

STUDYING THE ADVANTAGES AND DIFFICULTIES IN DEVELOPING ELECTRONIC SPORTS - ESPORTS IN VIETNAM TODAY

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Abstract:

Electronic sports - eSports is a sport developed along with the development of science and technology. The research team basing on the current issues, identifies the benefit and difficult factors for the development of eSports in Vietnam.

Keywords: Electronic sports, eSports, Vietnam.

INTRODUCTION

The world-famous magazine “The Guardian” mentions eSports as Sports 2.0, because Sports 2.0 goes along with the rise of technology. Electronic sports - eSports is made up of a series of video games, organized into major events with the participation of professional gamers. The scale will depend on the coverage of the game, on how much sponsors and game developers spend. Maybe, it is possible only at a small scale - local competition, but can also be at international level - world tournaments. Up to now, eSports has been listed as an official competition sport of the continental sport tournament [1] and Vietnam has eSports teams participating in domestic and international competitions. However, to promote the development of eSports in Vietnam, it is necessary to have a comprehensive assessment of advantages and disadvantages, in order to promote strengths and overcome limitations to promote the development of electronic sports. - eSports in Vietnam.

RESEARCH METHODS

The research uses following methods: document analysis and synthesis method, interviewing method, sociological investigation method, statistical mathematical method.

RESULTS AND DISCUSSION

1. Developing situation of electronic sports - eSports in Vietnam

1.1. Situation of the number of participants in eSport subscribing, training and competing in Vietnam today

The team surveys the statistical results on Appota esports website, which is the leading eSport-statistic website. The result shows that Vietnam is currently a market attracting 26 million gamers, creating millions of minutes of livestreams on broadcast platforms and attracting 16 million people to regularly watch. The total value of the prize in 2018 for tournaments were approximately 1 million USD. [5]

1.2. Situation of participation and achievements of Vietnamese eSports teams in regional and international tournaments

Aggregate result from the sources shows:

At the regional and Asian level:

In League of Legends, Vietnam is the country having the highest achievement in Southeast Asia.

At ASIAD 2018, Vietnam won 03 bronze medals in three subjects: Arena of Valor - MOBA game on mobile phone; Clash Royale - other mobile games; and StarCraft II - strategy game (Not counting the total achievements of the Vietnamese sports delegation at ASIAD,

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because this tournament only considered eSports as a demonstration sport)

At the international level

In League of Legends, Vietnam has had three teams participating in 2 world finals and has repeatedly participated in other important tournaments like MSI or AllStars.

In July 2019, for the first time, the Vietnamese team won the championship at the Arena of Valor World Cup – AWC held in Vietnam. The prize of the tournament is nearly

5 billion VND, helping 5 players to appear in the list of top 20 highest-income people in Vietnam today.

1.3. Current situation of professional eSports athletes’ income in Vietnam

To determine the current income situation of Vietnamese eSports athletes, we conducted a study of the income rankings of eSports athletes in Vietnam on Esportsearnings’ website in September 2018. The result is shown in table 1.

Table 1. Top 20 eSports athletes with the highest annual earning

	Player ID	Player Name	Total (Overall)	Highest Paying Game	Total (Game)	% of Total
1	FroE	Trần, Quang Hiệp	\$90,791.76	Arena of Valor	\$90,791.76	100.00%
2	XB	Trần, Xuân Bách	\$90,791.76	Arena of Valor	\$90,791.76	100.00%
3	ADC	Trần, Đức Chiến	\$84,125.09	Arena of Valor	\$84,125.09	100.00%
4	Gau	Phạm, Hồng Quân	\$80,791.76	Arena of Valor	\$80,791.76	100.00%
5	ĐạtKòiii	Đinh, Tiến Đạt	\$74,125.09	Arena of Valor	\$74,125.09	100.00%
6	Archie	Trần Minh Nhật	\$73,904.58	League of Legends	\$73,904.58	99.74%
7	Optimus	Cường, Trần Văn	\$60,150.11	League of Legends	\$60,150.11	100.00%
8	Levi	Đỗ, Duy Khánh	\$57,414.86	League of Legends	\$57,414.86	100.00%
9	MAXIM	Hong Nguyen	\$47,468.04	Crossfire	\$47,468.04	100.00%
10	Stay	Nguyễn, Ngọc Hùng	\$46,561.71	League of Legends	\$46,561.71	100.00%
11	BEAN	--	\$44,868.04	Crossfire	\$44,868.04	100.00%
12	BOTKONZ	--	\$44,868.04	Crossfire	\$44,868.04	100.00%
13	KUKON	--	\$44,868.04	Crossfire	\$44,868.04	100.00%
14	RAMBO	--	\$44,868.04	Crossfire	\$44,868.04	100.00%
15	Naul	Võ, Thành Luân	\$39,934.00	League of Legends	\$39,934.00	100.00%
16	Stark	Phan, Công Minh	\$37,800.51	League of Legends	\$37,800.51	100.00%
17	BigKoro	Đặng, Ngọc Tài	\$36,934.00	League of Legends	\$36,934.00	100.00%
18	Trung	Nguyễn, Hải Trung	\$36,934.00	League of Legends	\$36,934.00	100.00%
19	SofM	Lê, Quang Duy	\$36,273.89	League of Legends	\$36,273.89	100.00%
20	Tall	--	\$33,993.29	Clash Royale	\$33,993.29	100.00%

Through the results of income statistics of 20 eSports players in Vietnam, it can be seen that the athletes' income is very high. In which, the top 4 positions all have income from over 80 to over 90 thousand dollars (equivalent to 2 billion VND), much higher than professional athletes in other sports

2. Advantages and difficulties in developing electronic sports - eSports in Vietnam today

2.1. Advantages in developing electronic

sports - eSports in Vietnam today

Through combination of information sources, documents, and exchanges with expert and managers in the field of eSports, we realize that the current development of electronic sports - eSport in Vietnam has following advantages:

- General development trend: Every year, there are many large and small tournaments held domestically as well as internationally by eSports game creators, leading to the development and also attracting interest of many people.

- Regarding the characteristics of Vietnamese people: intelligence, agility and many excellent achievements in mental-related competitions... suitable for the development of electronic sports- eSports.

- Many businesses in Vietnam are interested in investing in eSports to promote their brands and products (CocaCola, Mobifone, Viettel, Asus...). It helps increasing the movement of subscribing, training and competing Esports.

- Vietnam's eSports team won the 2018 World Championship, creating a good momentum for the eSports development in Vietnam.

- The Philippines has officially announced: eSports including 6 subjects: Mobile Legends: Arena of Valo, Mobile Legends, Bang Bang, DOTA 2, Tekken, StarCraft II and HearthStone are medal-competing subjects and be counted as

a sport. in SeaGames 30;

- Esports offers several great benefits: Economic benefits; community and also helps players improve reflexes, concentration, improve the organization and exploration capacity. [4]

2.2. Difficulties in developing eSports in Vietnam today

In order to identify difficulties in developing eSports in Vietnam today, we first conducted interviews with 100 people who are parents, students and teachers. Respondents consisted of 2 groups, each group of 50 people: Group from 25 - 40 years old (with more exposure to technology) and over-40-year-old group. The interview focused on identifying opinion and perception of respondents about eSports and the impact of eSports on their children. The result is presented in Table 2.

Table 2. The reality of opinion and perception of parents and teachers about eSports development (n = 100)

Opinion and perception	Over 40 years old (n=50)				Under 40 years old (n=50)			
	Agree	%	Disagree	%	Agree	%	Disagree	%
eSports is a good sport	12	24	38	76	35	70	15	30
eSports has negative impacts on academic performance	45	90	5	10	12	24	38	76
eSports has negative impacts on cognition	42	84	8	16	5	10	45	90
eSports has negative impacts on health	39	78	11	22	15	30	35	70
eSports creates happiness and motivation	5	10	45	90	45	90	5	10
eSports helps avoiding social evils	18	36	32	64	39	78	11	22
Agree to allow their children to participate in training/competing or working in eSports-related platforms?	2	4	48	96	12	24	38	76

The interview results obtained in Table 2 show that the opinion and perception of the two groups of interviewees are markedly different. While in over-40-year-old group, the majority believes that eSports is not a good sport, it will have negative impacts on the learning and health of their children... and up to 94% of the respondents does not allow children to participate in training/competing or working in

eSports-related platforms. In contrast, in under-40-year-old group, most people think that this is a good sport, has a positive effect on health, spirit and learning, and helps players avoid the identification of social evils... and up to 76% of the respondents said that they agreed to let their children participate in training/competing or working in eSports-related platforms.

To figure out more and explain reasons for



Recreational sports are still strange to many Vietnamese. It is the prejudice against online gaming that is the main reason hindering the development of eSports in Vietnam (Image source: <https://baomoi.com>)

the views and perceptions of parents and teachers about eSports, we conducted research and identified some limitations and risks in eSports industry development, they are:

- Not all eSport participants have a stable income, but only professional gamers, famous eSports streamers or organizers, game-creating operators have high income and stability;
- Life expectancy and trend of an eSport competitive game is not long-durable, due to the influence of Science & Technology (S&T) development (example: developing from computer games to smartphone game, etc.);
- In Vietnam, there are no professional eSports-training facilities like developed countries (Korea, China, Japan, Northern European countries...)

CONCLUSION

The result of the situational assessment shows that the competitive performance of Vietnam's eSports teams is increasing. The income of professional eSports athletes is increasing and more and more people follow and participate in eSports training and competitions.

The analysis result also shows that there are many advantages for Vietnam to develop and improve the performance of eSports: general development trends, Vietnamese human characteristics, involvement of businesses

achievements of the teams and many positive effects of eSports itself. In addition, the development of eSports in Vietnam still faces a number of difficulties like there are still many people who have no notions and perceptions about eSports; income issues; highly S&T development demanding and lack of professional training facility.

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