

e-Sports

December 31, 2022

In news— The Government of India has given Esports a major boost by recognising & integrating it with mainline sports disciplines in the country.

Key updates-

- **The President of India, in exercise of the powers “conferred by clause (3) of article 77 of the Constitution” amended the rules governing Esports** and asked the Ministry of Electronics and Information Technology and the Sports Ministry to include “e-Sports as part of multi-sports events”.
- There had been a growing demand for Esports to be included in the curriculum of multi-discipline events after it was included in the 2018 Jakarta Asian Games as a demonstration sport, meaning medals won in the sport were not counted in the official overall medals tally.
- But **following the President’s notification, issued on December 23, that IT Ministry will be the nodal agency for online gaming-related matters** and the sports ministry will have to include it in its curriculum, it has come as shot in the arm for Esports enthusiasts.
- **Esports will now fall under the purview of the Department of Sports**, which is a division of the Ministry of Youth Affairs and Sports.
- Since athletes compete with one another in a variety of video game genres, video **games will also be recognised as a competitive spectator sport.**
- Since the Indian Esports Industry has long pushed for such an official recognition, this represents a significant change.
- Since the term “Gaming” will also be included in the official multi-sports sections, competitive **gaming will now have a lot more depth to its structure.**
- As a result, all competitions will be given the same

serious consideration as other forms of athletic competition. Additionally, this action will promote the local gaming industry and help develop a more vibrant environment for esports.

- The Asian and Commonwealth Games have already been held in India, and now they can compete fiercely in the esports world.

What is Esports?

- **The term “eSports” refers to the organised, competitive video gaming industry.**
- In the same video games, including Fortnite, League of Legends, Counter-Strike, Call of Duty, Overwatch, and Madden NFL, players from various leagues or teams compete against one another.
- Millions of fans who tune in to live events, watch them on TV, or follow them online keep track of these gamers.
- Popular gamers typically develop their fan bases on streaming platforms like Twitch because they can watch their favourite players play in real time.