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EXPLORING THE PLACE OF E-SPORT WITHIN THE OLYMPIC MOVEMENT

Ого Худжія, Амауш Самі. Дослідження місця е-спорту в Олімпійському русі.
Ключові слова: відеоігри, кіберспорт, Олімпійський рух.
Keywords: video gaming, e-sport, Olympic movement.

Introduction: E-sport is a competitive video gaming where players compete against each other in multiplayer games for prize money or prestige. The players are often organized into teams and may compete online or in person at organized events or tournaments.

At the IOC's 8th Olympic Summit (2019); e-sport was defined as *«a form of sport that primarily focuses on mind or motor activities, or a combination of the two, within electronic or virtual gaming environments, involving competitors or teams from different countries or regions».*

This definition highlights the competitive aspect of e-sports and their organization into teams or individual players competing for prizes.

The genesis and evolution of e-sports dates back to the 1970[s], when the first video games were created. Gamers quickly organized themselves into groups to play together, creating the first informal video game competitions.

The first major e-sports event was the Doom World Championship in 1994, hosted by id Software[1]. This event caught the attention of media and sponsors and marked the beginning of the professionalization of e-sports.

During the 2000[s], e-sports grew exponentially, with the creation of professional leagues, major tournaments and online broadcast structures. Games such as Starcraft, Warcraft, Counter-Strike, and League of Legends have seen great success in the e-sports community.

In the 2010[s], e-sports grew in popularity and international recognition, with the organization of major events such as the Intel Extreme Masters, the League of Legends World Championship and The International Dota 2 tournament[2]. ᵃInvestments in teams, players and events have increased dramatically, and live streams of competitions have become increasingly common on online platforms such as Twitch.

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[1] ID Software LLC is an American video game developer based in Richardson, Texas. It was founded on February 1, 1991.

[2] Dota 2 is a multiplayer online battle arena video game released in 2013.

1. The institution of e-sport: emergence of e-sport organizations. The establishment of e-sports organizations plays an important role in the industry as they can help establish rules and regulations to ensure the fairness, safety and integrity of competitions and players. Their biggest role is promoting e-sports as a recognized and legitimate sporting discipline.

In addition, these organizations can provide financial support for initiatives to promote and develop e-sports, such as the creation of training and competition centers, the training of players and coaches, and the establishment of education programs. Additionally, government organizations can work collaboratively with private organizations and e-sports industry partners to develop policies and programs that support the growth and development of the industry in the country. Table 1 below presents a panel of e-sports federations and associations.

Table 1

Examples of e-sports organizations

N°	E-sport Body	Year	Description
1	The International E-sports Federation (IESF)	2008	A global organization based in South Korea whose mission it is to have e-sports recognized as a legitimate sport.
2	French E-sports Federation	2016	Non-profit association, with the objective of bringing together e-sports players in France, in order to offer them an effective collaboration platform and a federated communication channel
3	E-sports Integrity Commission , Australia	2016	Non-profit members association established to promote and facilitate competitive integrity in e-sports.
4	South Korea E-Sports Association	2000	Established to manage e-sports in South Korea. It is a member of the Korean Olympic Committee and the International e-Sports Federation. As of June 2012, it was the managing body for 25 e-sports in the country
5	Singapore's Cyber-sports and Online Gaming Association	2008	A youth non-profit association, It aims to elevate sports by nurturing local talents, cultivating online communities, and creating job opportunities. One of its key pillars is the E-sports Academy, which aims to create a centre of excellence around e-sports and youth leadership.
6	British E-sports Association	2016	The national body for e-sports in the United Kingdom. It was established to help develop the UK's grassroots e-sports scene and provide an infrastructure to nurture future talent.
7	Malaysian E-sports Federation	2014	The governing body for all electronic sports in Malaysia
8	Qatar Esports Federation (QESF)	2022	National Federation for electronic sports in Qatar and member of the Qatar National Olympic Committee.

Source: (Houhou, 2023)

There is a large diversity of organizations that exist in the e-sports industry. There are governmental and non-profit organizations, as well as for-profit organizations that operate globally.

We also notice the global reach of these organizations. Although some organizations focus on a particular country or region, yet they are established with the aim of creating an international network.

2. Introduction of e-sports in education and academia. There are several programs of higher education on e-sports in many countries. These programs offer to students the opportunity to learn skills and knowledge specific to the e-sports industry, such as team management, event organization, content production and game strategy.

Programs vary from certificate programs to bachelor's or even master's degrees. Many universities and colleges also offer programs that integrate e-sports as modules into more traditional fields of study, such as business management, communications, and psychology. The table below presents a panel of examples of higher education programs on e-sports

Table 2

Examples of Higher Education Programs on E-sports

Institution	Program	Degree/Certificate	Country
Staffordshire University	e-sports	Bachelor of Science	UK
University of California, Irvine	e-sports management	Certificate	USA
University of Chichester	e-sports	Master of Science	UK
The Ohio State University	sport, e-sports, and media	Bachelor of Science	USA
Paris Saint-Germain Academy	e-sports player and coach	Professional training	France
University of Roehampton	e-sports	Bachelor of Science	UK
Beijing Sport University	e-sports	Bachelor's/Master's degrees	China
Korea Nazarene University	e-sports	Bachelor's/Master's degrees	South Korea
Miami University	e-sports	Bachelor's/Master's degrees	USA
RMIT University	e-sports	Bachelor of Business	Australia
Columbia College Chicago	e-sports management	Bachelor of Arts	USA
University of Staffordshire	esports and games design	Master of Arts	UK

Source: (Houhou, 2023)

There are multiple higher education programs on e-sports from various institutions around the world. This demonstrates that there is a growing interest in e-sports education internationally.

It should be noted that this list is not exhaustive, and there may be other e-sports higher education programs available that are not included in this table. Nonetheless, it highlights the fact that e-sports education is increasingly recognized and valued as a field of study.

3. Place of e-sports within the Olympic movement. The place of e-sports in the Olympic movement is the subject of an ongoing debate. While some believe that e-sports should be considered a sport and therefore eligible for Olympic inclusion, others argue that competitive video games lack the physical dimension required to be considered a true sport.

The International Olympic Committee (IOC) has expressed a fairly positive view on e-sports in recent years. Indeed; the IOC has recognized that e-sports has a large and rapidly growing fan base, and can help promote Olympic values such as excellence, friendship and respect.

In 2018, the IOC hosted an e-sports discussion forum with representatives from the video game industry, Olympic athletes and sports leaders to discuss the future of e-sports within the Olympic movement.

However, the IOC has also expressed concerns about the competitive aspect of e-sports, particularly with regard to player health and well-being. The international body also stressed that e-sports must adhere to Olympic principles, such as fairness, non-discrimination and political neutrality.

In 2019, the IOC announced that it would hold an e-sports demonstration tournament during the Youth Olympic Games in Lausanne. However, the (IOC) is still studying the possibility of including e-sports within the Olympic Games, while it had been already included at the Asian Games as a demonstration sport in 2018 and as a medal sport in 2022.

Conclusion. Nowadays, e-sports has become a booming market, with millions of players and fans around the world. Competitive video games are now seen as an industry in their own right, with high financial stakes and growing international recognition.

One of the main issues with including e-sports in the Olympics is the wide variety of games and platforms played, which makes it difficult to establish standardized rules and regulations. Additionally, the high level of commercialization and the potential for cheating or doping also pose a challenge to the integrity of the discipline as a competitive activity.

E-sports has emerged as a rapidly growing industry, the development has opened up new opportunities for gamers, fans and businesses, and provided a platform for innovation and creativity in gaming and related fields. Despite some ongoing debate and controversy surrounding e-sports, the overall trajectory of the industry is one of growth, and it seems likely that e-sports will continue to evolve and expand in the years to come.

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INNOVATION AND HEALTH-SAVING TECHNOLOGIES IN THE EDUCATIONAL PROCESS

***Васанті Г., Аджіні П. С.** Інновації та здоров'язберігаючі технології у навчальному процесі.*
***Ключові слова:** IoT, імерсивне навчання, ШІ, гейміфіковане навчання, хмарні обчислення.*

Abstract. *The technology changed our life tremendously in a good way. Life is going to be easier and even better day by day. One of these improvements affected positively on our education system. It gives us a chance to saving our time to rewrite the notes in the classroom because we can access them anytime anywhere. It also more effective for teachers, in order to do not waste their time to prepare the notes and jot down the notes on the board. Instead, gives them more time to explain the course better. A teacher can teach students with virtual reality and other good aspects that technology brings to one's life, providing a chance of distance learning for all people in the world. It's found that all of these improvements give chance for saving time and energy and all of them are positive and made the life easier. The application of technology in education sectors helps bridge the gap between students and teachers and strengthens the relationships between teachers and students. A wide application of innovation technologies in education is highly significant. Present study explores innovation technologies of learning in the modern education.*

Keywords: *IoT, immersive learning, AI, gamified learning, cloud computing.*

Introduction. The evolution of technological know-how has impacted each component of our lives from banking to the way that we communicate with each other. In fact, science has end up an indispensable section of sustaining society, and its infusion with training is therefore inevitable. Technology not solely presents college students with access to countless online resources, but additionally aids them in the studying process.