIONEER OF THE ESPORTS. OVER THE NEXT DECADE THE CPL HELD A VARIETY OF EVENTS WITH A TOTAL PRIZE POOL OF AROUND THREE MILLION DOLLARS.

THE NEXT MILESTONE FOR ESPORTS IS YEAR 1998 AND THE RELEASE OF STARCRAFT. A WHOLE NEW PAGE HAS OPENED FOR THE ESPORTS COMPETITIONS, SOUTH KOREA BEING AT THE CENTRE OF THE DEVELOPMENT. THE STARCRAFT BECAME VERY POPULAR BECAUSE IT OFFERED ITS OWN UNIQUE STYLE AND A SPECIAL SET OF SKILLS NEEDED IN ORDER TO SUCCEED. GENERALLY THE FIRST PERSON SHOOTER GAMES REQUIRE FROM THE PLAYER VERY QUICK HAND REFLEXES. ON TOP OF THAT, STARCRAFT, WITH DIFFERENT MINIONS AND TROOPS, SPECIFIC TO EACH GAME RACE DEMANDED EXTRAORDINARY STRATEGIC SKILLS AND LOGICAL THINKING. THE POPULARITY OF ESPORTS KEPT ON GROWING EVER SINCE.

THE 2000S HAVE WITNESSED A MASSIVE SPREAD OF HOME INTERNET. NOW EVERYONE WHO HAD ACCESS TO A COMPUTER WAS ABLE TO COMPETE. HENCE TO STEP UP ALL THE ESPORTS NEEDED WAS A REGULAR CHAMPIONSHIP WITH SUFFICIENT PRIZE POOLS IN VARIOUS DISCIPLINES. ENTER THE CULT CHAMPIONSHIP - WORLD CYBER GAMES CHALLENGE OR WCG. THE FIRST TOURNAMENT OF WCG WAS MEANT TO DEMONSTRATE THE HIGH ATTRACTION POTENTIAL OF THE FORMAT TO BOTH PLAYERS AND INVESTORS. TRADITIONAL TELEVISION ALSO STEPPED IN, FOR INSTANCE IN SOUTH KOREA THE STATE TELEVISION CHANNELS BEGAN BROADCASTING STARCRAFT MATCHES. TELEVISION RATINGS GREW, ATTRACTING MUCH NEEDED NEW SPONSORS AND THUS RAISING THE INCOME OF CYBER SPORTSMEN AND THE STAKES OF THE GAME. THE ESPORTS

WENT COMMERCIAL AND COULD NOW MONETISE ITS SUCCESS WITH TOP PLAYERS BEING SUBSCRIBED BY THE SPONSORS FOR THE HOT ADVERTISING DEALS. THERE REMAINED ONE PART MISSING IN THIS “CIRCLE”, NAMELY THE COMPANIES THAT COULD TAKE ON THE TASK OF ORGANISING HIGH-LEVEL GAMING EVENTS. THE TOURNAMENTS WITH MORE OR LESS DECENT PRIZERS FOR THE PARTAKERS BEGAN TAKING PLACE REGULARLY AND OFTEN NOT ONLY IN SOUTH KOREA, BUT ALSO IN EUROPE AND THE UNITED STATES.

THE DECADE STARTING FROM 2010 HAS SEEN THE BIGGEST GROWTH OF ESPORTS. IN 2011 THE LAUNCH OF THE TWITCH.TV OPENED THE TOURNAMENTS TO A VASTLY LARGER AMOUNT OF VIEWERS. BEFORE THAT, A DEDICATED ENOUGH SUPPORTER COULD WATCH AN EVENT THROUGH IN-GAME BROADCASTING TOOLS. TWITCH.TV ALLOWED VIEWERS TO ACCESS A WEBSITE AND WATCH THE GAMES ON LEAGUE OF LEGENDS AND CS:GO, RAISING THE NUMBER OF VIEWERS TO AN UNPRECEDENTED LEVEL.

THE YEAR 2016 WAS MARKED BY THE RELEASE OF OVERWATCH AND THE ANNOUNCEMENT OF THE OVERWATCH LEAGUE. IT BECAME THE LARGEST FRANCHISE LEAGUE IN ESPORTS, NEW SPONSORS AND NEW TEAM OWNERS STARTED FLOWING IN, INVESTING HUGE AMOUNTS OF MONEY. SINCE THEN, ONE OF THE HIGHLIGHTS IN THE WORLD OF ESPORTS WAS THE APPEARANCE OF THE BATTLE ROYALE GENRE WITH FORTNITE AS ITS MAIN REPRESENTATIVE. DUE TO ITS FREE TO PLAY MODEL, FORTNITE BECAME AN INSTANT HIT AMONG THE MAINSTREAM GAMING COMMUNITY AND, WITHIN A SHORT PERIOD OF TIME, EPIC GAMES, THE DEVELOPER OF FORTNITE OFFERED A \$100,000,000 PRIZE POOL ON A TOURNAMENT CALENDAR.

CERTAINLY STAR PLAYERS ARE CRUCIAL TO THE SUCCESS OF THE CYBER SPORTS INDUSTRY, BUT IT IS THE VIEWER WHO IS OF THE UTMOST IMPORTANCE. IN THE RECENT DEVELOPMENT THE VIEWER COMMUNITY HAS BEEN ACTIVELY INVOLVED IN THE FORMATION OF THE TOURNAMENTS’ PRIZE FUNDS AND PLAYED AN INCREASING ROLE IN THE CHOICE OF DISCIPLINES PRESENT, THUS SHIFTING THE ROLE OF THE VIEWERS FROM SILENT OBSERVERS TO A DETERMINING FORCE WITHIN THE CYBER SPORTS MOVEMENT. THE POPULARITY OF ONLINE STREAMING ON STREAM PLATFORMS SUCH AS TWITCH.TV IS ON THE INCREASE FROM YEAR TO YEAR, AS THE TOURNAMENT ORGANIZERS ARE INTERESTED IN THE GOOD COVERAGE AS A WAY OF ATTRACTING MORE AND MORE VIEWERS. IN THIS ASPECT, COMPUTER GAMES HAVE ALSO BECOME CLOSER TO TRADITIONAL SPORTS.

WITHIN THE LAST 50 YEARS THE COMPUTER GAMES HAVE DEVELOPED GREATLY, RISING INTO A PROPER DISCIPLINE AND BEING CONSIDERED BY THE INTERNATIONAL OLYMPIC COMMITTEE, WHICH STATED THAT “COMPETITIVE ESPORTS COULD BE CONSIDERED AS A SPORTING ACTIVITY, AND THE PLAYERS INVOLVED PREPARE AND TRAIN WITH AN INTENSITY WHICH MAY BE COMPARABLE TO ATHLETES IN TRADITIONAL SPORTS”<sup>2</sup>. PRESENTLY THE LEADING ESPORTS TOURNAMENTS ARE HELD IN THE SAME STADIUMS AS THE LARGEST SPORTS EVENTS, INCLUDING OLYMPIC VENUES AND STADIUMS BUILT FOR THE WORLD CUP. THE SPECIFIC FACILITIES DEDICATED TO HOST ESPORTS COMPETITIONS ARE STARTING TO APPEAR ALL OVER THE WORLD, TRYING TO ADAPT TO THE NEEDS OF THE CYBER SPORT EVENTS. IT SEEMS THAT IT IS TIME FOR ARCHITECTS TO STEP UP TO THE TASK OF DESIGNING THOSE FACILITIES. THIS SHALL BE THE PURPOSE OF THIS ATLAS. WHAT VENUES ARE USED FOR ESPORT EVENTS TODAY, WHICH ROLE DOES THE PLAYER/VIEWER RELATIONSHIP PLAY, WHETHER IT IS IMPORTANT FOR THE TOURNAMENT SPACE ORGANISATION AND HOW THEY CAN THE PRESENT FACILITIES BE IMPROVED FOR OPTIMAL USE?

## ESPORTS TIMELINE

1972  
SPACE WAR  
*1<sup>st</sup> esports event takes place at Stanford  
Prize: 1 year subscription to RS*

1980  
SPACE INVADERS  
*1<sup>st</sup> Video Game Competition takes place in NYC  
Over 10,000 participants with widespread and TV coverage*

1997  
QUAKE / RED ANNIHILATION TOURNAMENT  
*Widely regarded as 1<sup>st</sup> esports competition  
2,000 participants  
Prize : Game Creators Ferrari*

1997  
FORMATION OF (CPL)  
*1<sup>st</sup> Cyberathlete Professional League tournament  
Prize : 15,000 \$  
Pioneer in professional video game tournaments*

1998  
STARCRAFT: BLOOD WAR  
*1<sup>st</sup> Real Time Strategy (RTS) Game*

2000  
WORLD CYBER GAMES  
*First International esports competition  
174 competitors / 17 countries / 20,000 \$ prize purse*

2018  
OVERVIEW  
*3,500 tournaments  
150,000,000 \$ in prize money  
380,000,000 views*

2019  
EPIC  
*100,000,000 \$ prize pool for Fortnite 2018/19 seasons  
eSports projected for 40 billions year-on-year market revenue growth*

1 - A BRIEF HISTORY OF ESPORT. PINNACLE.COM  
2 - ESPORT : EVERYTHING TO PLAY FOR. WIPO.INT



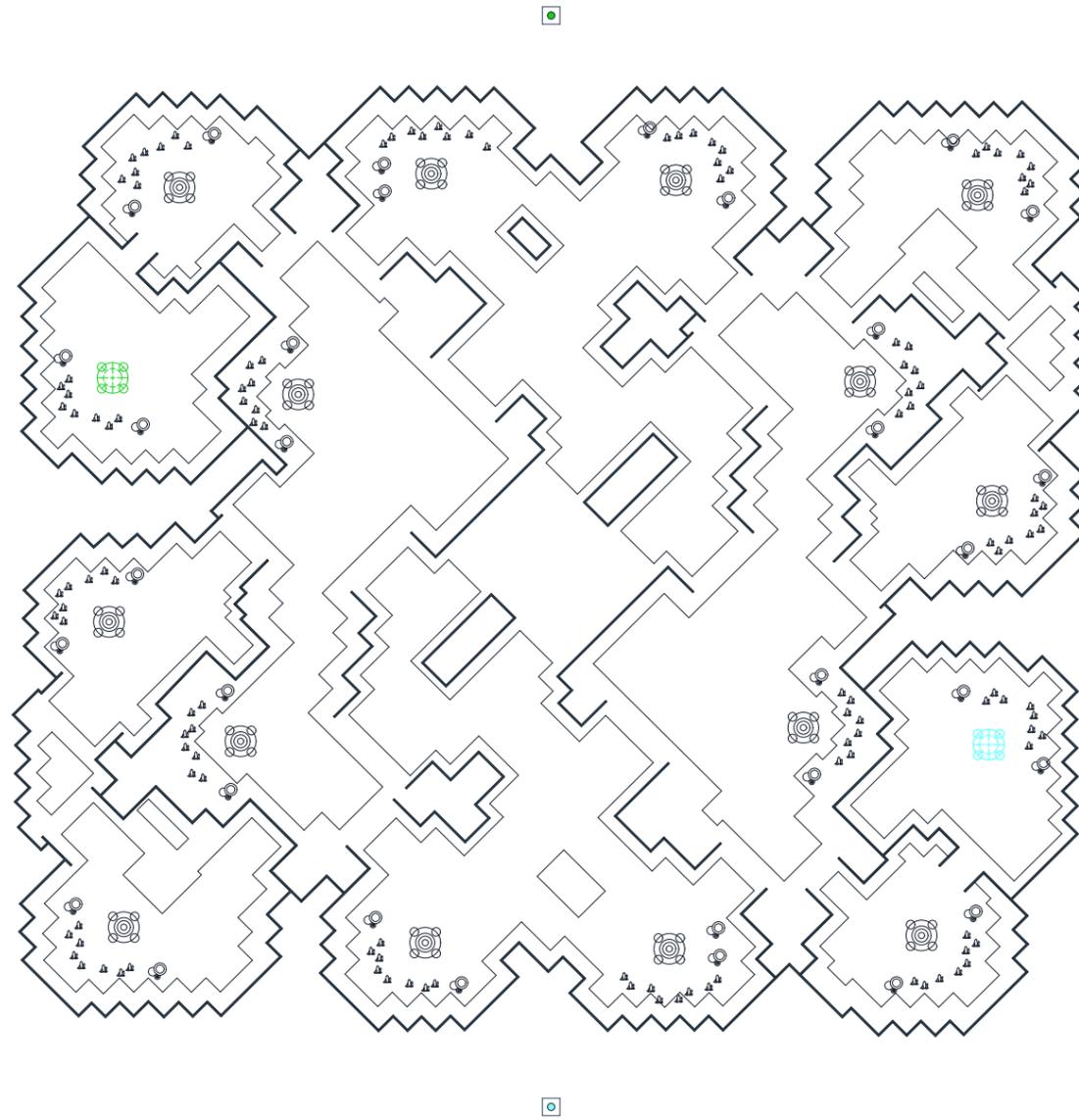
# GAME TYPOLOGIE

STARCRRAFT II

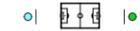
HEARTHSTONE

FIFA

6



MAPS SCALE 1:20000



DESPITE THE FACT THAT THE FIRST COMPUTER GAMES APPEARED IN THE 1950s, THE GAME GENRES CAME INTO BEING ONLY ABOUT 20 YEARS AGO. AT THE BEGINNING EACH COMPUTER GAME WAS UNIQUE AND INIMITABLE. OVER TIME, HOWEVER, THE NUMBER OF GAMES GREW AND IN ORDER TO EASE NAVIGATION PROCESS THEY HAD TO BE CATEGORISED INTO DIFFERENT GENRES. THE DIVISION CRITERIA WERE VERY DIFFERENT: GAMES WERE SEPARATED ACCORDING TO THE NUMBER OF PLAYERS, THE PLAYER PERSPECTIVE OR THE STORYLINE. VERY QUICKLY THE METHOD OF SELECTING A GAME CATEGORY BECAME A POPULAR SUBJECT.

THE GAME TYPOLOGY FORMED ITSELF INTUITIVELY AND WITHOUT ANY PRE-PLANNED STRUCTURE FOR A LONG TIME. GAME DEVELOPERS CREATED NEW GAME MECHANICS LARGELY THROUGH TRIAL AND ERROR. SUCCESSFUL FINDINGS BECAME EXAMPLES AND WERE COPIED AND MODIFIED WITHIN THE INDUSTRY HELPING TO SHAPE PARTICULAR GAME TYPES. MANY GAMES FITTED INTO MORE THAN ONE TYPE, HENCE THE SUBGENRES EMERGED. UNLIKE MOVIE AND BOOK GENRE CLASSIFICATION, WHICH IS FOCUSED ON THE NATURE OF THE NARRATIVE, GAME TYPOLOGY TODAY PRIMARILY BASES ITSELF ON THE IN-GAME ACTIONS OF THE PLAYER. ALBEIT CONFUSING IN THEORY, THIS WAY OF CLASSIFICATION PROVED VERY USEFUL IN PRACTICE. A SIMPLE GAME TYPE ANNOUNCEMENT ALLOWS DEVELOPERS TO TARGET AN INTERESTED SEGMENT OF THE AUDIENCE WITHOUT GIVING A FULL DESCRIPTION OF THE GAME.

CURRENTLY POPULAR GAME TYPES ARE CHANGING ALMOST EVERY YEAR. BELOW IS A BRIEF DESCRIPTION OF SOME OF THE MOST POPULAR TYPES AND SUBGENRES ACCORDING TO VINCE IN «ID TECH BLOG & NEWS»<sup>3</sup>

## 1. ACTION GAMES

ACTION GAMES ARE JUST THAT—GAMES WHERE THE PLAYER IS IN CONTROL OF AND AT THE CENTER OF THE ACTION, WHICH IS MAINLY COMPRISED OF PHYSICAL CHALLENGES PLAYERS MUST OVERCOME. MOST EARLY VIDEO GAMES LIKE DONKEY KONG AND GALAGA FALL INTO THE ACTION CATEGORY. BECAUSE ACTION GAMES ARE USUALLY EASY TO GET INTO AND START PLAYING, THEY STILL, BY MOST ACCOUNTS, MAKE UP THE MOST POPULAR VIDEO GAMES.

### SHOOTER

SHOOTERS LET PLAYERS USE WEAPONS TO ENGAGE IN THE ACTION, WITH THE GOAL USUALLY BEING TO TAKE OUT ENEMIES OR OPPOSING PLAYERS. SHOOTERS ARE CATEGORIZED BY THE PLAYER PERSPECTIVE: FIRST-PERSON SHOOTERS (FPS) ARE PLAYED FROM THE MAIN CHARACTER'S VIEWPOINT; CALL OF DUTY, HALF-LIFE, AND HALO ARE GOOD EXAMPLES. WITH THIRD-PERSON SHOOTERS LIKE FORTNITE AND SPLATOON, THE ACTION TAKES PLACE FROM A VIEWPOINT WHERE THE PLAYER CAN SEE THE MAIN CHARACTER, USUALLY FROM SLIGHTLY ABOVE AND BEHIND.

### FIGHTING

FIGHTING GAMES LIKE MORTAL KOMBAT AND STREET FIGHTER II FOCUS THE ACTION ON COMBAT, AND IN MOST CASES, HAND-TO-HAND COMBAT. MOST FIGHTING GAMES FEATURE A STABLE OF PLAYABLE CHARACTERS,

EACH ONE SPECIALIZING IN THEIR OWN UNIQUE ABILITIES OR FIGHTING STYLE. IN MOST TRADITIONAL FIGHTING GAMES, PLAYERS FIGHT THEIR WAY TO THE TOP, TAKING ON MORE AND MORE DIFFICULT OPPONENTS AS THEY PROGRESS.

### SURVIVAL

A SUBGENRE OF ACTION GAMES, SURVIVAL ACTION GAMES HAVE REALLY COME INTO THEIR OWN OVER THE PAST FEW YEARS. THE SURVIVAL HORROR GAME RESIDENT EVIL WAS ONE OF THE EARLIEST (THOUGH A LINEAR GAME), WHILE MORE MODERN SURVIVAL GAMES LIKE FORTNITE TAKE PLACE IN OPEN-WORLD GAME ENVIRONMENTS AND GIVE PLAYERS ACCESS TO RESOURCES TO CRAFT TOOLS, WEAPONS, AND SHELTER TO SURVIVE AS LONG AS POSSIBLE.

### 2. ROLE-PLAYING GAMES

ROLE-PLAYING GAMES, OR RPGs, MOSTLY FEATURE MEDIEVAL OR FANTASY SETTINGS. THIS IS DUE MAINLY TO THE ORIGIN OF THE GENRE, WHICH CAN BE TRACED BACK TO DUNGEONS & DRAGONS AND OTHER PEN AND PAPER ROLE-PLAYING GAMES. STILL, hardcore RPGERS DON'T DISCOUNT SCI-FI FANTASY-THEMED RPGs LIKE MASS EFFECT, FALLOUT, AND FINAL FANTASY, WHICH HAVE HELPED PUT UNIQUE SPINS ON THE GENRE. FINALLY, GAMERS ARE OFTEN GIVEN CHOICES IN THIS GENRE THAT INFLUENCE THE FINAL OUTCOME OF THE GAME, WHICH MEANS MANY RPGs HAVE ALTERNATE ENDINGS.

<sup>3</sup> - THE MANY DIFFERENT TYPES OF VIDEO GAMES & THEIR SUBGENRES. IDTECH.COM

## FORTNITE



### MMORPG

MASSIVE MULTIPLAYER ONLINE ROLE-PLAYING GAMES EVOLVED AS GRAPHICAL VARIATIONS OF TEXT-BASED MULTI-USER DUNGEONS, WHICH WERE DEVELOPED IN THE LATE 1970S. MMORPGs INVOLVE HUNDREDS OF PLAYERS ACTIVELY INTERACTING WITH EACH OTHER IN THE SAME WORLD, AND TYPICALLY, ALL PLAYERS SHARE THE SAME OR A SIMILAR OBJECTIVE.

### SANDBOX RPG

SANDBOX, OR OPEN-WORLD, ROLE-PLAYING GAMES ALLOW PLAYERS TO FREELY ROAM THEIR GAME ENVIRONMENTS IN SEARCH OF ADVENTURE. THESE ARE SOME OF THE MOST IMMERSIVE AND ENGAGING VIDEO GAME EXPERIENCES AVAILABLE, BECAUSE THE MASSIVE AMOUNT OF GAME CHARACTERS AND SITUATIONS REQUIRED TO POPULATE SIDE QUESTS AND SUPPORTING STORYLINES ENABLE GAME DEVELOPERS TO CREATE ALMOST LIFELIKE VIRTUAL WORLDS.

### 3. STRATEGY GAMES

WITH GAMEPLAY BASED ON TRADITIONAL STRATEGY BOARD GAMES, STRATEGY GAMES GIVE PLAYERS A GODLIKE ACCESS TO THE WORLD AND ITS RESOURCES. THESE GAMES REQUIRE PLAYERS TO USE CAREFULLY DEVELOPED STRATEGY AND TACTICS TO OVERCOME CHALLENGES. MORE RECENTLY, THESE TYPE OF GAMES HAVE MOVED FROM TURN-BASED SYSTEMS TO REAL-TIME GAMEPLAY IN RESPONSE TO PLAYER FEEDBACK.

## COUNTER-STRIKE



### REAL-TIME STRATEGY (RTS)

REAL-TIME STRATEGY GAMES REQUIRE THE PLAYER TO COLLECT AND MAINTAIN RESOURCES, LIKE BASES, WHILE ADVANCING AND DEVELOPING BOTH RESOURCES AND COMBAT UNITS. STARCRAFT IS THE MOST POPULAR RTS, WHILE THE AGE OF EMPIRES SERIES AND COMMAND AND CONQUER ARE ALSO WELL-KNOWN GAME FRANCHISES IN THIS CATEGORY.

### MULTIPLAYER ONLINE BATTLE ARENA (MOBA)

THIS CATEGORY COMBINES ACTION GAMES, ROLE-PLAYING GAMES, AND REAL-TIME STRATEGY GAMES. IN THIS SUBGENRE OF STRATEGY GAMES, PLAYERS USUALLY DON'T BUILD RESOURCES SUCH AS BASES OR COMBAT UNITS. INSTEAD, PLAYERS CONTROL A SINGLE CHARACTER IN ONE OF TWO TEAMS, WORKING TOGETHER TO TRY AND DESTROY THE OTHER TEAM'S BASE (THEY ARE OFTEN AIDED IN THE TASK BY THE HELP OF COMPUTER-CONTROLLED UNITS THAT ATTACK ON A SET PATH).

### 4. SPORTS GAMES

SPORTS GAMES SIMULATE SPORTS LIKE GOLF, FOOTBALL, BASKETBALL, BASEBALL, AND SOCCER. THEY CAN ALSO INCLUDE OLYMPIC SPORTS LIKE SKIING, AND EVEN PUB SPORTS LIKE DARTS AND POOL. OPPOSING PLAYERS IN THESE GAMES ARE OFTEN COMPUTER-CONTROLLED BUT CAN ALSO TAKE THE FORM OF LIVE OPPONENTS.

## OVERWATCH



### TEAM SPORTS

ONE OF THE EARLIEST TYPES OF VIDEO GAMES GENRES, TEAM SPORTS GAMES SIMULATE PLAYING A SPORT. SOME GAMES, LIKE ARCH RIVALS AND NBA JAM, SATIRIZE THE GENRE, WHILE OTHERS LIKE MADDEN NFL AND FIFA LOOK TO RECREATE THE REALISM AND CAPTURE THE FEELING OF PLAYING A LIVE SPORT.

### 9. IDLE GAMES

AS TECHNOLOGY CONTINUES TO PUSH THE CONFINES OF WHAT'S POSSIBLE IN VIDEO GAMING—AND AS PLAYERS AND DEVELOPERS PUSH THE CONFINES OF GAME GENRES—NEW GENRES ARE CREATED ALL THE TIME.

### BOARD GAME/CARD GAME

TRADITIONAL GAMES LIKE CHESS, CHECKERS, AND BACKGAMMON ARE STILL POPULAR THE WORLD OVER, AND AS THE WORLD BECOMES INCREASINGLY DIGITAL, SO DO THOSE TRADITIONAL GAMES. CARD GAMES LIKE MAGIC: THE GATHERING AND THE POKÉMON CARD GAME ARE AT HOME HERE TOO.

## LEAGUE OF LEGENDS



# VENUES

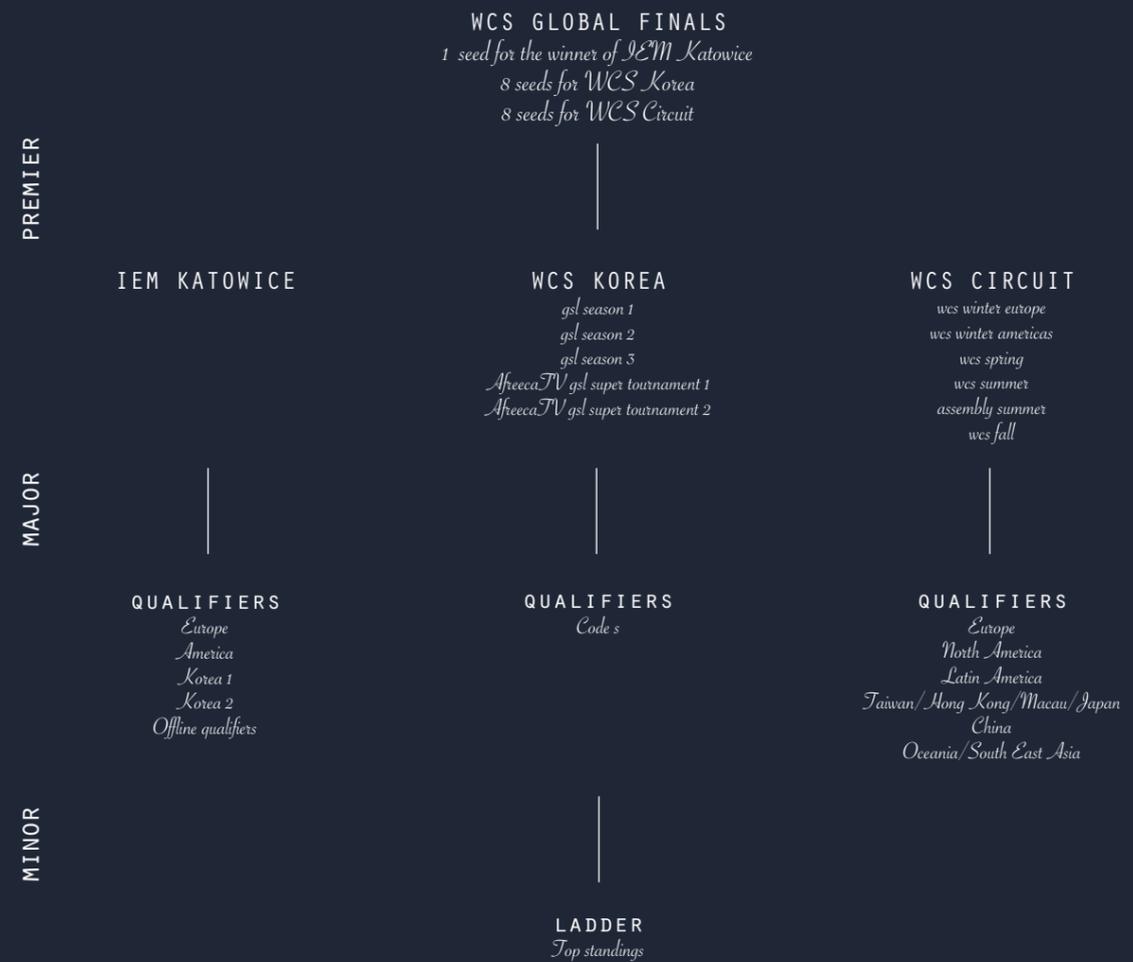
THERE IS NO UNIVERSALLY AGREED CLASS DIVISION WITHIN THE VARIOUS GAME COMMUNITIES, THE SPECIFIC EVENTS AND QUALIFICATION PROCESSES ARE NAMED DIFFERENTLY. NONETHELESS IT IS SAFE TO SAY THAT ALL CYBER GAME CONTESTS CAN BE DIVIDED INTO 3 MAIN CLASSES: MINOR LEAGUE, MAJOR LEAGUE AND PREMIER LEAGUE. EACH OF THOSE EVENTS REQUIRE A DIFFERENT TYPE OF LOCATION AND EQUIPMENT.

THERE ARE THOUSANDS OF MINOR LEAGUE TOURNAMENTS. THEY TAKE PLACE ONLINE, ALLOWING IN SUCH A WAY AN EASY ACCESS TO THE HUGE NUMBER OF REGULAR COMPUTER GAME PLAYERS FROM ALL OVER THE WORLD. TO PARTICIPATE IN A MINOR LEAGUE MATCH ALL THE CONTESTANT NEEDS IT TO LOG IN TO THE GAME SERVER FROM HIS/HER PERSONAL SPOT. THESE EVENTS USUALLY DO NOT REQUIRE ANY SPECIFIC EQUIPMENT AND CAN BE PLAYED FROM HOME OR AN INTERNET CAFE.

SOME OF THE ESPORT PROFESSIONAL TEAMS HAVE THEIR OWN TRAINING QUARTERS AND CAN PLAY FROM THERE. THESE PLACES SOMETIMES HOST EVENTS FROM THE MAJOR LEAGUE AS IS THE CASE OF THE RNG ARENA IN BEIJING<sup>4</sup>, WHICH SERVES AS A HOME VENUE FOR MANY NATIONAL TOURNAMENTS. ADDITIONALLY, THE TWO DIFFERENT TEAMS CAN COMPETE IN AN ONLINE COMPETITION, PLAYED FROM THEIR HOMES VENUES WITH SUPPORT OF THEIRS FANS. VENUES CONSTRUCTED EXCLUSIVELY FOR THE ESPORTS ARE AN ATTRACTIVE ALTERNATIVE TO THE ALREADY EXISTING LOCATIONS. ANOTHER TYPE OF LOCATION TO HOST THE MAJOR LEAGUE CONTESTS IS A TRADITIONAL CONVENTION CENTER. BECAUSE OF THEIR INHERENT DESIGN AS LARGE OPEN SPACES CONVENTION CENTRES WERE AMONG THE FIRST VENUES USED FOR ESPORTS COMPETITIONS. IT ALSO CAN BE USED FOR "PLAY-IN" STYLE TOURNAMENTS WITH MULTIPLE MATCHES AT THE SAME TIME.<sup>5</sup>

FINALLY THE PREMIER LEAGUE EVENTS ARE HAPPENING LESS FREQUENTLY, BUT GATHERING MUCH MORE SPECTATORS. THESE EVENTS DEMAND HIGHER INVESTMENTS FROM THE GAME DEVELOPING COMPANIES AND TAKE PLACE EITHER AT THE LARGE CONVENTION CENTERS SUCH AS ANAHEIM FOR BLIZZCON IN BURBANK<sup>6</sup>, CALIFORNIA OR EXISTING PROFESSIONAL SPORTS ARENAS AS WAS THE CASE WITH THE FORTNITE WORLD CUP FINALS<sup>7</sup> IN ARTHUR ASHE STADIUM, NEW YORK.

## STARCRRAFT II LONG ROAD TO FINALS

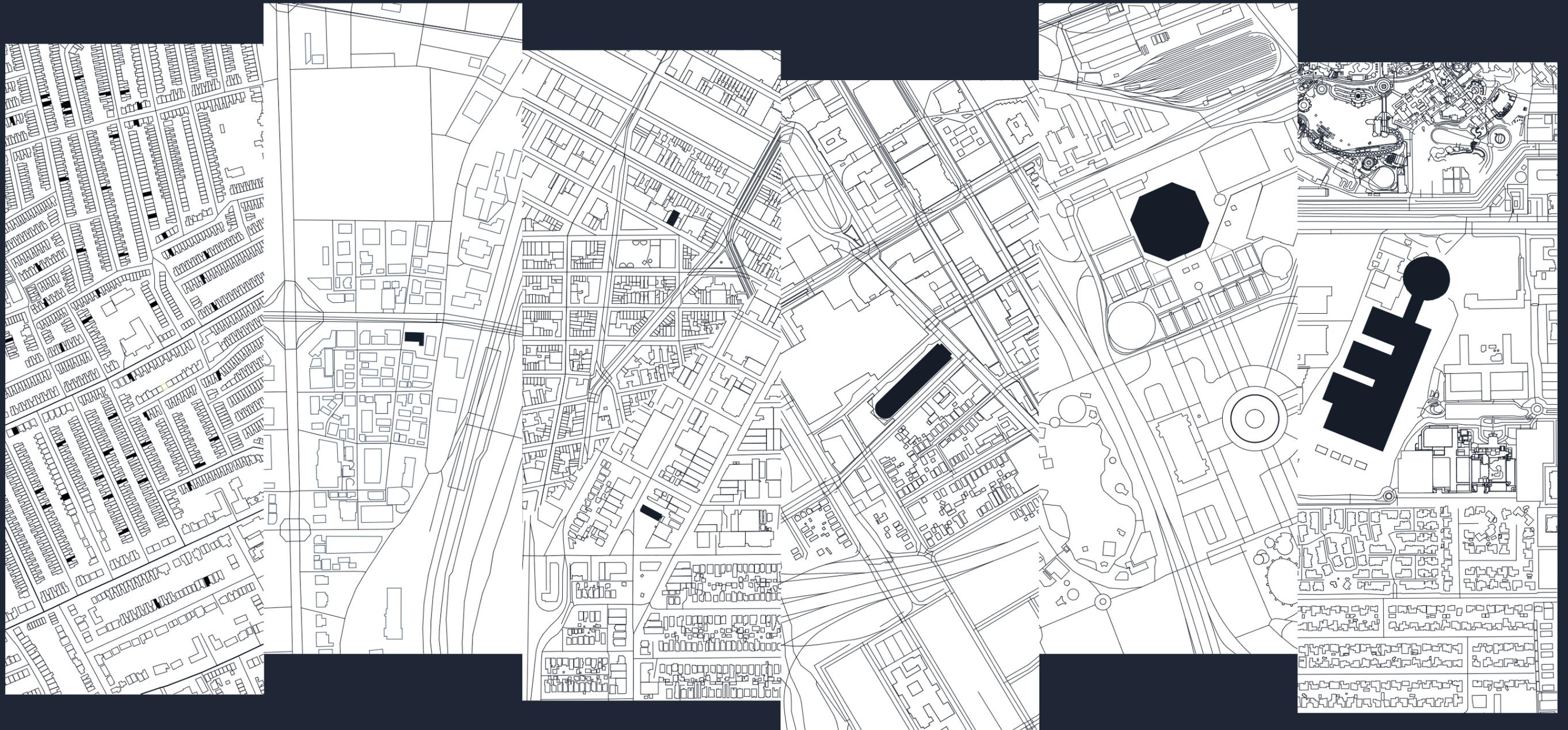


4 - A TOUR OF RNG'S HOME VENUE: LPL MARKS AN IMPORTANT MILESTONE IN THE DEVELOPMENT OF ESPORTS. INVENGLOBAL.COM  
 5 - THE EVOLUTION OF ESPORTS VENUES. ROSSETTI.COM  
 6 - BLIZZCON 2019: EVENT INFO. BLIZZCON.COM  
 7 - FORTNITE WORLD CUP. EN.WIKIPEDIA.ORG

MINOR

MAJOR

PREMIER



*Clapham town quarters  
London, UK*

*FreeUP Studio  
Daechi 2(i)-dong, Gangnam-gu  
Seoul, South Korea*

*Team Liquid training facility  
Los Angeles, USA*

*San Jose Convention Center  
150 w San Carlos St.  
San Jose, USA*

*Arthur Ashe Stadium  
124-02 Roosevelt Ave.  
New York, USA*

*Anaheim Convention Center  
800 w Katella Ave.  
Anaheim, USA*

vs

*RNG Home Venue  
Beijing, China*

# STARCRRAFT II : WINGS OF LIBERTY



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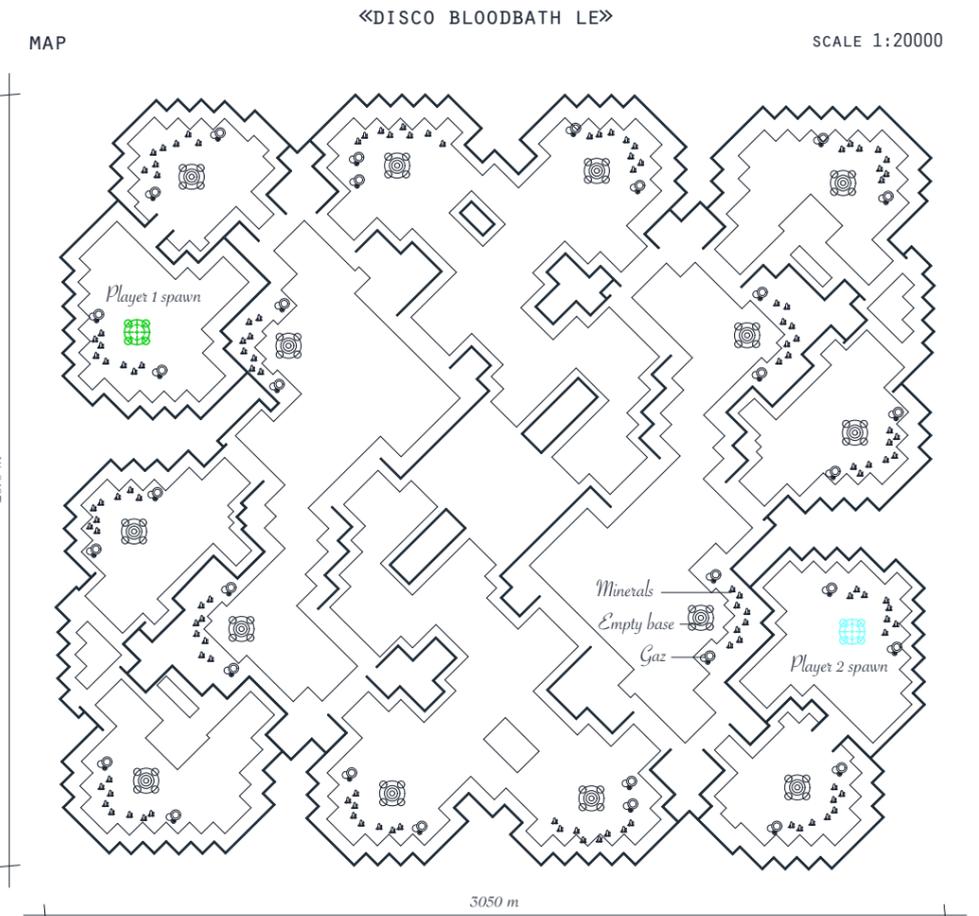
RELEASED DATE: 2010  
 DEVELOPER: BLIZZARD ENTERTAINMENT  
 COST: FREE TO PLAY  
 COMMUNITY: 2 MILLION OF PLAYERS  
 SUPPORT: COMPUTER  
 MODES: SINGLE-PLAYER / MULTIPLAYER  
 TYPE: REAL TIME STRATEGY  
 AVERAGE GAME LENGTH: 20 MIN

STARCRRAFT II IS REAL TIME STRATEGY GAME RELEASED BY BLIZZARD ENTERTAINMENT IN 1998.<sup>8</sup> WITHIN THE GAME PLAYERS HAVE TO CHOOSE ONE OF THE THREE UNIQUE RACES : TERRANS, ZERG AND PROTOS TO FIGHT EACH OTHER IN DIFFERENT PLANETS OF THE UNIVERSE. THE PLAYERS SPAWN ON A MAP WITH AN EQUAL NUMBER OF RESOURCES AND HAVE TO EXCEL AT DEVELOPING THEIR ECONOMIC AND MILITARY POWER TO BE THE LAST CONTESTANT STANDING. THERE ARE DOZENS OF MAP LOCATIONS ADAPTABLE TO THE NUMBER OF PARTAKERS ( 2 TO 8 PLAYERS), FIELD (SUCH AS DISTANCE TO THE BASES AND NUMBER OF HIGHGROUNDS) AND RACE ADVANTAGES. IF THE AIM OF THE GAME STAYS THE SAME, PLAYERS HAVE TO ADAPT THEIR METHODS TO EVERY KIND OF MAP. ADDITIONALLY STARCRRAFT II DEMANDS A LOT OF CONCENTRATION FROM THE PLAYERS THROUGH THE MICRO CONTROL OF THE UNITS. ANY GIVEN PLAYER HAS TO CONTROL OVER 50 UNITS SIMULTANEOUSLY, EACH OF THEM WITH SPECIFIC ABILITIES. IN THE END THE EXPERT USE OF THESE DEFINES THE WINNER OF THE GAME. FOR INSTANCE SOME OF KOREAN PROFESSIONAL PLAYERS CAN REACH AN INCREDIBLE 300 AVERAGE ACTIONS PER MINUTE (APM) AND MAINTAIN THAT SPEED FOR SEVERAL MINUTES<sup>9</sup>. THE GRAPHICS, THE SOUND AND THE STORYLINE HAVE ADDED TO STARCRRAFT POPULARITY AMONG A VARIETY OF PLAYERS UP TO THE PRESENT DAY.

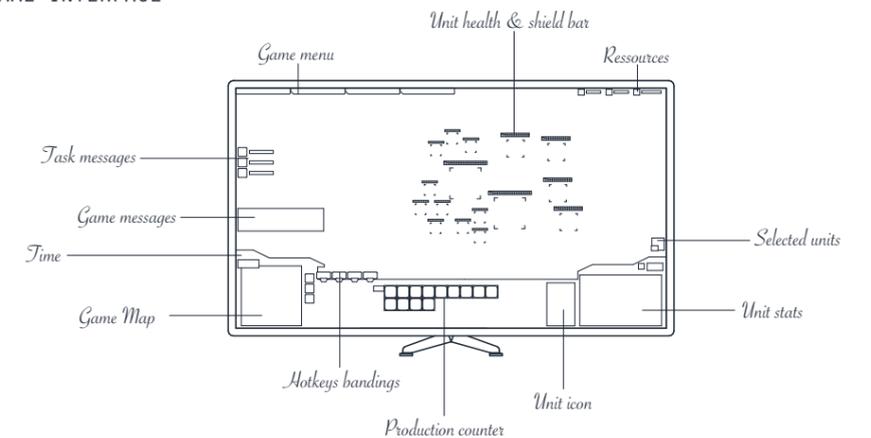
ON A PROFESSIONAL LEVEL, ONLY PLAYER VS. PLAYER MODE IS AVAILABLE. FOR THIS SET UP, THE GAME FLOOR IS CONFIGURED AS A THEATER STAGE WHERE THE PLAYERS ARE FACING THE PUBLIC AND INFORMATION SCREENS WITH MATCH STATISTICS, LIVE BROADCAST, REPLAYS FOR VIEWERS AND ONLINE STREAMS BEHIND THEM. ONE OF THE SPECIAL FEATURES OF STARCRRAFT II STAGE IS THAT THE PLAYERS ARE PLACED BEHIND THE ISOLATED GLASS PANELS IN ORDER TO LET THE PLAYERS TO FOCUS BETTER, BECAUSE THEY HAVE TO BE EXTREMELY CONCENTRATED DURING THE GAME. TODAY THE GLASS PANELS ARE REPLACED WITH HIGH QUALITY EARPHONES THAT BLOCK ALL BACKGROUND NOISE AND OFFER A BETTER RELATION BETWEEN THE PLAYER AND THE VIEWER. AS IN OTHER SPORTS, THE GAMES ARE ANALYSED BY THE EXPERT COMMENTATORS EXPLAINING CERTAIN STRATEGIES AND MOVES. THE MATCH ANALYSIS DESK IS LOCATED NEAR THE STAGE. THE GAMES ARE VIDEO RECORDED FOR THE ONLINE VIEWERS. A TECHNICIAN IS ALWAYS PRESENT IN CASE THERE IS A LOST INTERNET CONNECTION OR EQUIPMENT FAILURE.

IN PREMIER LEAGUE EVENTS THE CONFIGURATION OF THE GAME FLOOR REMAINS THE SAME, DESPITE THE CIRCLE FLOOR PLAN OF SOME VENUES. SUCH SPACE ORGANISATION USES ONLY A PART OF THE VENUE CAPACITY, AS IT WAS WHILE IEM KATOWICE FINALS IN SPODEK ARENA WHERE HALF OF THE STADIUM REMAINED EMPTY. HOWEVER THE EVENT SUCCEEDED AT DELIVERING A UNIQUE VIEWER EXPERIENCE THROUGH THE OPENING GAME PRESENTATION, DIFFERENT OBJECTS AND DECORATIONS, LIKE AN INCREDIBLE 40M WIDE X 12M TALL 3D PROJECTION MAPPED STAGE, DESIGNED BY BLIZZARD ENTERTAINMENT FOR EVERY BIG EVENT OF STARCRRAFT II<sup>10</sup>.

8 - STARCRRAFT II: WINGS OF LIBERTY. EN.WIKIPEDIA.ORG  
 9 - STARCRRAFT 2 AND THE QUEST FOR THE HIGHEST APM. ENGADGET.COM  
 10 - BLIZZCON STARCRRAFT 2 STAGE. XITELABS.COM



## GAME INTERFACE



## GAME MODES

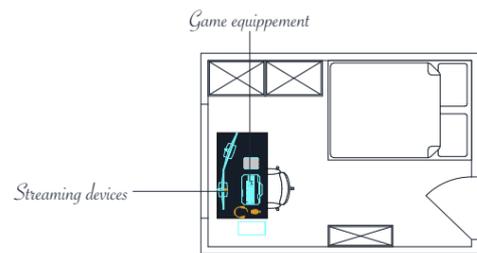
Solo matches	Competitive	2 vs 2	3 vs 3
○	●	○○	○○○
	●	○○	○○○
	4 vs 4		free for all
	○○○○		○○○○
	○○○○		○○○○

MAP SIZE - MAP SIZE HISTORY & ANALYSIS. TL.NET/FORUM/STARCRRAFT-2/351063-MAP-SIZE-HISTORY-AND-ANALYSIS

CHINESE TEAM CHAMPIONSHIP 2020  
PRE-SEASON EVENT  
\$4.309,00



SCALE 1:1500



PLAYER'S ROOM  
SCALE 1:100

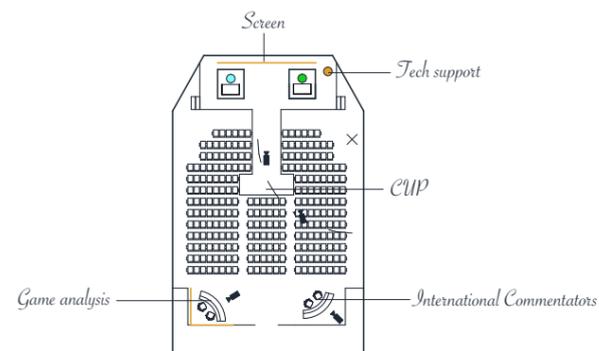
GLOBAL STARCRAFT II LEAGUE,  
CODE S  
\$26.815,00

FreeUP studio  
Seoul, South Korea

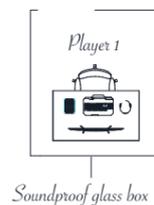


CAPACITY: ~250

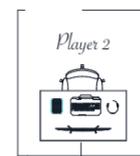
SCALE 1:1500



STAGE  
SCALE 1:500



Soundproof glass box

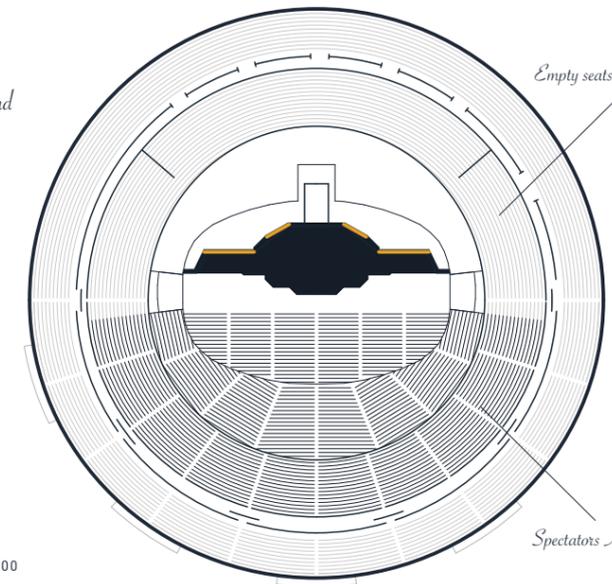


View barrier

PLAYERS SPACE  
SCALE 1:100

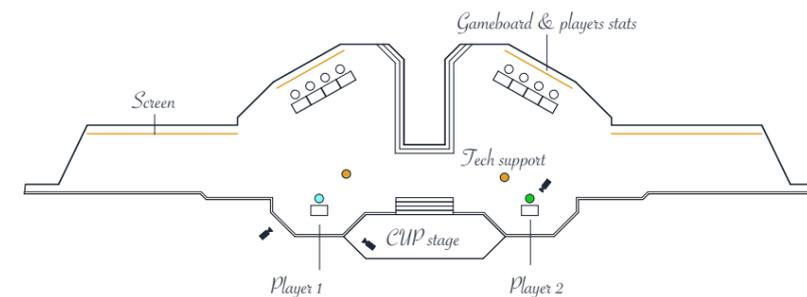
IEM SEASON XIII  
KATOWICE  
\$400.000,00

Spodek Arena  
Katowice, Poland



CAPACITY: 11.500

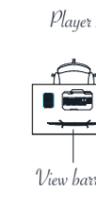
SCALE 1:1500



STAGE  
SCALE 1:500



View barrier



View barrier

PLAYERS SPACE  
SCALE 1:100

# HEARTHSTONE

12



© HELENA KRISTIANSSON / BLIZZARD PRESS

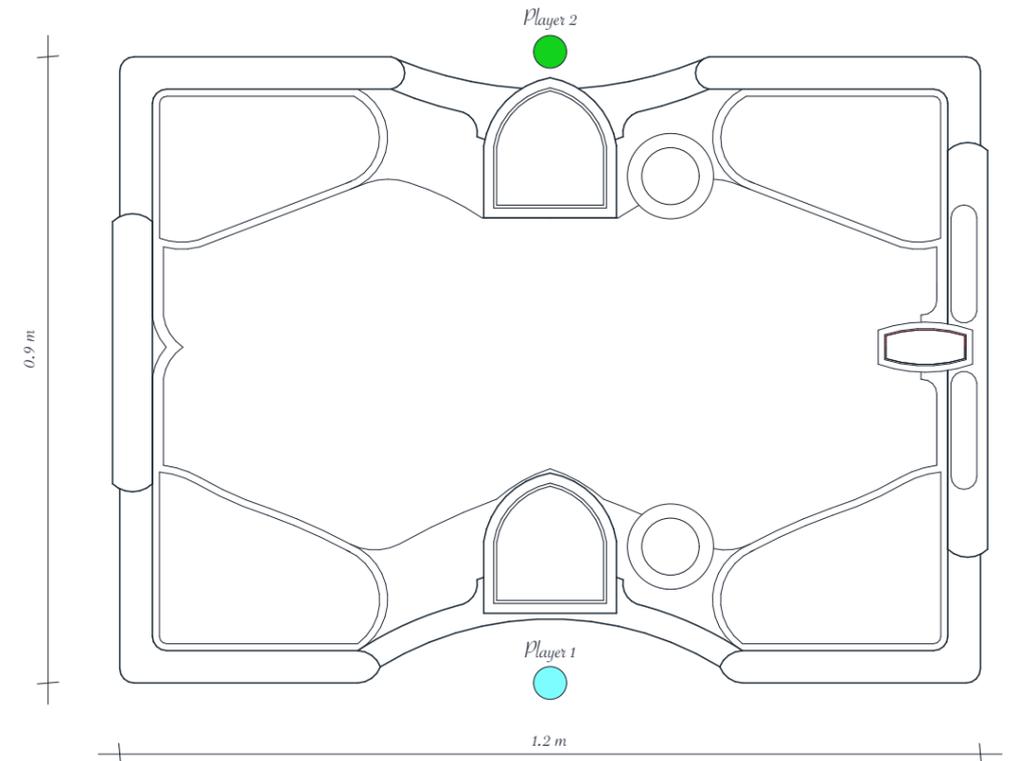
RELEASED DATE: 2014  
 DEVELOPER: BLIZZARD ENTERTAINMENT  
 COST: FREE TO PLAY  
 COMMUNITY: 100 MILLION OF PLAYERS  
 SUPPORT: COMPUTER, MOBILE  
 MODES: SINGLE-PLAYER / MULTIPLAYER  
 TYPE: DIGITAL COLLECTIBLE CARD GAME  
 AVERAGE GAME LENGTH: 5-10 MIN

HEARTHSTONE WAS ALSO DEVELOPED BY BLIZZARD ENTERTAINMENT AND RELEASED IN 2014. IT IS A FREE-TO-PLAY DIGITAL COLLECTIBLE CARD GAME SHARPENED FOR ONLINE BATTLES<sup>11</sup>. IT IS BASED ON A TURN-TO-TURN PRINCIPLE, WHERE CONTESTANTS TRY TO DEFEAT THE OPPONENT'S HERO USING A PREPARED DECK OF CARDS. BEFORE THE START, EACH PLAYER HAS TO CHOOSE BETWEEN NINE HEROES, EACH WITH ITS OWN UNIQUE POWERS AND A SET OF SPECIAL CARDS, AND TO BUILD A DECK. EVERY CARD HAS MANA VALUE AND EACH PLAYER HAS A LIMITED NUMBER OF MANA CRYSTALS. THERE ARE TWO TYPES OF CARDS: MINIONS, TO ATTACK THE OPPONENT AND ABILITY CARDS WITH DIFFERENT BUFFS THAT INCREASE THE POWER OF THE HERO. AT THE START OF THE GAME THE CONTESTANTS SIT AT THE TABLE OPPOSITE EACH OTHER WITH CARDS AT HAND. EACH ROUND IS 75 SECONDS LONG. EVERY ROUND A PLAYER WILL RECEIVE A CARD AND GAIN A MANA CRYSTAL (MAX 10) DETERMINANT IN THE SET UP OF A WINNING STRATEGY. THE GAME OF HEARTHSTONE IS MUCH MORE INTERESTING TO PLAY THAN IT SOUNDS. ALL DETAILS IN HEARTHSTONE HAVE A DISTINCT PERSONAL TOUCH: THE GAME TABLES ARE EQUIPPED WITH A TONE OF SMALL INTERACTIVE SOUNDS, EACH SPELL FALLS ON THE FIELD WITH A BRIGHT VISUAL SPECIAL EFFECTS, ALL CARDS ARE VOICED AND IN SOME INSTANCES ANIMATED. IN THE HEAT OF THE GAME, ALL THESE TOUCHES SEEMINGLY LOSE IMPORTANCE, BUT CONTINUE TO OPERATE ON A SUBCONSCIOUS LEVEL. HEARTHSTONE IS NOT PERCEIVED AS A MERE CARD GAME, AS EVERY CARD IS NOT A DRY SET OF PARAMETERS, BUT A LIVING CHARACTER. SIMPLE GAME MECHANICS, QUICK PLAY AND HUGE CONTENT BACKGROUND, BASED ON WARCRAFT LORE (A CULT GAME OF BLIZZARD ENTERTAINMENT) MAKES THIS GAME VERY POPULAR AND EXTREMELY ADDICTIVE.

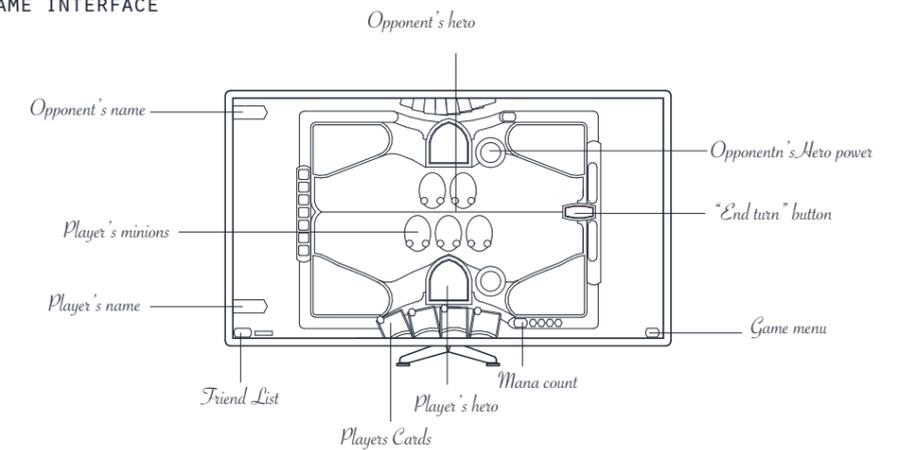
HEARTHSTONE IS A TABLE SCALED GAME. DURING TOURNAMENTS A DECORATED TABLE SET WITH TWO SCREENS AND A VISUAL BARRIER BETWEEN THE PLAYERS IS INSTALLED ON A HIGHLY ELEVATED STAGE TO LET THE VIEWER SEE THE CONTESTANTS. THE GAME IS DIFFUSED ON A BIG SCREEN EITHER ABOVE THE PLAYERS OR BEHIND THEM. VIEWER SEATS ARE EITHER AROUND THE STAGE LIKE IN AN ARENA OR A FEW METERS TO THE SIDE LIKE IN A THEATER. UNLIKE STARCRAFT II, HEARTHSTONE DOES NOT REQUIRE A LOT OF PHYSICAL ACTIONS FROM THE CONTESTANTS, BUT RATHER A COMPARABLE TO CHESS DELIBERATE DECISION MAKING. IN AN ATTEMPT TO ANTICIPATE THE OPPONENT'S MOVE, PLAYERS TAKE ALL AVAILABLE TIME AND ACT A FEW SECONDS BEFORE THE ROUND END, PUTTING AN INTENSE AMBIENCE ON THE STAGE AND IN THE ARENA. TO ADD AUTHENTICITY, THE SCENE IS DECORATED AS A TYPICAL WARCRAFT TAVERN<sup>12</sup>, WITH GAME TABLES PLACED NEAR THE AUDIENCE THUS ALMOST BECOMING A PART OF IT.

## MAP

GAME TABLE SCALE 1:10



## GAME INTERFACE



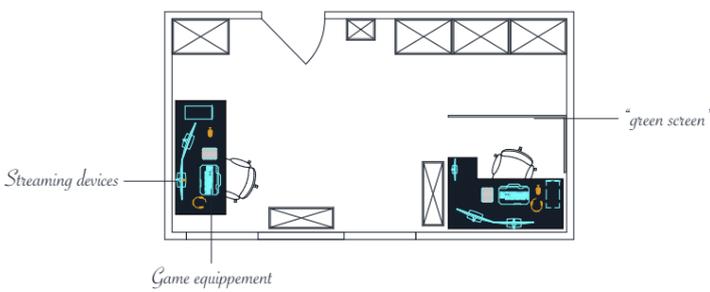
## GAME MODES



HEARTHSTONE NATIONALS  
2019 - GERMANY  
\$5.000,00



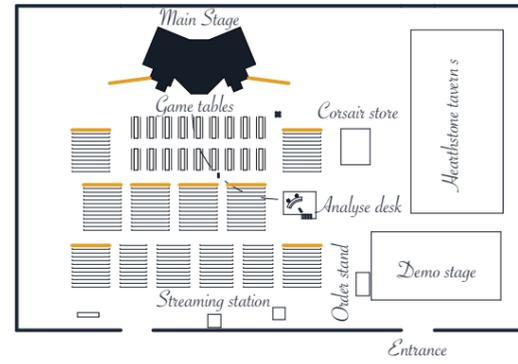
SCALE 1:1500



PLAYER'S ROOM  
SCALE 1:100

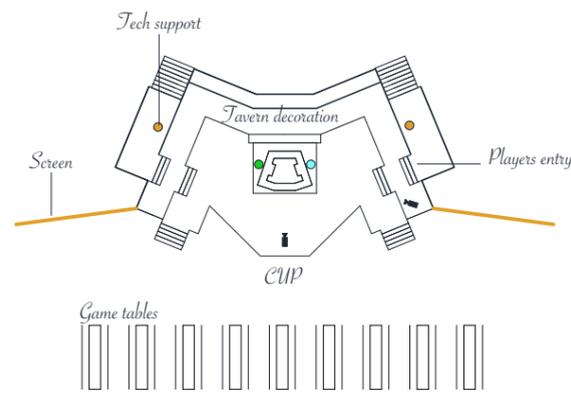
GRAND MASTERS 2019  
GRAND FINAL  
\$500.000,00

Blizzcon,  
Convention Center  
Anaheim, USA

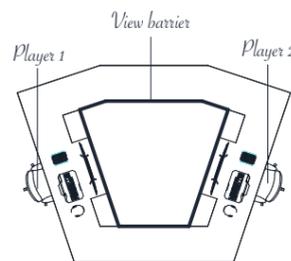


Capacity: 2.500

SCALE 1:1500



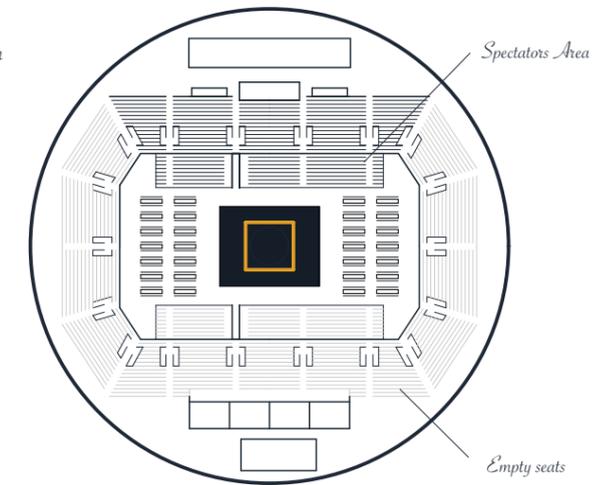
STAGE  
SCALE 1:500



PLAYERS SPACE  
SCALE 1:100

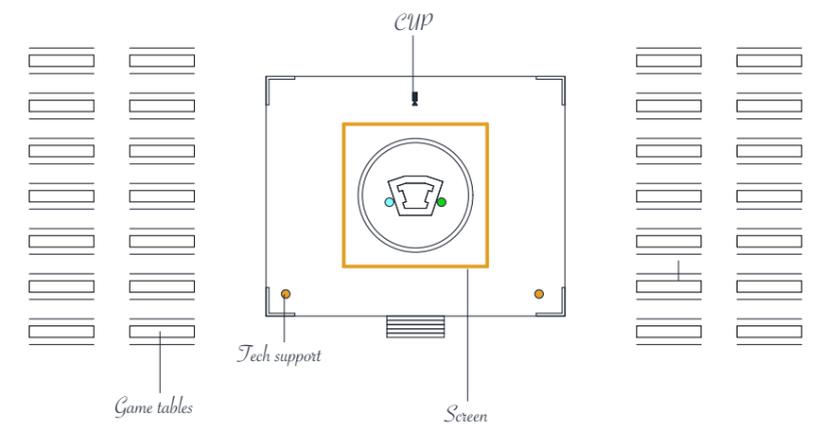
HEARTHSTONE WORLD CHAMPIONSHIP  
GRAND FINAL 2019  
\$1.000.000,00

Taipei Heping  
Basketball Gymnasium  
Taipei, Taiwan

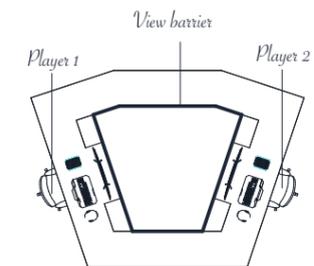


Capacity: 7.000

SCALE 1:1500



STAGE  
SCALE 1:500



PLAYERS SPACE  
SCALE 1:100



© GETTY IMAGES

FIFA IS A FOOTBALL SIMULATOR GAME RELEASED ANNUALLY BY ELECTRONIC ARTS<sup>13</sup>. DEVELOPED FOR COMPUTER, CONSOLE AND MOBILE, THE GAME IS NOT FREE-TO-PLAY AND CAN BE PURCHASED IN A RETAIL STORE OR ONLINE. ON THE CASUAL LEVEL OF PLAY, THE FIFA DOESN'T REQUIRE ANY SPECIFIC EXPLANATIONS, EACH PLAYER CHOSE A FOOTBALL TEAM, MAKE SOME ADJUSTMENTS IF NEEDED AND GET AWAY FROM REAL LIFE FOR THE NEXT DOZEN MINUTES OF THE MATCH. HOWEVER, THE COMPETITIVE PLAY STARTS WHEN YOU JOIN THE FUT. FIFA ULTIMATE TEAM™ IS THE MOST POPULAR MODE IN THE GAME, IN WHICH YOU BUILD YOUR DREAM SQUAD FROM SCRATCH USING COLLECTIBLE PLAYER ITEMS. WITH THOUSANDS OF PLAYERS AVAILABLE IN ULTIMATE TEAM, THERE ARE A SEEMINGLY ENDLESS NUMBER OF WAYS IN WHICH YOU CAN CRAFT YOUR SQUAD TO YOUR LIKING<sup>14</sup>. ONCE THE PLAYER CREATED HIS TEAM AND GET SOME EXPERIENCES FROM THE CASUAL GAMES, EVERY PLAYER CAN START PLAYING IN WEEKEND LEAGUE. THE PLAYERS WHO ACHIEVE A CERTAIN NUMBER OF WINS BECOME A FUT CHAMPION VERIFIED AND CAN PARTICIPATE IN ONLINE QUALIFICATION SERIES EARNING MORE POINTS. AT THE END OF THE YEAR TOP 60 PLAYERS WILL BE CONTESTING THE FIFA WORLD CHAMPION TITLE AT A LIVE EVENT.

TO HELP NEW PLAYERS TO ENTER THE PROFESSIONAL SCENE, THERE IS A DEDICATED PLATFORM IN LONDON NAMED GFINITY ARENA, AS THEY SAY ON THEIR WEBSITE : " WE HAVE A VISION TO PROVIDE GAMERS THE FIRST CLEARLY DEFINED AND STRUCTURED TOP-TO-BOTTOM COMPETITIVE FRAMEWORK IN ESPORTS. A COMPETITION FOR ENTHUSIASTS AT ALL LEVELS; FROM THE AMATEUR AT HOME, TO THE ESPORTS PROFESSIONAL, AND CRITICALLY, FOR THE FIRST TIME A CLEAR PATHWAY BETWEEN THE TWO VIA THE GFINITY ELITE DRAFT"<sup>15</sup>. THE FACILITY IS TRANSFORMED INTO, FULLY OPERATIONAL ESPORT EVENTS ARENA, CINEMA ROOM WHICH ALLOWS FANS TO COME HERE AND ENJOY THE GAMING COMPETITIONS. WITH LATEST HI-TECH EQUIPMENT IT OFFERS AN EXCLUSIVE VIEWER EXPERIENCE OF THE GAME FOR A RELATIVELY SMALL SIX HUNDRED SEATS AND MILLIONS OF STREAMERS THROUGH BROADCASTING AND LINEAR TV.

THE FINAL EVENT OF THE YEAR, WAS HOSTED IN THE O2 STADIUM, IN LONDON. THE CAPACITY FOR 20'000 SEATS OVERSIZED THE EVENT, SO THE MAIN STAGE WERE BUILT ON ONE SIDE OF THE ARENA, MAKE IT LOOK LIKE AN IMAX CINEMA. EIGHT SPECIFIC LOGIAS FOR THE CONTESTANTS AND THEIR COACHES WERE INSTALLED ON THE STAGE IN THE WAY THAT THE AUDIENCE COULD SEE THEM FROM THE SIDE AND NOT IN FRONT WHEN THEY WERE PLAYING. THE BIG SCREEN ABOVE WERE DIFFUSING THE CURRENT MATCH AS IT HAPPENS WHILE THE WORLD CUP AT MAIN SQUARES PLACES OF THE CITY. HOWEVER, THE COMFORTABLE SOFAS FOR VIP GUESTS MADE IT MORE LIKE A HOME TV MATCH THEN THE ONE TIME EVENT.

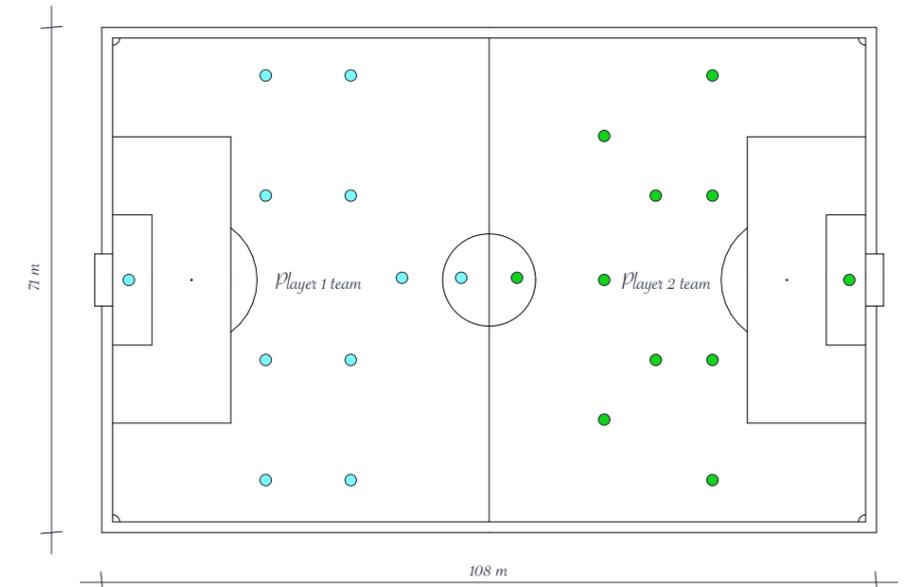
RELEASED DATE: ANNUALLY SINCE 1993  
 DEVELOPER: ELECTRONIC ARTS, EA VANCOUVER  
 EA ROMANIA, EA BUCHAREST  
 COST: RETAIL STORE [\$ 39.99]  
 COMMUNITY: 45 MILLION OF PLAYERS  
 SUPPORT: COMPUTER, CONSOLE, MOBILE  
 MODES: SINGLE-PLAYER / MULTIPLAYER  
 TYPE: SPORTS  
 AVERAGE GAME LENGTH: 12 MIN

13 - FIFA. EN.WIKIPEDIA.ORG  
 14 - GETTING STARTED WITH FIFA 19 ULTIMATE TEAM. EA.COM  
 15 - ABOUT ELITE SERIES. ELITE-SERIES.GFINITY.IMM-G-PROD.COM

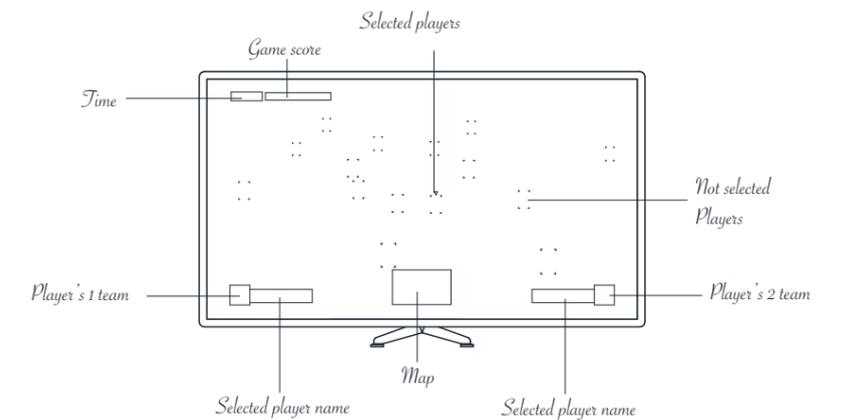
## FOOTBALL FIELD

MAP

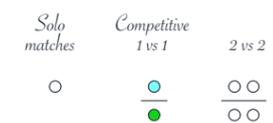
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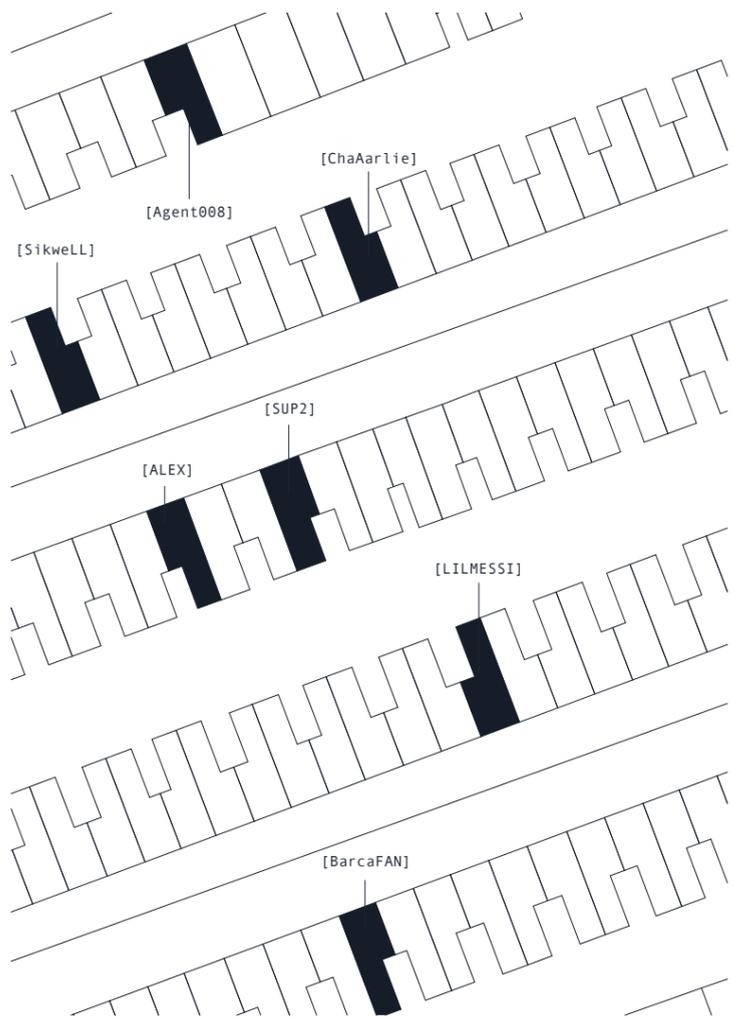
## GAME INTERFACE



## GAME MODES



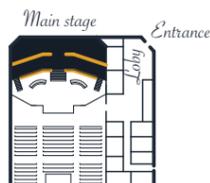
BASSET CUP ONLINE  
QUALIFIER 1  
\$2.386,50



SCALE 1:1500

GFINITY FIFA SERIES  
FEBURARY 2019  
\$24.750,00

Gfinity Esports  
London, UK

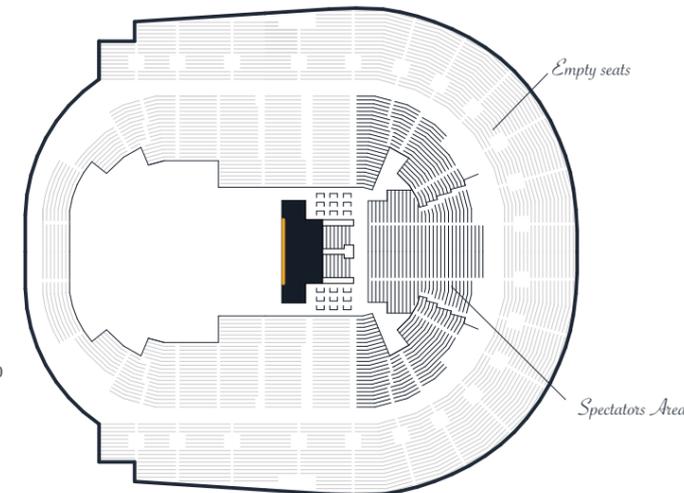


Capacity: 600

SCALE 1:1500

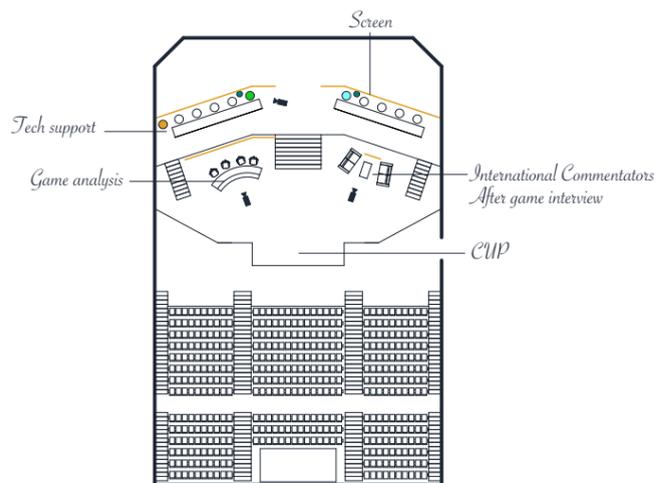
FIFA EWORLD CUP  
GRAND FINAL 2019  
\$500.000,00

The O2 Stadium  
London, UK

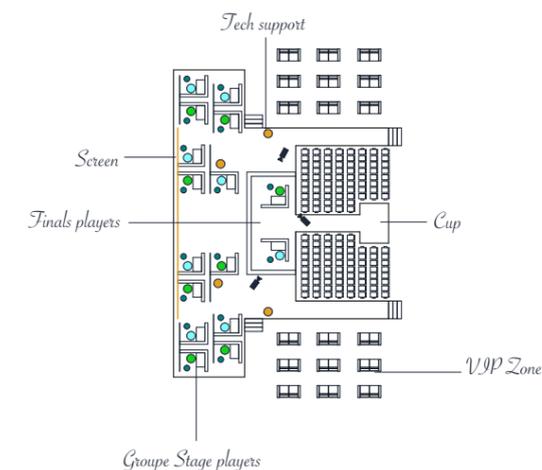


Capacity: 20.000

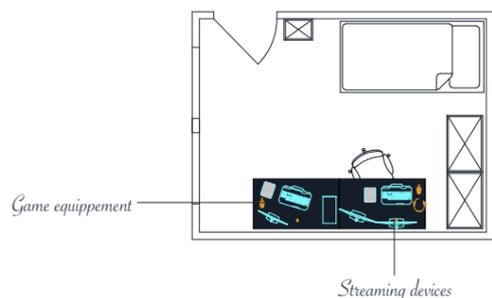
SCALE 1:1500



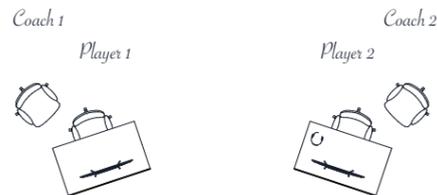
STAGE  
SCALE 1:500



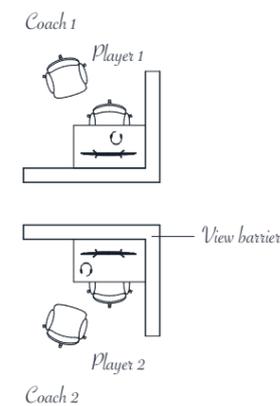
STAGE  
SCALE 1:500



PLAYER'S ROOM  
SCALE 1:100



PLAYERS SPACE  
SCALE 1:100



PLAYERS SPACE  
SCALE 1:100

# FORTNITE BATTLE ROYALE



© MIKE STOBÉ / GETTY IMAGES

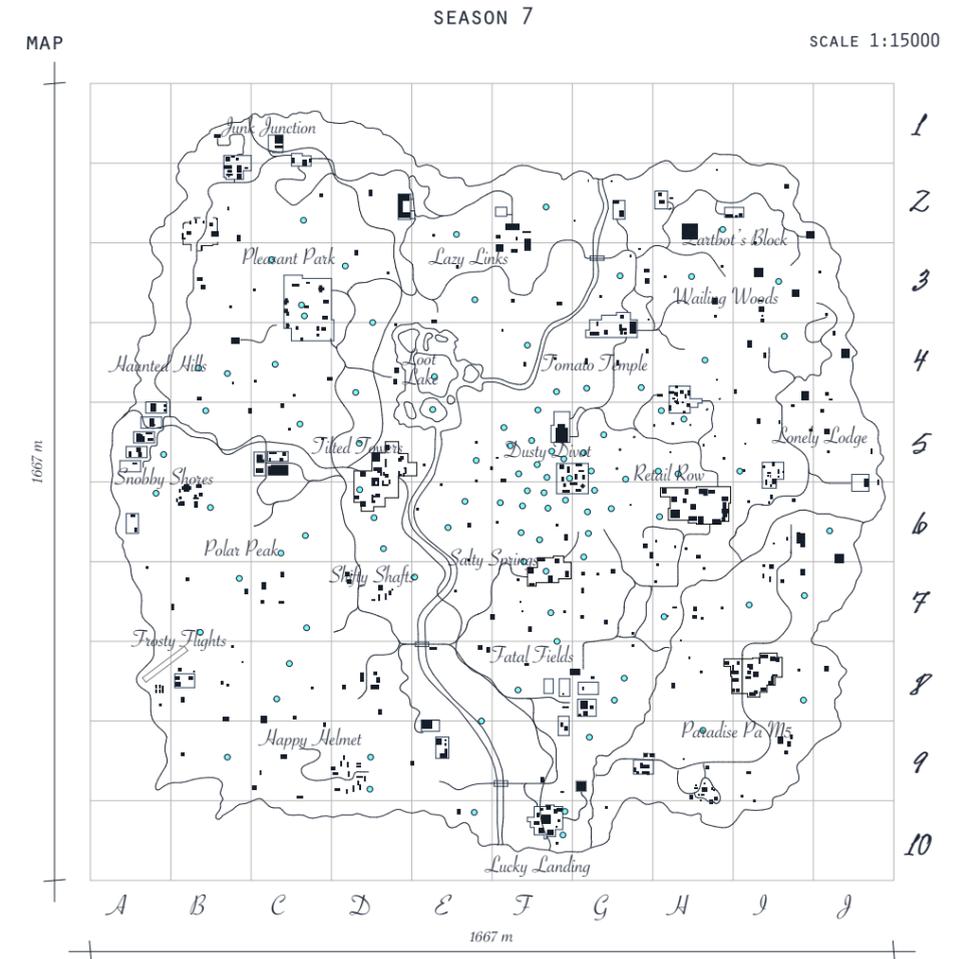
RELEASED DATE: 2017  
 DEVELOPER: EPIC GAMES, PEOPLE CAN FLY  
 COST: FREE TO PLAY  
 COMMUNITY: 250 MILLION OF PLAYERS  
 SUPPORT: COMPUTER, CONSOLE, MOBILE  
 MODES: SINGLE-PLAYER / MULTIPLAYER  
 TYPE: SURVIVAL, BATTLE ROYALE, SANDBOX  
 AVERAGE GAME LENGTH: 10-20 MIN

FORTNITE BATTLE ROYALE IS A FREE-TO-PLAY BATTLE ROYALE ONLINE VIDEO GAME DEVELOPED AND PUBLISHED BY EPIC GAMES.<sup>16</sup> UNLIKE OTHER GAMES OF THIS TYPE, IT ADAPT A COLORFUL CARTOON STYLE GAME, MORE FAMILIAR TO CASUAL GAMES, THEN THE REALISTIC COMBATS. THIS GAME TYPE INVOLVES A PROLONGED BATTLE FOR SURVIVAL, WHERE PLAYERS LOCKED IN A LIMITED AREA, FORCED TO SEEK WEAPONS AND SUPPLIES TO BE THE LAST MAN STANDING. OVER SPECIFICITY OF FORTNITE IS THAT PLAYERS CAN INSTANTLY BUILD FORTIFICATIONS AND BUILDINGS RIGHT IN THE MIDDLE OF THE FIELD.

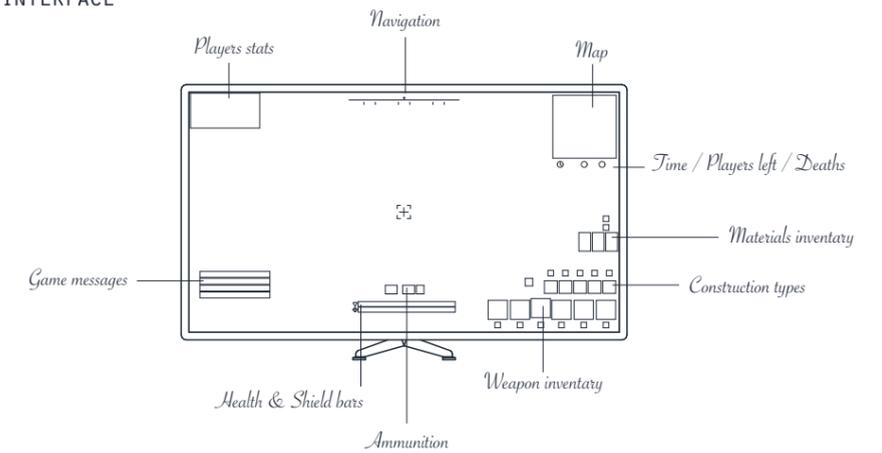
WHEN THE GAME STARTS, ONE HUNDRED PLAYERS ARE THROWN OFF THE BALLOON BUS OVER A DESERTED ISLAND DIVIDED INTO SEVERAL CONDITIONAL ZONES. EVERY PLAYER LANDING WITH THE SAME SET OF EQUIPMENT. FIRST MINUTES OF THE GAME PLAYERS WILL FIND SEVERAL TYPES OF WEAPONS AND BONUSES LIKE FIRST-AID KIT AND SHIELDS A CROSS THE MAP TO START THE HUNT FOR OTHER PARTICIPANTS: FOR THREE OR FOUR MINUTES AFTER THE BEGINNING OF THE GAME THE NUMBER OF SURVIVING PLAYERS IS USUALLY REDUCED FROM ONE HUNDRED TO FIFTY. AS THE GAME DEVELOPS AND THE NUMBER OF PARTICIPANTS DECREASES, THE CARD PERIODICALLY «SHRINKS», UNDER THE FEAR OF AUTOMATIC DEATH, DRIVING PLAYERS TO THE SAME PLAYING AREA AND PUSHING THEM NOT TO HIDE FROM EACH OTHER IN DIFFERENT ENDS OF THE CARD. THE SMALLER THE NUMBER OF PARTICIPANTS, THE GREATER THE ROLE PLAYS ONE OF THE MOST ORIGINAL CONCEPTS OF THE GAME: THE CONSTRUCTION OF STAIRS AND SHELTERS IN REAL TIME. AT THE END OF THE GAME IT OFTEN TURNS OUT THAT THE OPPONENTS ARE BUILDING THEMSELVES INSIDE THE HUGE TOWERS AND STARING AT THE SIGHTS, WAITING FOR THE COMPRESSIBLE MAP WILL MAKE OTHER SURVIVORS COME OUT OF THE NORM. AFTER DEATH, NO ONE MAKES THE PLAYERS HELPLESSLY WAIT FOR THE REMAINING SURVIVORS TO KILL EACH OTHER - YOU CAN SWITCH OFF AND START A NEW MATCH AT ANY TIME. THUS THE MATCH CAN LAST FROM A COUPLE OF MINUTES FOR THOSE WHO WERE NOT LUCKY ENOUGH TO FALL IN THE BEGINNING, TO 20-30 MINUTES FOR THE MASTERS OF SURVIVAL.

THE HIGH NUMBER OF CONTESTANTS, MAKES IT A GREAT CHALLENGE FOR ORGANISERS TO CONCEPT THE MAIN STAGE. ANOTHER CHALLENGE DURING THE FORTNITE EVENTS IS A GAME BROADCASTING, HOW ONE CAN FOLLOW THE ACTION OF HUNDRED PLAYERS SIMULTANEOUSLY. ONE OF SOLUTIONS WAS MADE DURING THE FORTNITE WORLD CUP<sup>17</sup> OF 2019 AT ARTHUR ASHE STADIUM : WHERE THE 2 FLOORS MAIN STAGE WAS INSTALLED IN THE MIDDLE, LIKE A FORTIFICATION FUTURING THE GAME ORIGINALITY. IN BETWEEN THE CEILINGS, SPECTATORS COULD SEE THE HUNDRED PLAYERS ALL AROUND THE STAGE, INSTALLED LIKE IN THE INTERNET CAFE, FACING THE PUBLIC. EACH PLAYER HAD AN INDIVIDUAL SCREEN INSTALLED IN FRONT OF HIS TABLE SO SPECTATORS COULD FOLLOW THE GAME ON IT. ADDITIONALLY THE HUGE SCREENS ABOVE THE MAIN STAGE WERE DIFFUSING THE MAIN CLUSHES IN THE GAME. AFTER THE MATCH THE WINNER WOULD GET OUT OF THE FORTIFICATION TO CLAIM HIS PRIZE AND BE WELCOME BY THE SUPPORTERS. THE LACK OF INTERACTION BETWEEN THE PLAYERS AND THE PUBLIC WERE EVEN MORE PRESENT WHILE THE

FORTNITE FALL SKIRMISH TOURNAMENT AT TWITCHCON<sup>18</sup>, WHERE THE CONTESTANTS WERE SEPARATED FROM THE MAIN STAGE. INDEED THE SPECTATORS WERE FACING THE STAGE WITH COMMENTATORS AND THE BIG SCREEN DIFFUSING THE GAME WITHOUT ANY VISUALITY ON THE CONTESTANTS. MAKING IT MORE AS A COUCH WATCHING FROM THE HOME THEN AN EXPERIENCE FROM THE BIG ESPORT EVENT. THE DETENTED AMBIENCE WERE OVERCOME WITH "FAT BOYS" PLACED IN FIRST RANGES AND A "DJ MARSHMELLO" DESK ON THE STAGE PLAYING THE MUSIC SETS ALL ALONG THE TOURNAMENT. SUCH A SET UP OF THE STAGE MAKES OF FORTNITE A BAD EXAMPLE OF AN ESPORT WHERE THE GAME ACTIONS ON THE SCREEN OVERCOME THE RELATION BETWEEN SPECTATORS AND THE CONTESTANTS.



## GAME INTERFACE



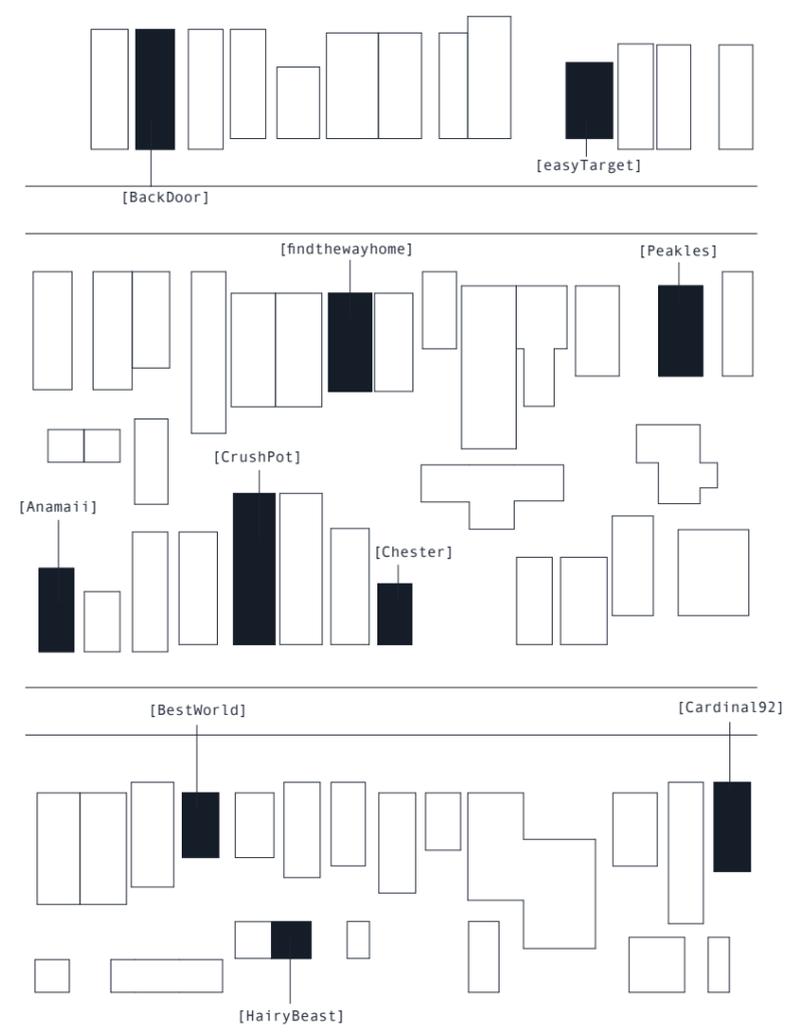
## GAME MODES



16 - FORTNITE. EN.WIKIPEDIA.ORG  
 17 - FORTNITE WORLD CUP FINALS - DAY 3, YOUTUBE.COM  
 18 - FALL SKIRMISH DAY 3 @ TWITCHCON | GRAND FINALS. YOUTUBE.COM

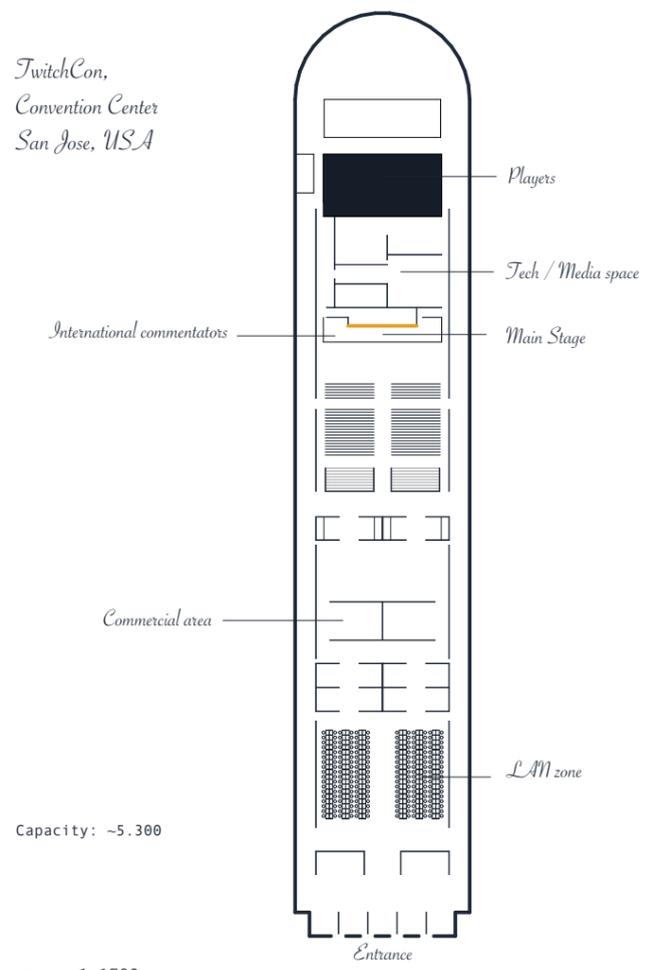
MAP SIZE - I CALCULATED HOW BIG THE MAP WAS IN FORTNITE.  
 WWW.REDDIT.COM/R/FORTNITEBR/COMMENTS/88KTRN/1\_CALCULATED\_HOW\_BIG\_THE\_MAP\_WAS\_IN\_FORTNITE/

CONTENDER'S SOLOS CASH CUP  
WEEK 1 - NAE  
\$7.000,00



SCALE 1:1500

FORTNITE FALL SKIRMISH  
SERIES - WEEK 6 NA  
\$260.000,00

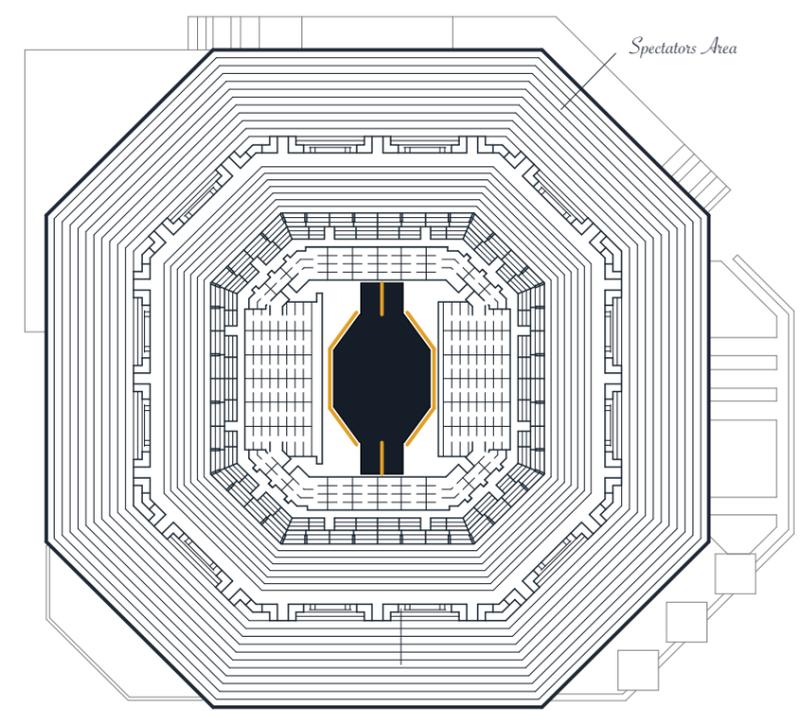


Capacity: ~5.300

SCALE 1:1500

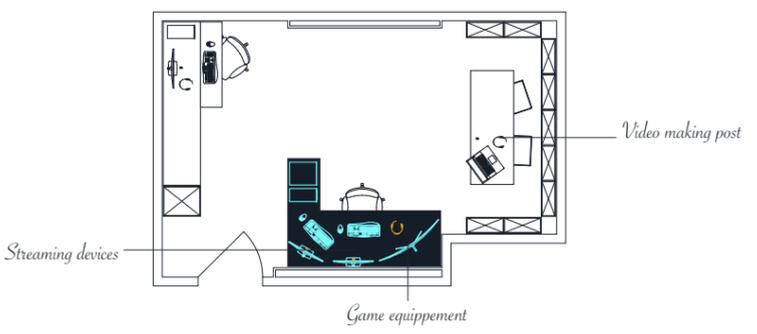
FORTNITE WORLD CUP  
SOLO FINALS 2019  
\$15.287.500,00

Arthur Ashe Stadium  
New York, USA



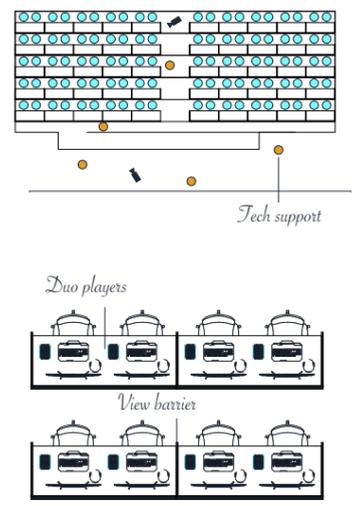
Capacity: 23.771

SCALE 1:1500

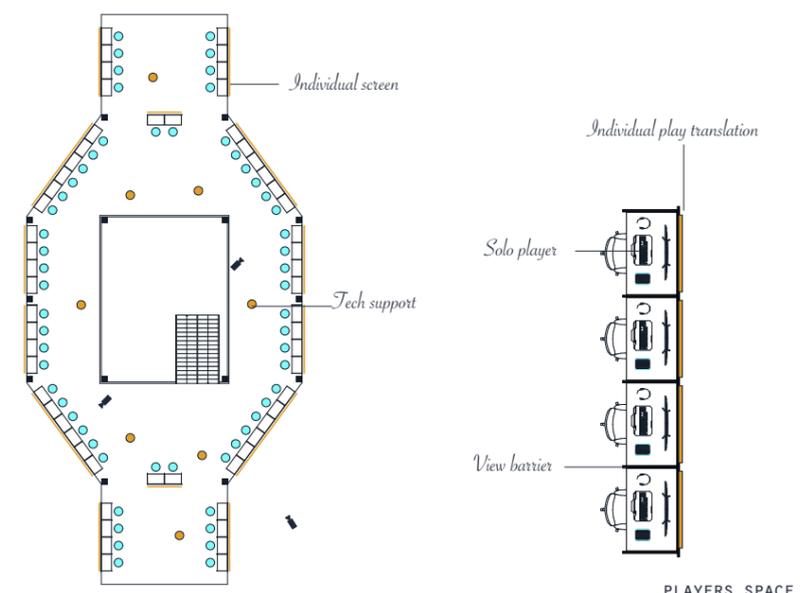


PLAYER'S ROOM  
SCALE 1:100

PRIZE POOLS - ESPORTSEARNINGS.COM/TOURNAMENTS



PLAYERS SPACE  
SCALE 1:100



STAGE  
SCALE 1:500

PLAYERS SPACE  
SCALE 1:100

# COUNTER STRIKE : GLOBAL OFFENSIVE



© DEN DANSKE CS SCENE

RELEASED DATE: 2012  
 DEVELOPER: VALVE CORPORATION  
 HIDDEN PATH ENTERTAINMENT  
 COST: FREE TO PLAY  
 COMMUNITY: 770 THOUSAND OF PLAYERS  
 SUPPORT: COMPUTER, CONSOLE  
 MODES: MULTIPLAYER  
 TYPE: FIRST-PERSON SHOOTER  
 AVERAGE GAME LENGTH: 3-7 MIN

COUNTER-STRIKE (CS) IS A SERIES OF MULTIPLAYER FIRST-PERSON SHOOTER VIDEO GAMES DEVELOPED BY VALVE 2000 AND FREE-TO-PLAY SINCE DECEMBER 2018. ORIGINALLY, THE GAME FEATURED MANY MODES, SUCH AS HOSTAGE RESCUE, VIP EXPORT, ESCAPE, AND EVEN NON-FIRE JUMPING AND SURF MODES. HOWEVER THE MOST POPULAR MODE WHICH BECAME THE COMPETITIVE DISCIPLINE IS THE BOMB DEFUSAL. SET IN VARIOUS LOCATIONS AROUND THE GLOBE, PLAYERS ASSUME THE ROLES OF MEMBERS OF COMBATING TEAMS OF THE GOVERNMENTAL COUNTER-TERRORIST FORCES AND VARIOUS TERRORIST MILITANTS OPPOSING THEM. DURING EACH ROUND OF GAMEPLAY, THE TWO TEAMS ARE TASKED WITH DEFEATING THE OTHER BY THE MEANS OF EITHER ACHIEVING THE MAP'S OBJECTIVES OR ELSE ELIMINATING ALL OF THE ENEMY COMBATANTS. EACH PLAYER MAY CUSTOMIZE THEIR ARSENAL OF WEAPONS AND ACCESSORIES AT THE BEGINNING OF EVERY MATCH, WITH CURRENCY BEING EARNED AFTER THE END OF EACH ROUND<sup>19</sup>. SIMPLE MECHANICS AND AN EMPHASIS ON REALISM MAKE THE GAME ATTRACTIVE FOR GAMERS AND HELP PROMOTE ESPORTS. MOST OF THE MAPS A SQUARE TYPE, OFFERING TO THE CONTESTANTS DIFFERENT POSSIBILITIES TO ACHIEVE THEIR GOAL. THE TEAMWORK STRATEGIES, FAST DECISION MAKINGS AND PERSONAL SKILLS ARE DEFINING ELEMENTS FOR THE VICTORY. IN COMPETITIVE LEVEL, 2 TEAMS OF 5 PLAYERS CONTESTING EACH OTHER ON DIFFERENT MAPS AND THE WINNER IS DEFINED ON BEST OF 3 SERIES. EVERY TEAM HAS A COACH, HELPING THE TEAM WITH CRUCIAL DECISIONS AND NEW STRATEGIES IN BETWEEN MAPS CHANGINGS.

THE NEED FOR COMMUNICATION BETWEEN TEAM MEMBERS AND GOOD INTERNET CONNECTION, CREATE A NECESSITY FOR SPECIAL PLACES. SO THE FIRST MINOR TOURNAMENTS WERE TAKING PLACE IN AN INTERNET CAFE WHERE TEAMS WOULD COMPETE IN LAN SESSIONS. NOWADAYS WITH THE SPREAD OF INTERNET, THESE NEED HAS BEEN TAKEN AWAY AND TEAMS CAN COMPETE FROM THEIR HOMES USING SPECIAL APPLICATIONS FOR VOICE CALLS SUCH AS DISCORD OR TEAMSPEAK. THE MINOR LEAGUE LAN SESSIONS STILL EXIST AS "BRING YOUR OWN COMPUTER" CHALLENGES IN PLACES LIKE DREAMHACK OPEN IN VALENCIA HOSTED IN A CONVENTION CENTER. THE LARGE AND OPEN SPACE OF WHICH, ALLOWS THE DIFFUSING OF MULTIPLE MINOR AND MAJOR LEAGUE TOURNAMENTS AT THE SAME TIME. A MAJOR DOWNSIDE OF THIS VENUE TYPE IS THAT THE SETTING (FURNITURE, STAGE ETC.) HAS TO BE PREPARED AND CLEARED OUT EACH TIME<sup>20</sup>. ALSO, SUCH A PLAYER-CENTRIC TOURNAMENT, TAKE LITTLE CONSIDERATION FOR THE VIEWERS

THE MAIN STAGE OF THE EVENTS DOES NOT REQUIRE SPECIFIC NEEDS. FOR INSTANCE, WHILE THE STARLADDER 2019 TOURNAMENT IN BERLIN, THE STAGE WAS ORGANISED AS AN ARENA TYPE WITH PLAYERS FACING EACH OTHER. TWO TEAMS WERE INSTALLED BEHIND GLASS BOXES, ISOLATING THEM FROM THE NOISES OF THE AUDIENCE<sup>21</sup>. WHEREAS THE STAGE IN BLAST PRO SERIES 2018, WERE MORE THEATER TYPE, WITH EVERY TEAM FACING THE PUBLIC WITHOUT ANY VISUAL CONTACT WITH OTHER TEAM<sup>22</sup>. EVERY STAGE COMING ALONG WITH BIG SCREEN, EITHER ABOVE OR BEHIND THE STAGE, DIFFUSING THE PHENOMENAL PLAY OF THE CONTESTANTS WITH RUSH STRATEGIES OR AGAINST THE CLOCK STYLE OF THE PLAY

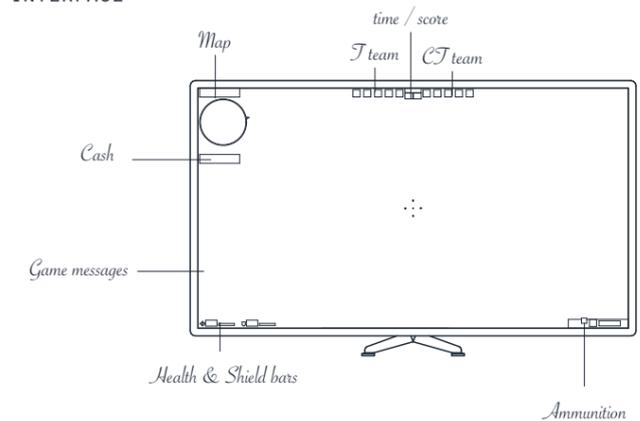
## MAP

### «DE DUST 2»

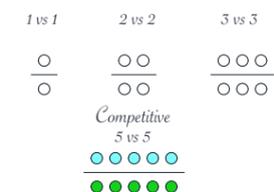
SCALE 1:1000



## GAME INTERFACE



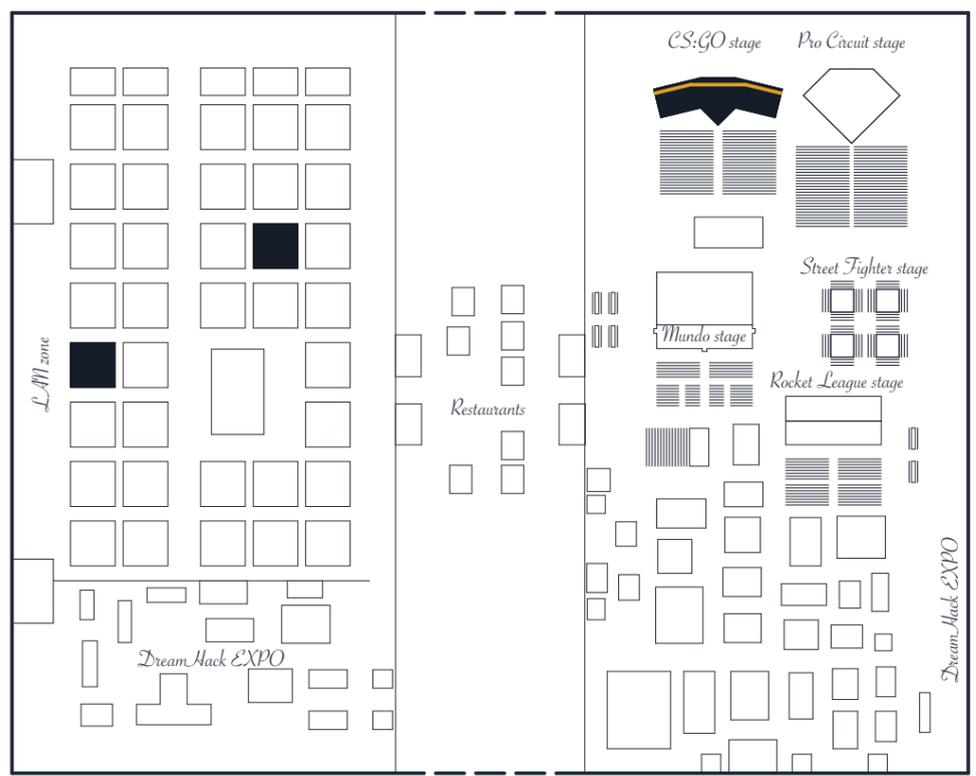
## GAME MODES



19 - COUNTER-STRIKE (VIDEO GAME). EN.WIKIPEDIA.ORG  
 20 - THE EVOLUTION OF ESPORTS VENUES. ROSSETTI.COM  
 21 - [EN] AVANGAR VS ASTRALIS, MAP 1: INFERNO | GRAND FINAL | STARLADDER MAJOR BERLIN 2019. YOUTUBE.COM  
 22 - THE AFTERMOVIE | BLAST PRO SERIES COPENHAGEN 2018. YOUTUBE.COM

DREAMHACK VALENCIA  
LAN TOURNAMENTS  
\$1.000,00

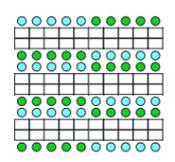
Dreamhack,  
Convention Center  
Valencia, Spain



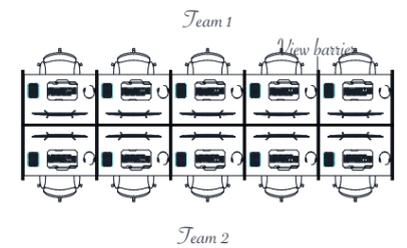
Capacity: > 20.000

SCALE 1:1500

"Bring your own computer"  
space organisation

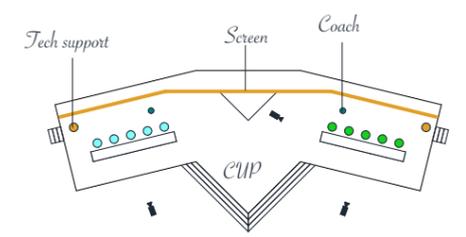


LAN AREA  
SCALE 1:500

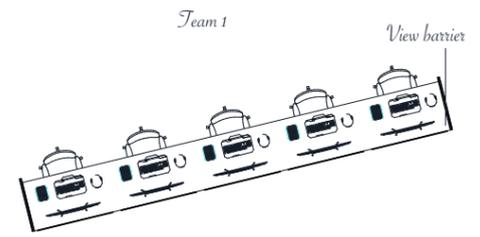


PLAYERS SPACE  
SCALE 1:100

DREAMHACK OPEN VALENCIA  
2018 FINALS  
\$100.000,00



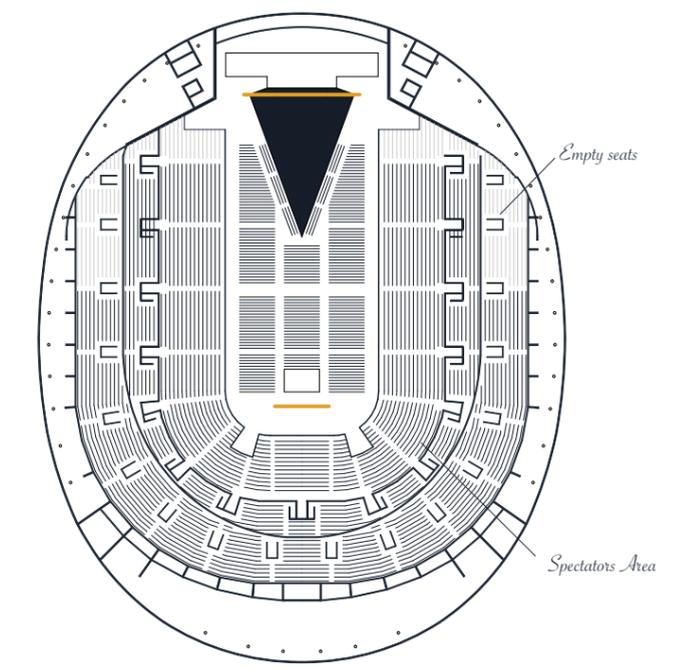
STAGE  
SCALE 1:500



TEAM SPACE  
SCALE 1:100

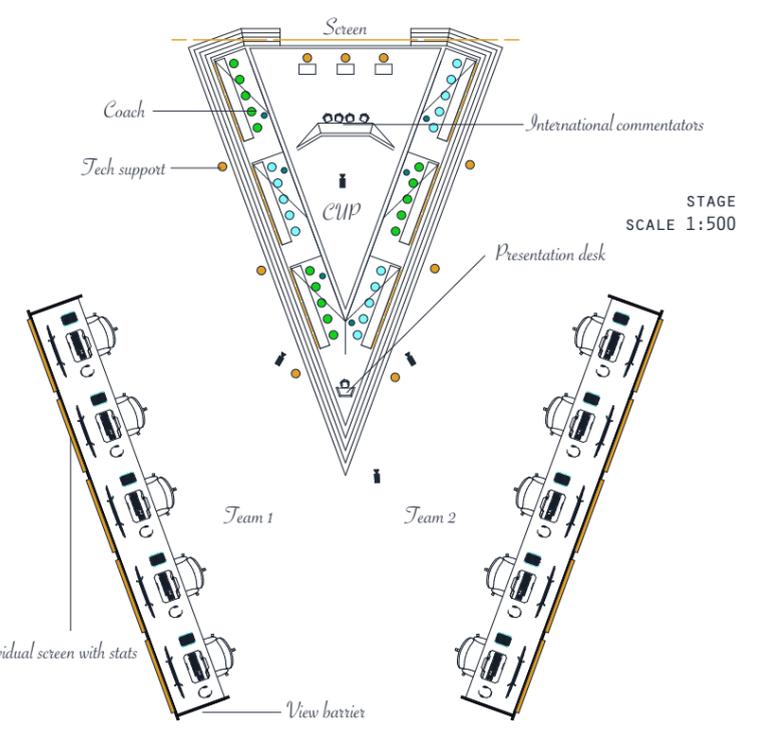
BLAST PRO SERIES  
COPENHAGEN 2018  
\$250.000,00

Royal Arena  
Copenhagen, Denmark



Capacity: 16.000

SCALE 1:1500



STAGE  
SCALE 1:500

TEAM SPACE  
SCALE 1:100



© ROBERT PAUL / BLIZZARD PRESS

OVERWATCH IS A COLORFUL FIRST-PERSON SHOOTER, RELEASED IN 2016 BY BLIZZARD ENTERTAINMENT.<sup>23</sup> IN THE FANTASY WORLD OF THE NEAR FUTURE, HEROES, TERRORISTS, MERCENARIES AND ADVENTURERS MEET IN BATTLES OVER CRUCIAL TERRITORIES. IT'S FREE-TO-PLAY AND AVAILABLE FOR COMPUTERS AND CONSOLES. THE FIGHT FOR THE FUTURE OF THE PLANET IS HAPPENING IN VARIOUS MODES: CAPTURE POINTS, ESCORT AND CONTROL. EACH MODE IMPLIES A CERTAIN STYLE OF TEAM PLAY. TEAMS CONSIST OF 6 PEOPLE, EACH PLAYER HAS A UNIQUE HERO, WITH HIS OWN SKILLS AND A SET OF WEAPONS. THE GAME HAS A TOTAL OF 30 HEROES AND THEY ARE DIVIDED INTO 3 CLASSES: DAMAGE (THE MAIN ATTACKERS), SUPPORT (PROVIDING HEALING AND OTHER BUFFS), AND TANK (SHIELDING TEAMMATES WITH HIGH HEALTH AMOUNTS). ANYONE CAN CHOOSE HIS HERO ACCORDING TO HIS PLAY STYLE. HOWEVER IN COMPETITIVE GAMING EACH TEAM IS CONSISTING WITH 2 TANK, 2 SUPPORTS AND 2 DAMAGE DEALERS.

ALONG THE TOURNAMENT THE TEAMS WILL COMPETE ON 2 CONTROL MAP, PLAYED ON A BEST-OF-THREE ROUNDS AND ONE MAP FOR EVERY OVER MODES. MAPS ARE CHOSEN AT THE BEGINNING OF EVERY TOURNAMENT SO THE TEAMS CAN PREPARE THEIR LINEUP AND THEIR STRATEGIES FOR THE GAME. THE TEAM THAT WON THE MOST GAMES WINS THE MATCH. HOLLYWOOD IS ONE OF TWELVE MAPS OF THE GAME, IT CAN BE PLAYED ON TWO MODES: CAPTURE POINTS AND ESCORT. THE ATTENTION OF BOTH TEAMS IS FOCUSED ON THE LIMOUSINE OF A FAMOUS DIRECTOR NAMED HAL-FRED GLITCHBOT<sup>24</sup>: THE ATTACKING TEAM MUST FIRST MEET HIS CAR AT POINT A AND THEN ESCORT IT TO POINT B, WHILE THE DEFENDING TEAM MUST PREVENT IT. THE STYLE OF THE GAMEPLAY AND THE OBJECTIVES IN OVERWATCH MAKES THE MAPS MORE EXTENDED, COMPARED TO COUNTER-STRIKE MAPS WHICH ARE MORE CONCENTRIC AND MOSTLY SQUARE TYPE.

THE MAIN OVERWATCH MATCHES ARE HELD IN BLIZZARD ARENA. IT IS A REDESIGNED 50,000 SQUARE STUDIO, SERVES AS AN EXAMPLE OF A HOME VENUE AND IS INTENDED TO GIVE A MORE ORGANIZED LOOK COMPARED TO OTHER TOURNAMENTS AND TO BETTER CONNECT PLAYERS WITH THEIR FANS. THE MAIN STAGE IS 450 SEATS AUDITORIUM WITH SETUP FOR OVERWATCH GAMEPLAY. TWO TEAMS ARE HIDING BEHIND 2 GIANT TABLES FACING THE PUBLIC AND A DOZEN METERS AWAY. BEHIND AND ABOVE THEM HUGE SCREENS TRANSLATING THE GAME. THE MAIN ANALYSIS DESK IS LOCATED IN FRONT OF THE STAGE NEAR THE SEATS AND ALLOWS ONLINE VIEWERS TO HAVE A LOOK ON THE TEAMS. BEHIND THE SCENE : ANOTHER SOUND STAGE FOR FOR ANNOUNCERS AND COMMENTATORS, GREEN-SCREEN STUDIO FOR MORE DETAILED COMMENTARY AND ANALYSIS WITH LIVE STATISTICS FROM ON-GOING MATCH, CONTROL ROOM, SERVER ROOM, TEAMS PREPARATION ROOMS, MAKEUPS, BLIZZARD OFFICES, FAN ZONES AND EVEN MORE<sup>25</sup>. IT IS A FULL FUNCTIONAL, AUTONOMIC FACILITY FOR GAMING WHICH ALREADY HOSTED 52 BIG EVENTS<sup>26</sup>.

ALTHOUGH, BLIZZARD GEARED UP AN EXTREME ESPORT VENUE, THEY DECIDED TO ENTER A NEW HOME-AND-AWAY FORMAT NEXT YEAR. WHERE EVERY TEAM WILL HOST A SERIES OF MATCHES IN THEIR RESPECTIVE CITIES. WHILE BLIZZARD WILL HANDLE THE BROADCASTING RESPONSIBILITIES, THE TEAMS WILL BE SELECTING

RELEASED DATE: 2016  
 DEVELOPER: BLIZZARD ENTERTAINMENT  
 COST: RETAIL STORE [\$ 19.99]  
 COMMUNITY: 40 MILLION OF PLAYERS  
 SUPPORT: COMPUTER, CONSOLE  
 MODES: MULTIPLAYER  
 TYPE: FIRST-PERSON SHOOTER  
 AVERAGE GAME LENGTH: 10-20 MIN

AND OPERATING THE VENUES THEMSELVES. SOME OF THE TEAMS SUCH AS THE DALLAS FUEL ARE ALREADY HOSTED EIGHT MATCHES AT THE ALLEN EVENT CENTER, THE LOS ANGELES VALIANT HOSTED THE FINAL AT "THE NOVO"<sup>27</sup>. ADDITIONALLY TO THAT, THERE ARE PROJECTS FOR DEDICATED ESPORT ARENAS SUCH AS FUSION ARENA IN PHILADELPHIA. IT IS A NEXT-GENERATION ESPORTS AND ENTERTAINMENT VENUE WITH 3,500 SEATS AS A PREMIÈRE DESTINATION FOR COMPETITIVE GAMING EVENTS. THE ARENA ITSELF IS A SQUARE PLAN, WITH MAIN STAGE CUTTING AN ANGLE FACING THE SEATS AS IT IS IN THE THEATERS. THE TRAINING FACILITY IN PARTICULAR SEPARATES THE FUSION FROM THE PACK, OFFERING AN UNRIVALED EXPERIENCE AND DEVELOPMENT OPPORTUNITIES FOR PLAYERS<sup>28</sup>.

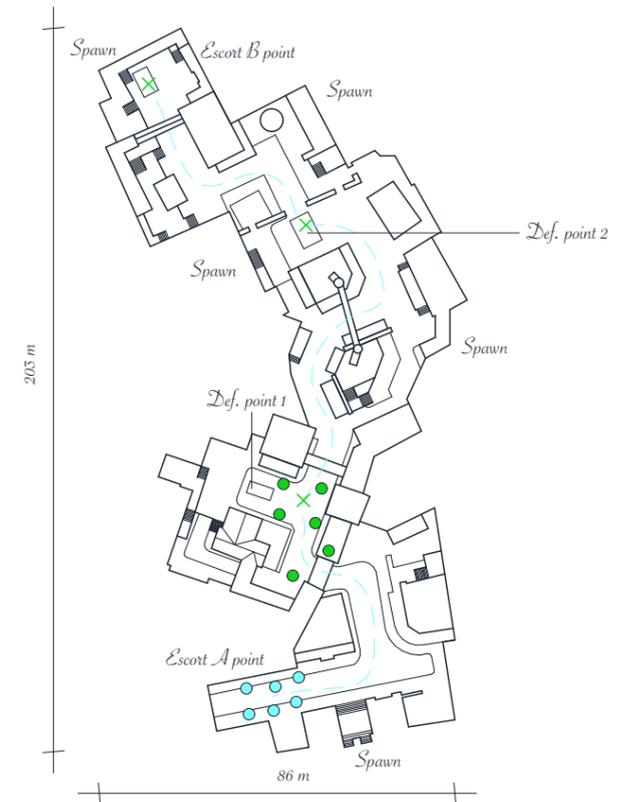
23 - OVERWATCH. EN.WIKIPEDIA.COM  
 24 - HAL-FRED GLITCHBOT. OVERWATCH.FANDOM.COM  
 25 - I PLAYED OVERWATCH ON STAGE AT BLIZZARD ARENA. LA'S AMAZING NEW E-SPORTS STADIUM. CNET.COM  
 26 - BLIZZARD EXPLAINS HOW HOME AND AWAY GAMES WILL WORK IN THE OVERWATCH LEAGUE. THEVERGE.COM

27 - COLUMN: L.A. ADDS ANOTHER RIVALRY. THIS TIME IN THE ESPORTS ARENA WITH THE GLADIATORS AND VALIANT. LATIMES.COM  
 28 - FUSION ARENA. HTTPS://FUSIONARENAPHILLY.COM/

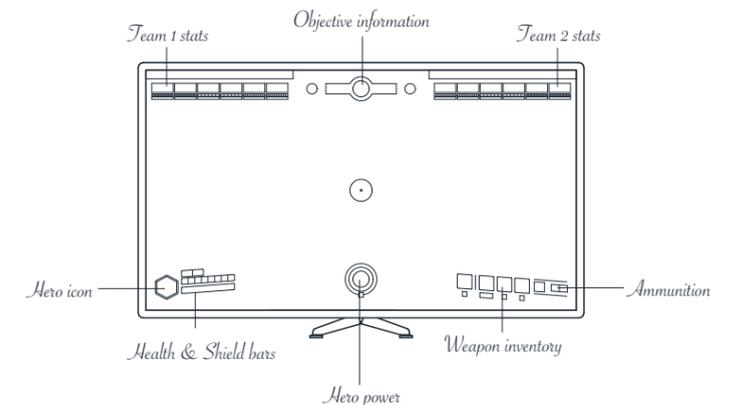
## MAP

### «HOLLYWOOD»

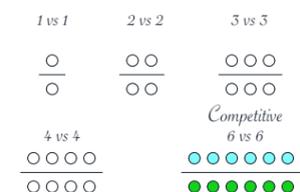
SCALE 1:2000



## GAME INTERFACE



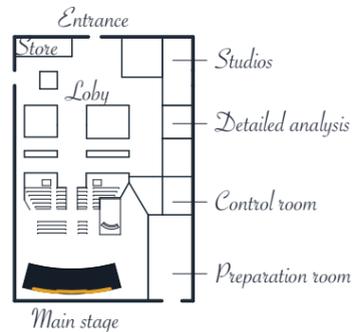
## GAME MODES



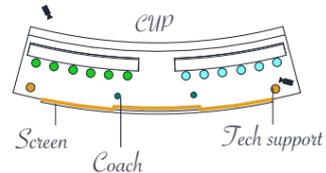
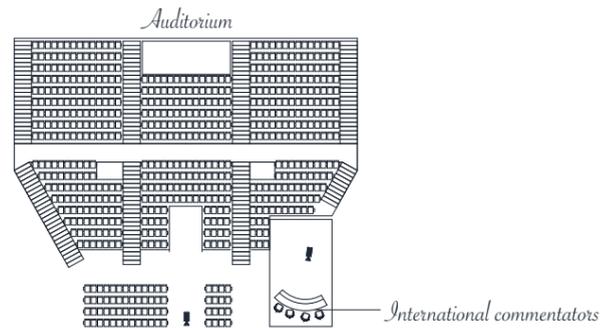
OVERWATCH CONTENDERS 2018  
SEASON 2: NORTH AMERICA  
\$185.040,00

"Blizzard Arena"  
Los Angeles, USA

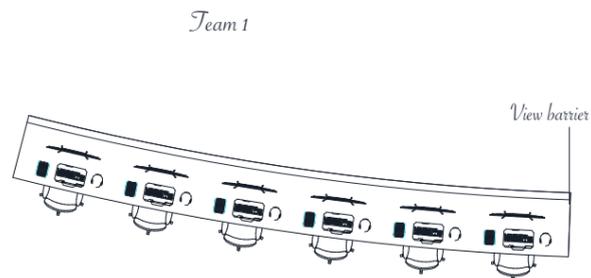
Capacity: 450



SCALE 1:1500



STAGE  
SCALE 1:500



TEAM SPACE  
SCALE 1:100

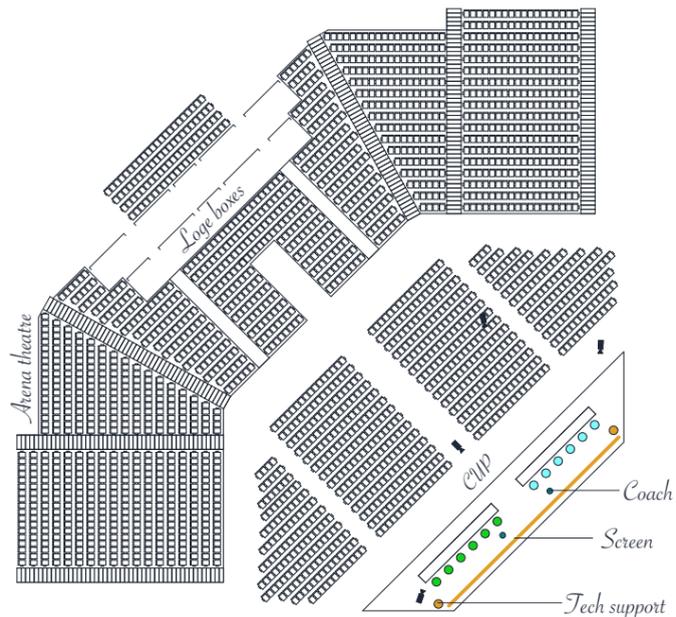
OVERWATCH LEAGUE  
2021 PLAYOFFS  
\$ UNKNOWN

"Fusion Arena"  
Philadelphia, USA

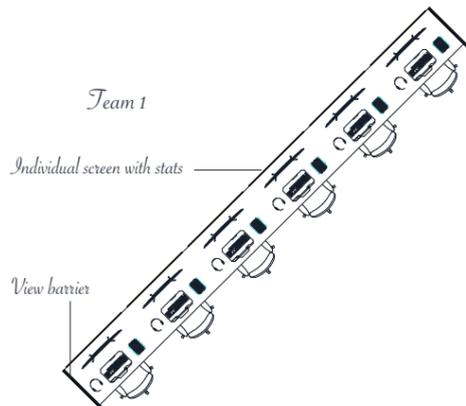
Capacity: 3.500



SCALE 1:1500



STAGE  
SCALE 1:500

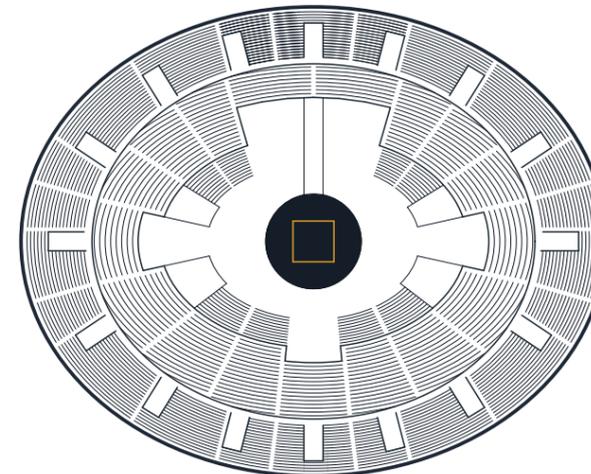


TEAM SPACE  
SCALE 1:100

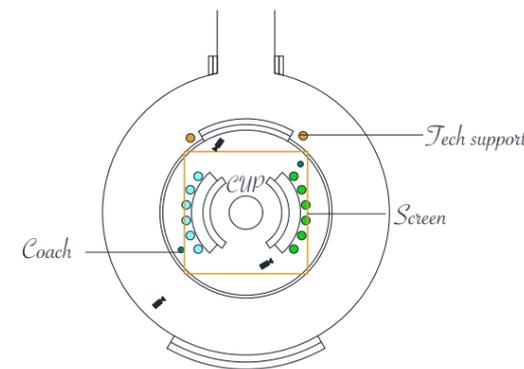
OVERWATCH WORLD CUP  
FINALS 2019  
\$90.000,00

"Blizzcon"  
Anaheim, USA

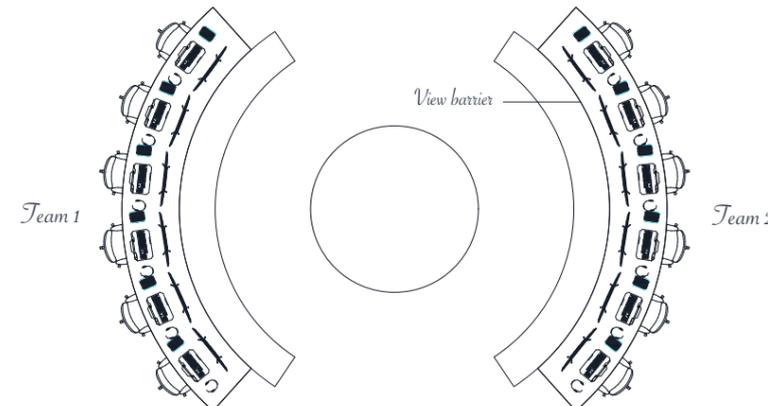
Capacity: 16.000



SCALE 1:1500



STAGE  
SCALE 1:500



TEAM SPACE  
SCALE 1:100



© COLIN YOUNG-WOLFF / RIOT GAMES

LEAGUE OF LEGENDS IS CURRENTLY THE MOST POPULAR MOBA GAME OF THE TYPE. LIKE OTHER REPRESENTATIVES OF THE GENRE, LOL COMBINES ELEMENTS OF REAL-TIME STRATEGY AND ROLE-PLAYING. THE GAME IS DISTRIBUTED ON A FREE-TO-PLAY MODEL, BUT THERE ARE IN-GAME PURCHASES, WHICH ARE NOT MANDATORY. PLAYERS COMPETE ON A MIRROR MAP WITH THREE LANES AND A NEUTRAL ZONE (JUNGLE). THE LOCATION OF PLAYERS ON THE MAP DEPENDS ON THE STRATEGY OF THE TEAM, BUT IN MOST CASES TWO PLAYERS GO TO THE BOTTOM LANE, TWO TO THE TOP AND CENTER, THE LAST PLAYER GOES TO THE JUNGLE. THE MAIN GOAL OF THE GAME IS TO DESTROY THE OPPONENT'S BASE - NEXUS (STRUCTURE). GOING FOR THIS OBJECTIVE, PLAYERS WILL ENCOUNTER RESISTANCE FROM THE ENEMY TEAM AND DEFENSIVE STRUCTURES. THE FORCES OF EACH TEAM CONSIST OF HEROES AND MINIONS. MINIONS ARE THE SOLDIERS MANAGED BY THE SYSTEM AND GENERATED SQUAD EVERY 30 SECONDS. HEROES ARE INGAME CHARACTERS WITH UNIQUE FEATURES AND ABILITIES AND ARE MANAGED BY PLAYERS. IN TOTAL, THERE ARE 147 UNIQUE CHARACTERS IN THE GAME AT THE BEGINNING OF 2019. AT THE BEGINNING OF EVERY GAME, PLAYERS HAVE A STARTING SET OF GOLD AND A STARTING LEVEL. TO DESTROY AN ENEMY NEXUS, PLAYERS MUST RAISE THE LEVEL OF THE HERO BY KILLING OTHER PLAYERS AND MINIONS, ACQUIRE ARTIFACTS AND EXPENDABLE ITEMS THAT ENHANCE THE CHAMPIONS' ABILITIES<sup>29</sup>. IN THE COURSE OF THE GAME TEAMS WILL MEET EACH OTHER AND GIVE BATTLE ON WHICH THE OUTCOME OF THE GAME MAY DEPEND. SUCH BATTLES ARE CONSIDERED TO BE THE MOST SPECTACULAR DURING THE MATCH, THEY MAKE THE AUDIENCE FREEZE WITH EXCITEMENT DURING SUCH CLASHES AND SHOUT FURIOUSLY AFTERWARDS.

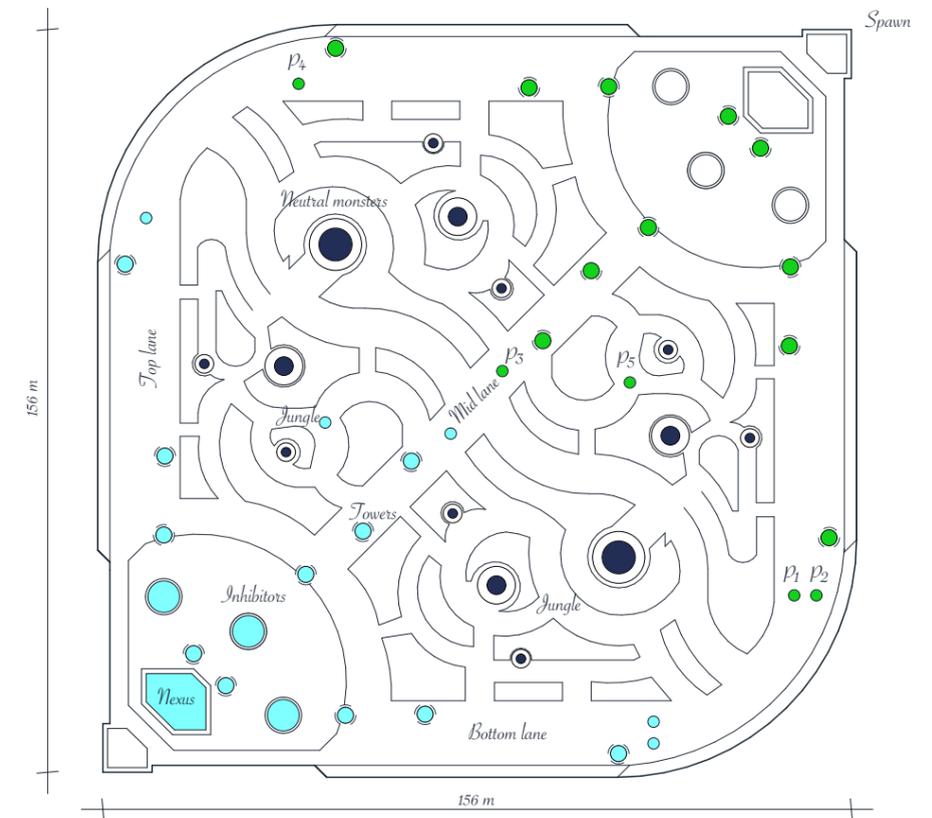
IN JANUARY 2019, SURROUNDED BY SKYSCRAPERS IN DOWNTOWN SEOUL, RIOT GAMES OPENED AN EXCLUSIVE ARENA TO HOST VARIOUS MAJOR eSPORTS EVENTS. «LOL PARK»<sup>30</sup> IS NOT ONLY THE PLACE FOR AN ALREADY FAMILIAR GAME AUDIENCE, BUT ALSO FOR NEW PEOPLE WISHING TO LEARN MORE ABOUT THE GAME AND ITS CONTENT. NEWCOMERS CAN PLAY THE GAME IN THE INTERNET CAFE RIOT PC FOR 100 PLACES, HAVE A SNACK IN THE SPECTACULAR BILGEWATER CAFÉ IS MADE IN THE STYLE OF THE GAME AND MAKE A TOUR IN A HUGE EXHIBITION AREA WHERE YOU CAN HAVE A LOOK AT VARIOUS STATUES FROM THE GAME, BUY FIGURES OF CHARACTERS AND SEE THE UNIFORMS OF THE DIFFERENT TEAMS OF THE KOREAN LEAGUE OF LEGENDS CHAMPIONS (LCK) TO GET MORE FAMILIAR WITH THE GAME AND ITS EVENTS. HOWEVER THE MOST IMPORTANT PART OF THE FACILITY IS THE MATCH AREA. CIRCULAR OPEN ARENA WITH 500 SEATS WILL NOT LEAVE ANY SPECTATORS INDIFFERENT. TEAMS ARE FACING EACH OTHER IN THE CENTER, A FEW STEPS AWAY FROM THE AUDIENCE, ALLOWING EACH VIEWER TO WATCH THE GAME THROUGH THE PLAYERS' SCREENS AND EVEN SEE THEIR REACTION IN DIFFERENT GAME SITUATIONS. HUGE SCREEN WITH FULL IMAGE QUALITY COVERING DIFFERENT ANGLES ABOVE THE STAGE, ALSO ALLOWS THE AUDIENCE TO WATCH THE GAME FROM ANY CORNER. ON THE EDGE OF THE STAGE THERE IS A BOX SPECIALLY MADE FOR THE COACHING STAFF, IT IS CLEARLY VISIBLE TO THE AUDIENCE AND ADDS ANOTHER LIFE EXPERIENCE. AFTER THE GAME PLAYERS GO TO THE DESIGNATED PLACE FOR AN INTERVIEW, WHERE EACH FAN CAN CONGRATULATE HIS IDOL, ASK QUESTIONS AND

RELEASED DATE: 2009  
 DEVELOPER: RIOT GAMES  
 COST: FREE TO PLAY  
 COMMUNITY: 67 MILLION OF PLAYERS  
 SUPPORT: COMPUTER  
 MODES: MULTIPLAYER  
 TYPE: MULTIPLAYER ONLINE BATTLE ARENA  
 AVERAGE GAME LENGTH: 35 MIN

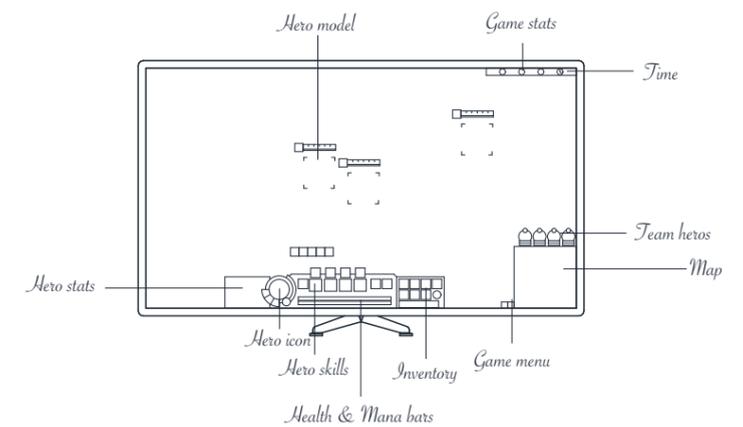
SHARE THEIR FEELINGS ABOUT THE GAME. THERE ARE COMFORTABLE WAITING ROOMS FOR PLAYERS TO RELAX AND SHARE THE STRATEGY BEHIND THE STAGE AREA FOR THE PUBLIC. ALSO ROOMS FOR STAFF, FOR COMMENTATORS, MAKEUP ARTISTS AND TECHNICAL ROOMS WITH A SERVER AND CONTROL ROOM. ALL MATCHES IN LOL PARK ARE BROADCAST ONLINE WITH HIGH QUALITY BROADCASTING<sup>31</sup>.

EVERY YEAR, THE NUMBER OF SUCH ARENAS IS GROWING, AS MORE AND MORE COMPANIES ARE INTERESTED IN INVESTMENT OF eSPORT. FOR EXAMPLE, THE CHINESE RNG TEAM HAS OPENED THEIR HOME VENUE IN BEIJING<sup>32</sup>. THE PLAYERS OF THE RNG TEAM COME THERE TO TRAIN AND ORGANIZE ONLINE MATCHES WITH OTHER TEAMS FROM OTHER COUNTRIES. IN THAT CASE THE OPPONENT'S SIDE OF THE STAGE IS EMPTY AND EVERYTHING IS HAPPENING ON THE SCREEN.

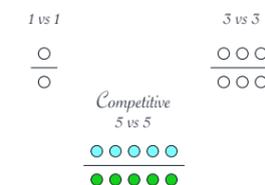
MAP «SUMMONERS RIFT» SCALE 1:1500



### GAME INTERFACE



### GAME MODES



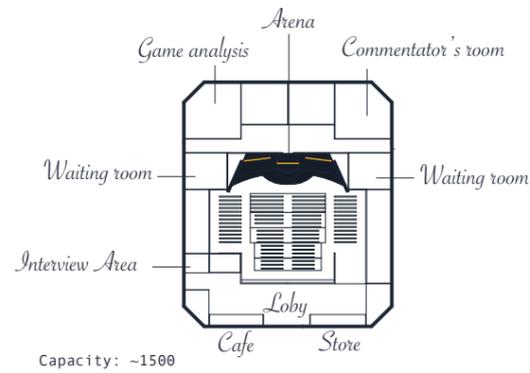
29 - LEAGUE OF LEGENDS. EN.WIKIPEDIA.COM  
 30 - A LOOK INSIDE RIOT GAMES' LOL PARK: THE FUTURE OF LCK LEAGUE OF LEGENDS ESPORTS IN SOUTH KOREA. AKSHONESPORTS.COM  
 31 - RIOT GAMES REVEALS NEW LCK ESPORTS STADIUM, 'LOL PARK'!, INVENGLOBAL.COM

32 - [LPL JOURNEY] A TOUR OF RNG'S HOME VENUE: LPL MARKS AN IMPORTANT MILESTONE IN THE DEVELOPMENT OF ESPORTS. INVENGLOBAL.COM

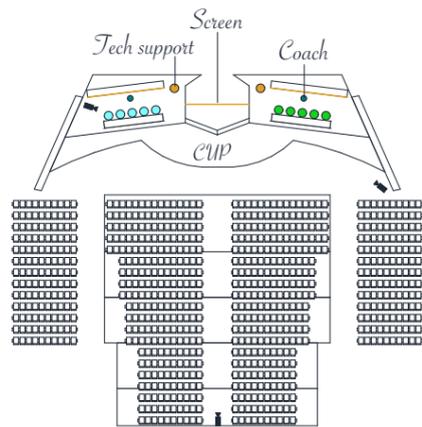
MAP SIZE - THE SIZE OF THE MAP IN LEAGUE OF LEGENDS. WWW.REDDIT.COM/R/THEYDIDTHEMATH/COMMENTS/29NLG2/THE\_SIZE\_OF\_THE\_MAP\_IN\_LEAGUE\_OF\_LEGENDS/

LPL SUMMER SPLIT 2019  
 GROUP STAGE, WEEK 7  
 \$498.400,00

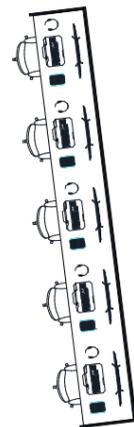
RNG Arena,  
 Beijing, China



SCALE 1:1500



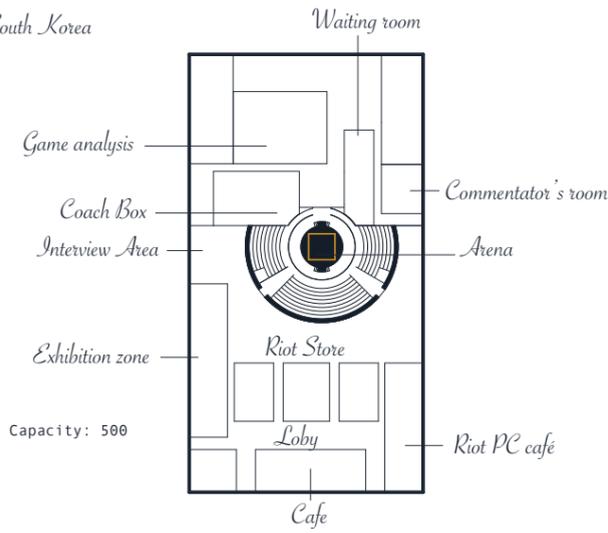
STAGE  
 SCALE 1:500



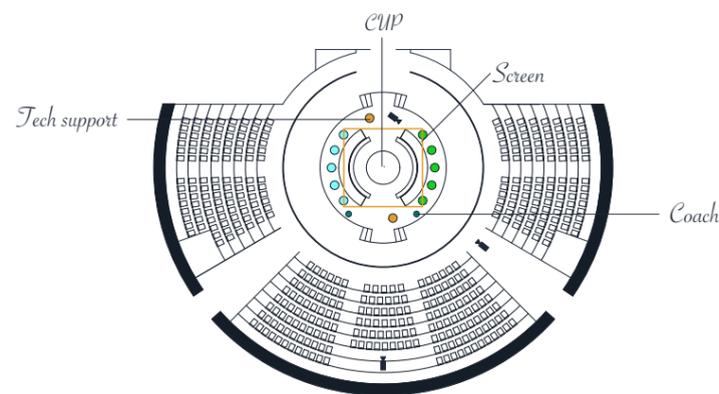
TEAM SPACE  
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WORLD CHAMPIONSHIP 2018  
 PLAY-IN ROUND 1  
 \$6.450.000,00

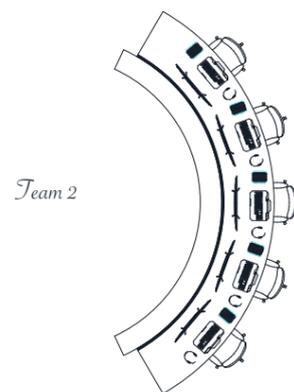
LoL Park  
 Seoul, South Korea



SCALE 1:1500



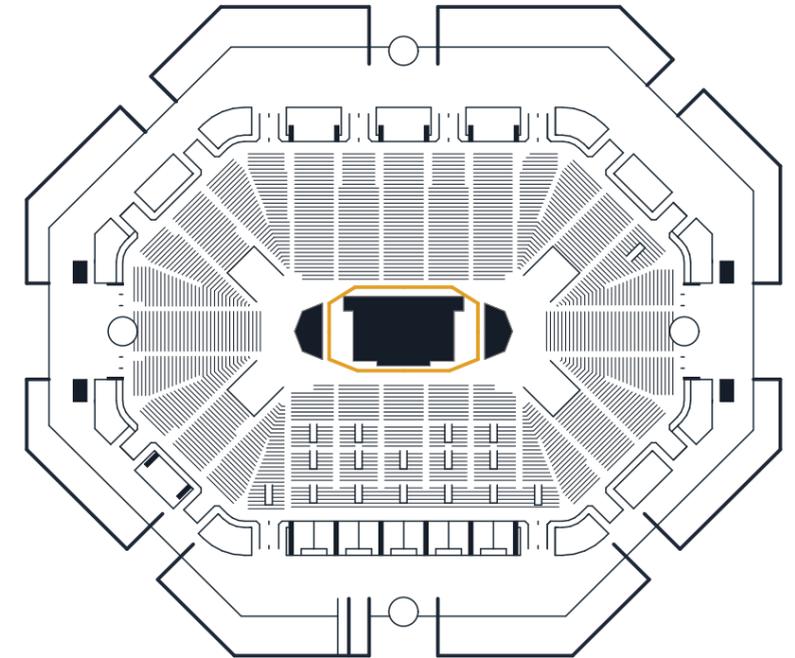
STAGE  
 SCALE 1:500



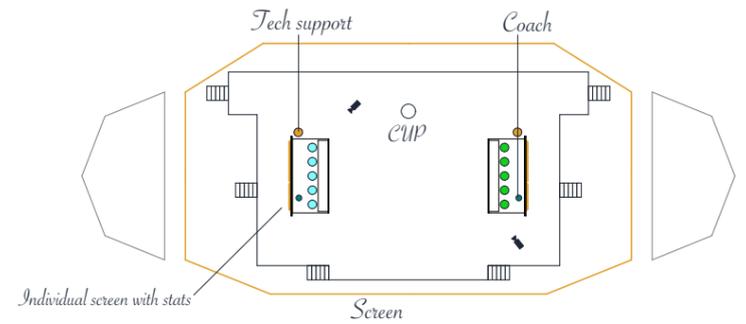
TEAM SPACE  
 SCALE 1:100

WORLD CHAMPIONSHIP 2019  
 FINALS  
 \$2.225.000,00

Accorhotels Arena  
 Paris, France



SCALE 1:1500

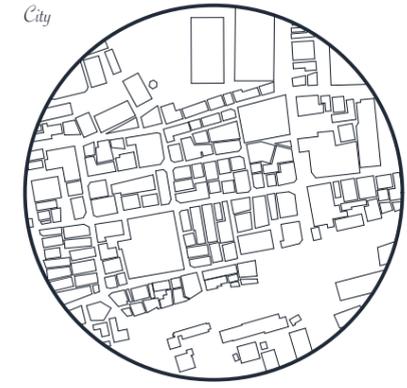


STAGE  
 SCALE 1:500



TEAM SPACE  
 SCALE 1:100

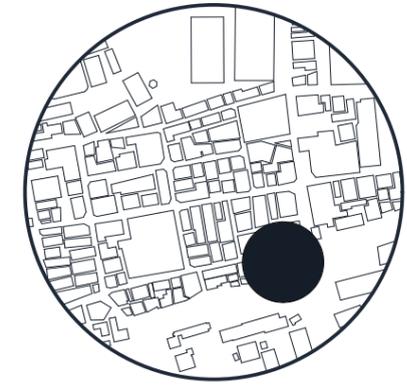
# CITY INTEGRATION / SPATIAL ORGANISATION



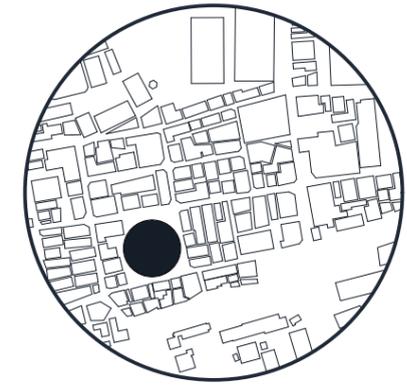
*eSport Arena*



PERIPHERAL



CENTER



PERIPHERAL

THE PRESENT ATLAS ALLOWS US TO DISTINGUISH BETWEEN THREE TYPES OF LOCATIONS EACH WITH DIFFERENT INTEGRATION WITHIN THE CITY. REGARDLESS OF THE TYPE OF GAME HOSTED, THESE EVENTS CAN BE HELD IN FACILITIES SITUATED OUT OF TOWN IN THE SUBURBS WHICH IS MORE COMMON FOR BIG EXISTING SPORT LOCATIONS SUCH AS THE ANAHEIM CONVENTION CENTER IN USA OR ROYALE ARENA OF COPENHAGEN. DESPITE THE FACT THAT THEY ARE NOT INTEGRATED IN THE CITY, THESE TYPES OF VENUES ARE VERY USEFUL BECAUSE OF THEIR INFRASTRUCTURE, HOWEVER THEY MIGHT LACK EASY ACCESS. ADDITIONALLY, ONLY THE BIG FINAL EVENTS OF THE PREMIER LEAGUE ARE CAPABLE TO FILL THE ENTIRE CAPACITY OF LARGE STADIUMS, MAKING LOWER LEVEL EVENTS LARGELY UNPROFITABLE. THERE ARE ESPORT SITES SITUATED IN THE CITY WITH EITHER A BAD INTEGRATION OR WITHOUT A SUFFISANT VISIBILITY, SUCH AS FREECUP STUDIO IN SEOUL OR LOL PARK IN BEIJING. INDEED, IT IS HARD TO RECOGNIZE, WHILE WALKING DOWN THE STREET, WHETHER IT IS A SPECIFIC ESPORT VENUE OR JUST ANOTHER INTERNET CAFE. SUCH VENUES HAVE SMALLER SITTING CAPACITIES AND LOWER QUALITY HI-TECH EQUIPMENT FOR PROVIDING QUALITY BROADCASTING FOR ONLINE VIEWERS AND TELEVISION DIFFUSION. THE RELATION BETWEEN THE FANS AND THE PLAYERS IS ALSO TAKEN INTO CONSIDERATION, PROVIDING COMMERCIAL SERVICES, INCLUDING ACTIVITIES FOR DIFFERENT KINDS OF CUSTOMERS.

VENUES OF THE LAST TYPE ARE THE MOST SUITABLE FOR THE ESPORT AND HAVE TO BE CONSIDERED FOR FURTHER DEVELOPMENT OF THIS DISCIPLINE. AN EXAMPLE OF SUCH A VENUE IS AN RNG HOME VENUE OR FUSION ARENA WHICH IS PLANNED TO OPEN IN 2021. IT IS STRIKING THAT THIS MASSIVE RNG ARENA, IN BEIJING, CHINA IS BEING BUILT SOLELY FOR THE RNG'S LEAGUE OF LEGENDS ESPORTS TEAM. IT IS SURROUNDED BY RESTAURANTS AND BUILDINGS HOSTING MANY DIFFERENT KINDS OF RECREATIONAL ACTIVITIES. THE VENUE IS ALSO HIGHLY ACCESSIBLE TO THE FANS VIA PUBLIC TRANSPORTATION, AS IT IS PLACED AT A SPORTS PLAZA, LESS THAN ONE KILOMETER AWAY FROM THE WUKESONG TRAIN STATION<sup>33</sup>. AS IN THE OTHER EXCLUSIVELY ESPORT ARENAS, A PARTICULAR ATTENTION IS GIVEN TO BRING THE TEAM TO THE SUPPORTERS, FOR INSTANCE LIFE-SIZED, PRINTED CARDBOARD FIGURES OF EVERY TEAM PLAYER, THE SOUVENIR SHOP, THE TROPHY EXHIBITION, CAFE AND THE OPEN INTERVIEW AREA. "AT THE END OF THE DAY, OUR TEAM WAS THOROUGHLY IMPRESSED WITH THE DESIGN AND THE OVERALL STRUCTURE OF THE VENUE, INSIDE AND OUT - ALL THE ELEMENTS THAT MAKE AN ESPORTS VIEWING EXPERIENCE GREAT WERE PRESENT AT THE LOCATION...THE ENERGY THAT THE FANS BROUGHT INTO THE STADIUM WAS OVERWHELMING, WITH EVERY SINGLE SEAT AT THE ARENA PURCHASED AND OCCUPIED"<sup>34</sup>.

33,34 - [LPL JOURNEY] A TOUR OF RNG'S HOME VENUE: LPL MARKS AN IMPORTANT MILESTONE IN THE DEVELOPMENT OF ESPORTS. INVENGLOBAL.COM

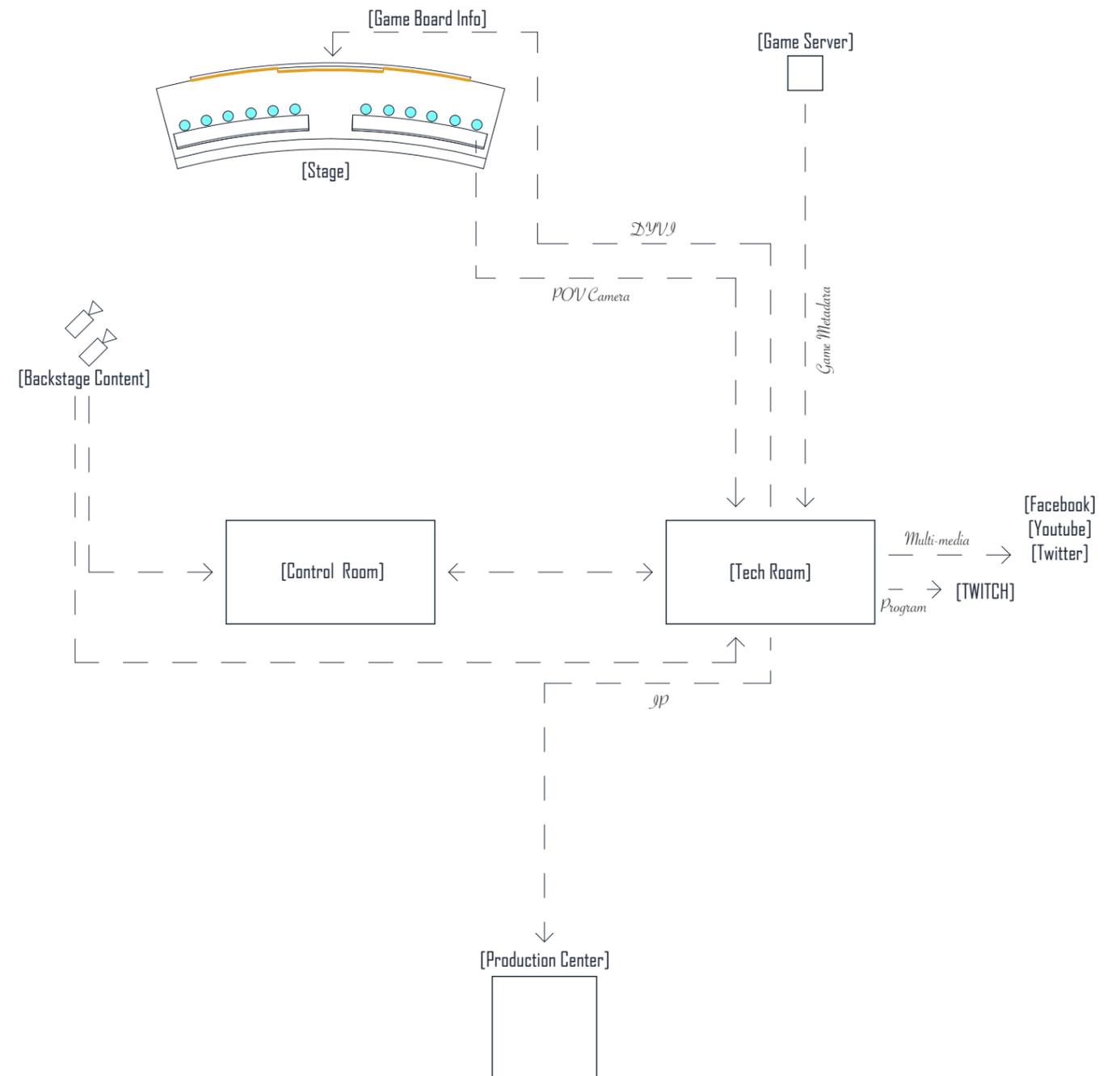


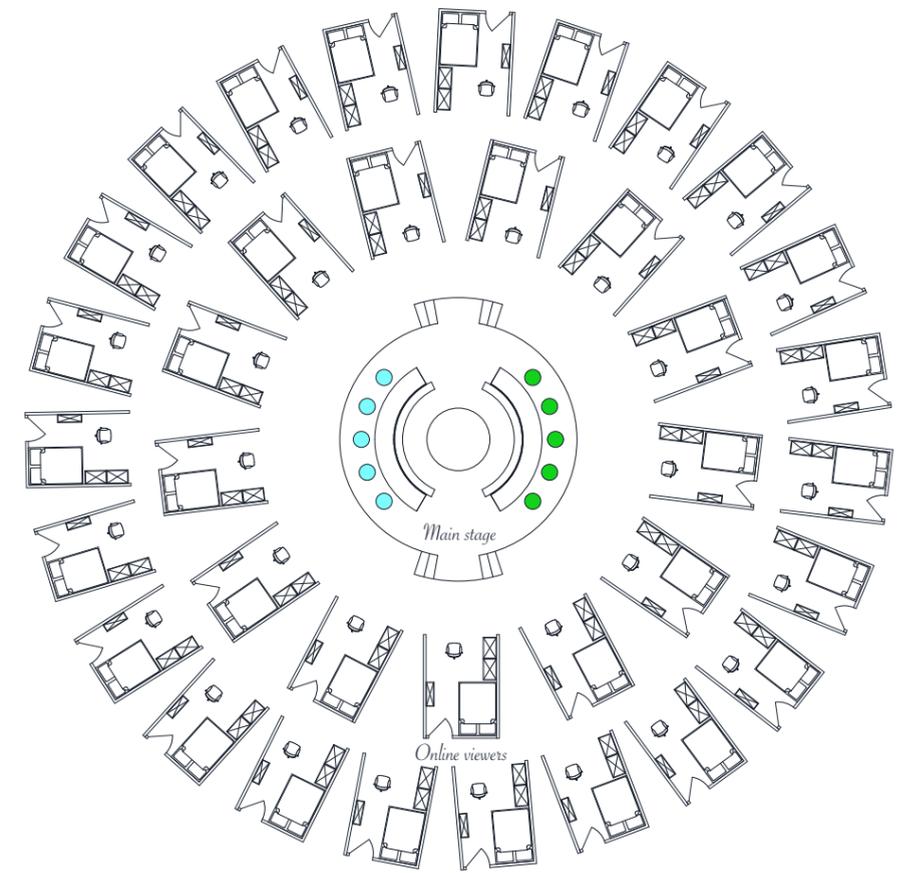
# TECHNICAL NEEDS / NEW TECHNOLOGIES

WHILE DESIGNING THE SPECIFIC PLACE FOR eSPORT CONTESTS IT IS CRUCIAL TO CONSIDER THE SERVICE AND TECHNICAL PARTS. WHAT IS HAPPENING BEHIND THE SCENES? WHEN THE FIRST COMPUTERS WITH BASIC COMMANDS WERE THE SIZE OF AN AVERAGE APARTMENT, FIRST DIGITAL COMPUTER ENIAC OCCUPIED ABOUT 167 SQUARE METERS AND WEIGHED ALMOST 50 TONS. TODAY SUCH A PLACE CAN HOST A MINOR eSPORT EVENT WHERE PROFESSIONAL GAMING EQUIPMENT HAS HUMBLE DIMENSIONS OF A TINY ROOM. HOWEVER THE SPACE FOR HARDWARE IS NOT THE SOLE NEED FOR CYBER GAME EVENTS AND MODERN GAME TOURNAMENTS SIMPLY CANNOT HAPPEN WITHOUT HIGH SPEED INTERNET WHICH ALLOWS THE TOP PLAYER PERFORMANCE AND PROVIDES FLUENT BROADCASTING FOR ONLINE VIEWERS. LIVE PREMIER LEAGUE TOURNAMENTS SUCH AS WORLDS FINALS REQUIRE EVEN GREATER NETWORK CAPACITY THAN REGULAR EVENTS. NOT ONLY SPACE MATTERS, TO SERVICE THE NECESSARY NEEDS OF eSPORTS, THE ELECTRICITY ALIMENTATION OF EVERY SOURCE IS OF CRUCIAL IMPORTANCE. THEREFORE, DESPITE THE FACT THAT SUCH HIGHLY PERFORMING INFRASTRUCTURE CAN BE BUILT AT ALMOST ANY VENUE, WITH ONLY LIMITATION BEING TIME AND MONEY INVESTED, IT IS ESSENTIAL TO ENSURE THE BEST LOCATION OF A SERVER ROOM SO IT CAN SPREAD ITS WIRED NETWORK EVENLY AND ADEQUATELY.

BROADCASTING EQUALLY NEEDS TO BE CONSIDERED. WHILE IT IS COMMON FOR VIDEO GAMES TO BE DESIGNED WITH THE IN-GAME EXPERIENCE OF THE PLAYER BEING THE ONLY PRIORITY, MANY GAME DEVELOPERS HAVE ADDED OBSERVING FEATURES DEDICATED SPECIFICALLY TO THE VIEWERS. THIS CAN RANGE FROM SIMPLY ALLOWING PLAYERS TO WATCH THE GAME UNFOLD FROM THE RIVAL VIEWPOINT, TO A HIGHLY MODIFIED INTERFACE THAT GIVES SPECTATORS ACCESS TO INFORMATION EVEN THE PLAYERS MAY NOT HAVE. ALL OF THESE IN-GAME FEATURES ARE TREATED AND SELECTED BY EXPERTS IN CONTROL ROOMS AND THEN DIFFUSED ON SCREENS. ON-SIGHT EQUIPMENT HAD A SIGNIFICANT UPGRADE RECENTLY, AS RIOT GAME ENGINEERS AFFIRM : "WITH DETAILED 360-DEGREE VENUE MAPS, WHICH ARE CREATED MONTHS IN ADVANCE, TEAMS CAN NOW SIMPLY REQUEST ANY NUMBER OF ROBOTIC CAMERAS AROUND THE VENUE TO BETTER UNDERSTAND THE AVAILABLE CAMERA SHOTS AND ANGLES. THE BROADCAST TEAM CAN THEN DESIGN AND EXECUTE REMOTE TRANSMISSION, OPERATION AND PAINTING OF THE ROBOTIC CAMERA FEEDS TO, LET'S SAY, A STUDIO IN BRAZIL AT THE SAME TIME AS A STUDIO IN CHINA"<sup>39</sup>. THESE AND OTHER SOLUTIONS ALLOW TO MANIPULATE ALL OF THE BROADCASTING EQUIPMENT FROM TODAY'S ITERATION CONSISTING OF ABOUT 10 HIGH DENSITY VIDEO, AUDIO, ENCODING AND NETWORK RACKS IN ONE ON-SITE ENGINEERING ROOM<sup>40</sup>.

38,39,40 - ENGINEERING ESPORTS: THE TECH THAT POWERS WORLDS, TECHNOLOGY.RIOTGAMES.COM/



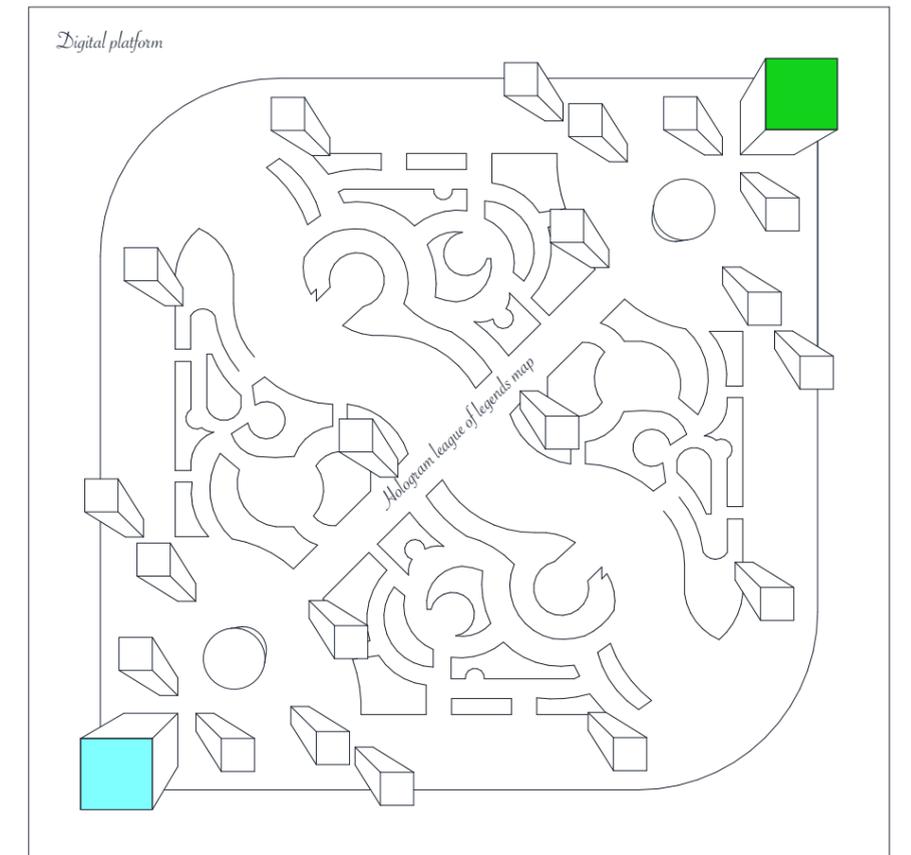


VR STREAMING

THE RISE OF NEW TECHNOLOGIES OPENS ENDLESS POSSIBILITIES TO ENHANCE BOTH THE PLAYERS PERFORMANCE AND THE VIEWER EXPERIENCE, WHILE CONCEPTING AN ESPORT SITE. FOR INSTANCE, A POPULAR MOBA TYPE GAME DOTA 2 NOW HAS A VIRTUAL REALITY SPECTATOR MODE, OFFERING A UNIQUE FAN EXPERIENCE WHERE IT IS POSSIBLE TO EITHER WATCH LIVE MATCHES, REPLAYS, AND STREAMS IN VR THEATER OR JUMP INTO THE GAME WORLD ITSELF TO VIEW THE ACTION LIFE-SIZED<sup>41</sup>. A SIMILAR TECHNOLOGY HAS BEEN DEVELOPED BY OCULUS FOR TRADITIONAL SPORTING EVENTS, WHERE THE VIEWER CAN FOLLOW THE LIVE EVENTS IN VIRTUAL REALITY AND SWITCH BETWEEN THE CAMERA POSITIONS FROM THEIR LIVING ROOM<sup>42</sup>. JUDGING ON THIS, IT IS POSSIBLE TO EXPECT THAT ONE DAY THE VR TECHNOLOGY WILL ALLOW VIEWERS WORLDWIDE TO FOLLOW LIVE SPORTING EVENTS WITH THE SAME OR EVEN BETTER VIEWER EXPERIENCE QUALITY WITHOUT PHYSICAL ATTENDANCE. ONE MORE TECHNOLOGICAL BREAKTHROUGH IS THE AUGMENTED REALITY DURING THE OPENING CEREMONIES. FOR INSTANCE, AT THE FINAL'S OPENING CEREMONY OF LEAGUE OF LEGENDS IN BEIJING'S BIRD'S NEST STADIUM, THE FANS WERE STUNNED WHEN THEY SAW AN ENORMOUS AR RENDERED DRAGON MAKING A TOUR OF THE STADIUM WITH THE OUTRAGEOUS "ROAR" TO CELEBRATE THE BEGINNING OF THE GAME<sup>43</sup>. ALTHOUGH THE DRAGON WAS TO BE SEEN ONLY ON THE SCREENS OF THE STADIUM OR ON STREAMING, IT IS NOT HARD TO IMAGINE THAT ONE DAY VIEWERS WOULD HAVE TO DOWNLOAD THE RENDERED ANIMATION VIEWER ON THEIR PHONES TO GET THE SAME EVENT EXPERIENCE.

A POTENTIAL SOLUTION TO BRING THE VIEWER CLOSER TO THE GAME WAS PROPOSED BY ENGINEERING COMPANY HOK, WHICH DESIGNED LARGE, MOVABLE, PETAL-SHAPED SCREENS THAT CAN BE USED FOR LIGHTING AND EFFECTS AS WELL AS CONTENT DISPLAYS. THESE ENORMOUS SURFACES HANG ABOVE THE SEATING BOWL, DOUBLING AS 'TEAM SCREENS' AND GIVING SPECTATORS A FEELING OF BEING AT THE CENTRE OF THE ACTION<sup>44</sup>.

FINALLY, ON APRIL 15TH, 2012 DURING THE COACHELLA VALLEY MUSIC AND ARTS FESTIVAL THE CROWD OF EIGHTY THOUSAND PEOPLE COULD SEE AS A FINAL ACT OF THE NIGHT AN UNEXPECTED PERFORMANCE OF THE LEGENDARY TUPAC SHAKUR. A COMPUTER-GENERATED LIFE SIZE MODEL WAS PERFORMING HIS POSTHUMOUS 1998 SINGLE "HAIL MARY" AND 1996 HIT COLLABORATION WITH SNOOP DOG, "2 OF AMERIKAZ MOST WANTED"<sup>45</sup>. IN 2018, A LEAGUE OF LEGENDS LPL FINAL FEATURED A LIFE SIZED SUMMONER RIFT MAP. DURING THE FINALS MATCH, AN AUGMENTED REALITY OVERLAY WAS PLACED OVER THE MAP GIVING A LOOK INTO PLAYER POSITIONING AND VITAL STATISTICS<sup>46</sup>. I BELIEVE THAT IN THE NEAR FUTURE, THE LIVE EXPERIENCE OF ESPORT EVENTS WILL SHIFT FROM LOOKING AT THE SCREEN TO A COMPUTER MODELED "LIVE PRESENCE" MUCH LIKE IN THE ANCIENT TIMES WHEN THE CROWDS CHEERED THE GLADIATORS FIGHTING IN THE COLOSSEUM. ONLY IN OUR TECHNOLOGICAL AGE IT IS NOT REAL BLOOD THAT SPILLS, BUT ONLY A DISPLAY WHICH GOES DARK AFTER A FATAL ATTACK.



AR MAPS

41 - DOTA VR HUB FAQ, dota2.com  
 42 - FOX SPORTS VR, oculus.com  
 43 - REALITYS AR GRAPHIC RENDERED DRAGON CRASHED THE STAGE AT THE LOL FINALS OPENING CEREMONY, ZERO DENSITY.TV  
 44 - THE FUTURE OF ESPORTS AS A STADIUM SPORT, DIGITALSPORT.CO

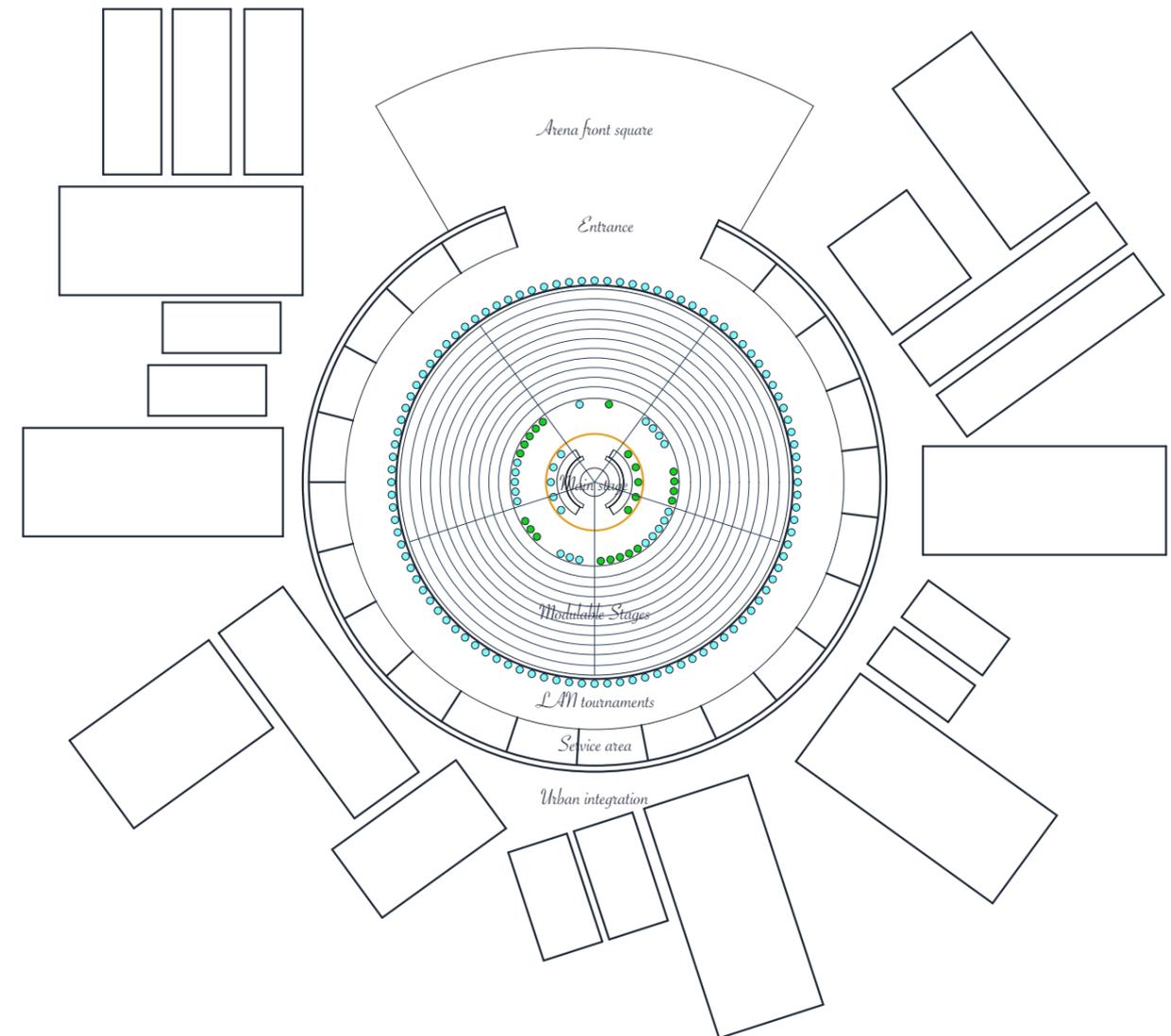
45 - THE STRANGE LEGACY OF TUPAC'S 'HOLOGRAM' LIVES ON FIVE YEARS AFTER ITS HISTORIC COACHELLA DEBUT, THEUNDEFEATED.COM  
 46 - LEAGUE OF LEGENDS LPL FINAL FEATURED A LIFE-SIZED SUMMONER RIFT MAP, EXP.GG

# FURTHER DEVELOPMENT

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THE EMERGENCE OF eSPORTS IN THE VAST MASSES, IS A YOUNG PHENOMENON WHICH HAS YET TO BE THE SUBJECT OF A LOT OF EXPERIMENTS. BUT THE ALREADY EXISTING NUMEROUS GROUPS AND LEAGUES, JUST BEGINNING TO FILL EVERYTHING FROM SMALL THEATERS TO LARGE ARENAS, GIVE THE RIGHT VECTOR IN ITS DEVELOPMENT AND THIS INCLUDES NOT ONLY THE SCENE ITSELF BUT THE ENTIRE CONTENT OF THE ARENA. THE RAPID DEVELOPMENT OF ELECTRONIC SPORTS IS ALSO ACCOMPANIED BY COUNTLESS GAMES AND GENRES, SOME OF WHICH ARE JUST BEGINNING TO HAVE POPULARITY AND OTHERS LOSING IT. THUS, EACH NOVELTY ON THE MARKET IS UNIQUE AND REQUIRES AN INDIVIDUAL APPROACH FROM THE ORGANIZERS. THE ATTEMPTS FOR UNIQUE EXPERIMENTS OF THE EVENT, BY COMBINING THE eSPORT WITH FESTIVAL-LIKE ACTIVITIES SUCH AS COS PLAYS, LARGE CONCOURSES FOR FANS OR HIGH-SPEED INTERNET CAFE IN ORDER TO CREATE MORE CONTENT THAN JUST WATCHING A MATCH IN THE EXISTING FACILITIES IS NO MORE SUFFICIENT AND IT'S TIME FOR ARCHITECTURE TO STEP UP AND EXPLORE WHAT WILL BE NEXT SOLELY DEDICATED eSPORT VENUE AND HOW IT CAN BETTER SERVE THE SPECTATORS AND THE PLAYERS.

AFTER CAREFUL ANALYSIS OF ALREADY EXISTING VENUES, I CAME TO A CONCLUSION THAT FURTHER DEVELOPMENT OF THE eSPORT SITES SHOULD TAKE A MOVE TOWARDS A CONCENTRIC, MODULABLE EDIFICE THAT COULD SERVE AS A HOME BASE FOR MULTIPLE GAME COMMUNITIES AND IS ABLE TO HOST ANY TYPE OF TOURNAMENTS. A CIRCULAR FORM OF THE VENUE IS ORGANISED BY LAYERS. THE INSIDE LAYER CAN, IF NEEDED, BE DIVIDED INTO SEVERAL SECTORS AND CAN HOST DIFFERENT MAJOR EVENTS SIMULTANEOUSLY, WITH THE BENEFIT OF ANGLED TYPE STAGE ORGANISATION. AS IT WAS PREVIOUSLY DEMONSTRATED, SUCH SPATIAL ORGANISATION CAN HOLD MORE SPECTATORS WITHOUT ANY VIEW LIMITATIONS. THE SEATING CAPACITY DEPENDS ON THE SIZE OF THE SECTOR PLOT, ALTHOUGH MY SUGGESTION WOULD BE 2000 SEATS FOR THE MAJOR LEAGUE MATCHES. AT THE PREMIER LEAGUE EVENTS, THE PORTABLE DIVIDER WALLS BETWEEN THE SECTORS CAN BE TAKEN OFF, UNITING ALL SECTORS INTO AN ARENA WITH A HOSTING CAPACITY OF UP TO 10000 SEATS. THE MULTI-STOREY TRIBUNES REMINISCENT OF THE SHAKESPEAREAN GLOBE ARE ALSO AN ATTRACTIVE OPTION FOR THE INCREASE OF THE SEATING CAPACITY, HOWEVER THIS SOLUTION MAKES THE INITIAL CONSTRUCTION OF THE BUILDING MORE COMPLICATED. THE EXTERNAL LAYERS ARE DEDICATED TO THE MINOR LEAGUE EVENTS AND COMMERCIAL SERVICES. SUCH AS CATERING, SANITARY UNITS, FAN STORES AND OTHER ACTIVITIES. IN MY OPINION, GENERALLY THE eSPORT VENUES SHOULD AIM TO HAVE THEIR OWN UNIQUE VISUAL IDENTITY, INSTANTLY RECOGNISABLE BY THE PEOPLE WHO SEE THE BUILDING FROM THE OUTSIDE. IN ADDITION, TO TAKE A GOOD LESSON FROM THE DESIGN AND SPACE ORGANISATION OF THE TRADITIONAL SPORT VENUES, IT IS ESSENTIAL TO ALLOCATE SUFFICIENT OUTSIDE SPACE FOR CROWD GATHERING BEFORE AND AFTER THE EVENTS.





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