

DIRECTIONS:

1. Read through this student's essay and note the use of transitions by making them *fancy* (play with size, color, and font). Are there places in need of transitions? Add them in as well.
2. When done, go to the "machine graded essay" that I shared with you. Do the same by noting transitions, adding new ones from the link below. Use these to enhance the readability. Then, reshare that essay with Mrs. O'Janpa.

https://www.flippity.net/ma.php?k=1uKM_WQA9SczkhmaajkXZxL9ztzCbkiWv7Xj9iF3Zpg8

eSports or eCompetition?

In recent years, one may have heard of eSports, including big names like The Overwatch League, LoL Championship Series, or ESPN's controversial coverage of this growing topic. Whether or not these players are skilled is not in question by the public, but whether or not what they are doing is considered a sport... that is the heavy handed elephant in the room. Ultimately, despite its name, eSports and Video Gaming is not a sport, as it doesn't require physical prowess or training of any sorts, and exists behind an odd paywall that, if videogaming were considered a sport, would set a precedent for sport related activity.

Firstly, before defending the view stated, one must acknowledge the opposing view. Many would defend eSports' validity as a sport by stating that it has teams and leagues. Henry Young, in his CNN piece shows an example of this by recognizing that "Sam Matthews [who] found[ed] **Fnatic** (a videogaming team)... lists itself as a 'Sports Team' on Facebook..." (Article 1) By that logic, however, writing for TV, protecting the rights of labor workers, and attempting reparations after WWI would be considered sports, because shows and movies have writing teams and development teams, labor unions are often referred to as or have "League" in their names, and the post WWI "League" of Nations attempted to recover from the wartime fallout. For as rigid as the definition for sports is, the definition of "team" and "league" is just as fluid. Those who use this scapegoat of a reasoning to back videogaming as a sport are hyper hypocritical, as they are calling for a more rigid definition of the words with which it will help them, but asking for more fluid definitions for the words with definitions that counteract their argument. It is as if someone wanted to classify prosecuting and going to court as a sport because one has a legal "team", but wanted to leave the "physical exertion" part out of the definition of sport as to make their choice more eligible. One cannot pick and choose what parts of a definition are right and wrong based on what suits their point of view. If someone likes all meat except for chicken, and wants to get chicken declassified as meat, they can't just redefine meat as coming from a non-poultry creature.

As a first defense for Videogaming not being a sport, one must look at the definition of sport. Dictionary.com defines a sport as “an athletic activity requiring skill or physical prowess and often of a competitive nature....”, and lists this definition as being as old as 1350’s Middle English. With the keywords being “athletic” and “physical”, one can see how this non-sport stance has some merit. If one were to watch an eSports match, one would see two teams of often 24-27 year old players sitting at personal desks or long, high tech looking tables, each with a monitor, keyboard, and mouse. While the on-screen action projected to a large overhead jumbotron may be exciting and look physically taxing, the players themselves simply sit at their desks, and get the occasional finger cramp. As Gabriel Smith illustrated in his Odyssey published article that “Video Games do not require any physical involvement... other than being good at pressing buttons...” (Article 2) Granted, video games take quite a lot of skill, as even Smith would later elaborate in his article, but that doesn’t change the lack of physical activity required. Clicking M1, 2, and 3 while pressing WASD, shift, Ctrl, and space has the same physical threshold, if not less than, as typing up a paper. If that paper were sent in to a writing competition, would that make writing the paper a sport? No, no it wouldn’t. Competition, the word and its definition more closely match the happenings of eSports, regardless of the title that fans want to give it. “An event or contest in which people compete,” as Dictionary.com defines competition, is much more valid for videogaming than “sport” is.

Secondly, when defining a sport one must think of all the things sports have in common in comparison to games and competitions. With games and game related competitions, one must first have a purchased version of that game, be it an analog game such as Chess, Backgammon, or Poker cards, or video games such as League of Legends, Overwatch, or Fortnite, and then a player may go on to learn the controls and/or extensive rules behind the game before playing. A sport, however, has a very different paywall situation. While games requires one to pay for the game itself, sports requires one to pay for the equipment, such as a ball, bat, mit, or helmet. A paywall situation like this allows even those without the proper equipment to use other like objects to play the sport with friends casually or for practice, such as using a tennis ball as a stand in for a baseball. With games, on the other hand, especially video games, this isn’t the case. One cannot play chess with checkers pieces, because how does one remember if that piece was the pawn or the queen? In the case of video games, paying is a MUST. To play the game, one MUST own a copy of the game, digital or physical. A so called eSports player cannot play or practice League of Legends if they only have Team Fortress 2, or Overwatch if they only have Fortnite. This is why even if one were to consider videogaming a sport, it would set a huge precedent in paywall that no other sport currently has, that being the cost of casual play, thus even further modifying the definition and acceptance of the word “sport.”

As one considers this vocabularic dilemma, the facts regarding the requirement of athletic ability and participation in a sport, and the interesting paywall situation are a must know for the well informed. If someone were well educated, they could call out the next

person to call videogaming a sport, educate them, and possibly change the industry's feelings toward this gross misuse of terminology, and the misclassification of simply playing, and possibly winning, a game.

https://www.flippity.net/ma.php?k=1uKM_WQA9SczkhmaajkXZxL9ztzCbklWv7Xj9iF3Zpg8