

WHAT IS ESPORTS?

1. **Which statements do you think are correct?**
 - a. **Like sports competitions, esports competitions are governed by regulations**
 - b. Unlike sports competitions, there is no risk of injury during esports competitions
 - c. **Like sports competitions, esports competitions are organized as shows with audience**
 - d. **Unlike sports competitions, esports competitions do not constitute Olympic or para-Olympic disciplines**
 - e. Like sports competitions, esports competitions distinguish players by gender and age category

2. **What are the two elements that modified the practice of esports during the 90s?**
 - a. The release of World of Warcraft and the first MMORPGs
 - b. **The development of personal connections to the Internet**
 - c. **The development of personal computers**
 - d. The development of fourth generation home consoles (Megadrive, SNES)
 - e. The first giant tournaments in football stadiums

3. **By whom is Twitch bought for nearly a billion dollars in 2014?**
 - a. **Amazon**
 - b. Google
 - c. Facebook
 - d. Apple

4. **How many global organizations are there currently trying to federate the entire ecosystem?**
 - a. 0
 - b. 1
 - c. 3
 - d. **6**
 - e. 10
 - f. 50



QUIZ

5. **What is the most represented average age for pro gamers?**
 - a. 10-17
 - b. 13-20
 - c. 15-22
 - d. 18-25**
 - e. 20-27

6. **What is the name of the model if all the organization and regulation of the competition is centralized by the owner of the intellectual property of the game?**
 - a. The outsourced model
 - b. The internalized model**

7. **What is the most represented average age for pro gamers?**
 - a. Fans (merchandising, donations, ticketing...)
 - b. Streaming platforms (advertising revenue)
 - c. The private sector (sponsorship, partnership, investment...)**
 - d. Publishers
 - e. Public funding

8. **What categories do Starcraft II and League of Legends belong to?**
 - a. Shooter Games (FPS/TPS)
 - b. Real Time Strategy Games (RTS)**
 - c. Sports games
 - d. Multiplayer online battle arena (MOBA)**
 - e. Multiplayer Online Role Playing Games (MMORPG)
 - f. Fighting games
 - g. Online Collectible Card Games (CCG)

9. **What are the two main differences between a RTS and a MOBA?**
 - a. MOBAs are always played by team unlike RTS where it is not systematic**
 - b. In MOBAs, only one unit is controlled while in RTS, several units are controlled**
 - c. In MOBAs, there are level ups while there is none in RTS
 - d. In MOBAs, we do not play in «real time» as in RTS
 - e. In MOBAs, you need more dexterity than in RTS



QUIZ

10. What are the three essential attributes that define esports?

- a. audience
- b. players**
- c. a streaming
- d. a computer
- e. a video game**
- f. a logic of confrontation**
- g. a ranking system



QUIZ

ESPORT & INCLUSION

1. How is the term 'inclusion' defined?

- a. The fact of being included in a defined group/groups; the fact of being a group member
- b. The fact of being included national identity/identities; the fact of being a national
- c. The fact of including somebody/something; the fact of being included**
- d. The fact of excluding those who do not want to be included/inclusive

2. How is the term 'stereotype' defined?

- a. A fixed positive idea or image that people may have of a particular type of person or thing
- b. A fixed negative idea or image that people may have of a particular type of person or thing
- c. a fixed idea or image that many people have of a particular type of person or thing, which is often true in reality
- d. a fixed idea or image that many people have of a particular type of person or thing, but which is often not true in reality**

3. If a widely shared stereotype attributes positive skills to a group, does this make the stereotype acceptable?

- a. No, it you cannot dismiss negative stereotypes while supporting positive ones**
- b. Yes, it should always be possible to support positive perceptions, even from stereotypes
- c. Possibly, depending on who says it and why
- d. Possibly, depending on whether you like what is said or not

4. The Equality Act 2010 is the United Kingdom legislation considered in the 'What is Inclusion' session. It names 9 Protected Characteristics, 3 of these are new under this law, which are they?

- a. Race & Ethnicity, Disability, Religion or Belief
- b. Age, Sexual Orientation, Gender
- c. Gender Reassignment, Pregnancy & Maternity, Marriage & Civil Partnership**
- d. Religion or Belief, Sexual Orientation, Gender Reassignment



QUIZ

5. **Does The Equality Act 2010 cover everyone equally?**
- a. Yes
 - b. No
 - c. **Yes, generally but with some protections only applying if a person qualifies for specific Characteristics, such as Disability**
 - d. Yes, generally but with some protections only applying until a person reaches certain stages, for example, adulthood
6. **Does seeking to ensure inclusivity is equally accessible mean we should:**
- a. **Seek to harmonise rights between all groups within a characteristic, for example men and women under gender (as well as well as those identifying on the spectrum between these)**
 - b. Seek to redistribute rights from advantaged groups to disadvantaged groups (from men to women, for example)
 - c. Seek to create new rights for disadvantaged groups to compensate
 - d. Seek to reduce the rights of advantaged groups
7. **If someone is physically disabled they are unlikely to succeed in esports**
- a. Yes, they are unlikely to succeed
 - b. No, they are likely to succeed
 - c. Neither yes or no, it will depend on their individual context and circumstance
 - d. **All of the above**
8. **If a disabled person is competing in a virtual space, using an avatar, are they going to be able to compete?**
- a. Yes, they are likely to be able to compete
 - b. No, they are unlikely to be able to compete
 - c. Neither yes or no, it will depend on their individual context and circumstance
 - d. **All of the above**
9. **We are expected to respect each other's opinions in formal physical settings, should the same apply to virtual settings?**
- a. **Yes, we should seek to be respectful in all forums**
 - b. No, virtual environments are not real spaces
 - c. Possibly, depending on the circumstances
 - d. Possibly, depending on the rules



QUIZ

10. Do you think it is enough for organisers of esports events to ask you to be respectful, or should there be guidance?

- a. There should always be guidance
- b. We do not need guidance if we are respectful
- c. We should always try and respect each other
- d. **All of the above**

11. Is the context of different events and situations, including esports, important?

- a. **Yes**
- b. No
- c. It depends what the circumstances are
- d. It depends what you expect from the event or situation

12. If you encounter language you find offensive, should it be reported?

- a. Yes
- b. No
- c. **It depends what the context is**
- d. It depends what how much trouble it will cause

13. When we do use language, what can we be sure of?

- a. If I explain myself clearly, everyone will understand me
- b. If I explain myself poorly, no one will understand me
- c. If I explain myself clearly or poorly, someone will always misunderstand me
- d. **If I explain myself clearly or poorly, how someone will understand will always depend on how someone interprets what I say**

14. When you are communicated with, is your ability to interpret what is said based on:

- a. **Your own personal lived experiences**
- b. Your shared experiences with your social group
- c. Your shared experiences with your family group
- d. Your shared experience with the person you are communicating with



QUIZ

15. If a person plays violent computer games, they will commit violent acts

- a. Yes
- b. No
- c. Possibly
- d. **To only suggest violent games are the reason someone is violent is unlikely**

16. Only boys and men are gamers

- a. Not true
- b. True
- c. **The number of girls and women playing is almost 50% in some countries and growing**
- d. The number of girls and women playing is almost 50% in some countries and / but ? dropping

17. If you play esports, you will become a gambler

- a. Not true
- b. True
- c. Addictive behaviour is always encouraged by competitive engagement
- d. **Addictive behaviour is far more complicated than just engaging in esports**

18. Online gaming can lead to suicide

- a. Not true
- b. True
- c. Anxiety and depression can be heightened by online gaming
- d. **To link the complexities of conditions such as anxiety and depression only to online gaming as a reason for suicidal thoughts is an ignorant stereotype**

19. Who has the right to decide if gaming is a waste of the gamer's life?

- a. **No one**
- b. Friends
- c. Family
- d. Society



QUIZ

20. What is suggested as the most significant variable in the way we engage with each other?

- a. The language we use
- b. The way we present ourselves
- c. That we are all human beings**
- d. That we are all able to think for ourselves



QUIZ

DIGITAL AND PHYSICAL ENVIRONMENTS

- 1. Motor Skills that a gamer needs in order to perform correctly are related to the process of:**
 - a. Sending information as fast as possible through the execution mechanism to realize an action.
 - b. Perceiving and analyzing information in order to generate an adequate response to execute an action.**
 - c. Perceiving as much information as the gamer can in order to analyze various possibilities to execute different actions.
 - d. Coordinating different parts of the body at a concrete moment to execute several actions.

- 2. The main perceptual and motor skills that gaming can help to develop are:**
 - a. General coordination, fast coordination, eye-toe coordination and motor coordination.
 - b. Creativity, general coordination, spatial abilities and general coordination.
 - c. Social skills, goal setting, motor coordination and eye-hand coordination.
 - d. Motor coordination, general coordination, eye-hand coordination, dynamic coordination.**

- 3. The cognitive skills that allows a person “to establish priorities and resist actions or impulsive responses” is called:**
 - a. Working memory.
 - b. Cognitive flexibility.
 - c. Inhibition.**
 - d. Problem solving.

- 4. Which group of these three conditions are related to motor task:**
 - a. Number of decisions, level of uncertainty and level of risk**
 - b. Quantity of stimulus, level of precision and level of risk.
 - c. Speed required to generate fast actions, level of uncertainty and number of items to remember.
 - d. Level of certainty, number of decisions and speed required to generate actions.



QUIZ

5. **Which of these affirmations related to cognitive skills is not true:**
- a. 70% of gamers play their games with a friend.
 - b. Video gaming is associated with creativity.
 - c. Studies have shown that Gamers reports a need for competition as their main objective for playing video games.**
 - d. Video games increase the ability to allocate attentional resources in space and time.
6. **When did the network player concept appeared?**
- a. In 2020s
 - b. In 1990s**
 - c. In 2005
 - d. It is an incorrect expression
7. **Which is one of the main ethic aspects about esports?**
- a. Rejection of aggressive behaviour**
 - b. Increasing political differences
 - c. High physical activity
 - d. A and C are right
8. **Which of the following answer is about games based on values such as teamwork or solidarity?**
- a. Games aimed at leisure with transmission of negative values
 - b. Sport games
 - c. Educational games**
 - d. None of the answer is right
9. **About esports games (Formula 1, NBA...). Which is not one of their main features?**
- a. They are not based on combat with explicit violence
 - b. It necessary to work strategy and agility in games
 - c. The player should do physical activity (jumps, running...) while he or she is playing**
 - d. These are games based on traditional motor sports



QUIZ

10. Which is the feature which explains that “One of the main objectives of regulated competitions in esports should be the promotion of teamwork towards the achievement of victory”?

- a. Promoting responsibility in practice
- b. Social inclusion
- c. Cooperation in the achievement of common objectives**
- d. Reflection of sexism or marginalised behaviour

11. Which of the following statements related to physical activity and esports is correct?

- a. Lack of a general physical activity is a problem, not only in terms of health parameters, but in that a high physical condition allows better competitive conditions to withstand specific fatigue.
- b. Training improves and increases the myelination process, which mainly increases the neurotransmitter capacity of our nervous system and our muscles.
- c. Some studies have indicated an improvement in nerve signal strength, muscle coordination and fatigue resistance through strength training.
- d. All the answers are correct.**

12. Which of the following exercises are recommended for general work involving large muscle groups?

- a. Bicep curl, forearms and soleus.
- b. Bicep curl, bench press and squat.
- c. Bench press, squat and deadlift.**
- d. Forearms, squat and soleus.

13. What is the minimum weekly frequency that we should propose when training to expect significant improvements in our physical condition?

- a. Three times / week.**
- b. Two times /week.
- c. One time / week.
- d. It is not relevant.



QUIZ

- 14. What are the two main capacities to train for the perceptual system?**
- a. **visual and auditory.**
 - b. sensitive and auditory.
 - c. auditory and thermal.
 - d. All the answers are wrong.
- 15. When performing tasks that allow us to train our abilities, we must take into account to progress in their development:**
- a. The existence of feedback at the visual level.
 - b. The added difficulty of combining visual and balance stimuli in the same task.
 - c. The realization of a greater range of movement when perceiving the stimulus.
 - d. **All are correct**
- 16. When setting out an architectural design project for a building, what is it important to have?**
- a. **a clear brief**
 - b. a client
 - c. a project budget
 - d. permission from the local authority or department
- 17. When designing an esports centre, it is important it is accessible for:**
- a. esports athletes and their entourage
 - b. esports spectators and their friends
 - c. the general public
 - d. **all of them**
- 18. Who should decide what esports centres should look like, what their 'aesthetic' should be?**
- a. **those working on each individual project depending on its context**
 - b. the architectural designer or teams who design them
 - c. the clients who has commissioned the building projects
 - d. the people who use these centres



QUIZ

- 19. When designing a new-build esports centre, which of these should the project take into consideration?**
- a. How it attracts professional esports athletes and participants
 - b. How it also attracts people new to gaming, and amateurs
 - c. How the public, gaming, professional and support facilities meet spatial expectations
 - d. All of them**
- 20. The 'Marmite Effect' was discussed when considering the design of esports centres, does this mean a building is:**
- a. universally liked and appreciated
 - b. universally hated and underappreciated
 - c. open to personal interpretation as either loved or hated**
 - d. neither loved or hated



QUIZ

ESPORT & BUSINESS

1. **Esports industry stakeholders can be categorized into _ types of stakeholders**
 - a. 2
 - b. 3
 - c. 4
 - d. 5

2. **The hard to grasp characteristics within esports space include**
 - a. **Global market orientation, integral digitalization, and change orientation**
 - b. Market is global, participants have low-energy and are not very enthusiastic
 - c. Resources come from the top to the bottom and esports companies are not very flexible
 - d. Esports has evolved very locally but the environment is very dynamic

3. **High focus on goal setting characteristic in the esports space means that**
 - a. It is easy to set goals in esports
 - b. In FIFA sports game you should try to score as many goals as possible
 - c. **Delivering best possible experience and aiming to be the best is integral**
 - d. Esports stakeholders meet their set goals without much opposition

4. **The primary stakeholders in esports include**
 - a. Sports organizations, Tournament organizers and Shareholders
 - b. Professional teams, sponsors and governing bodies
 - c. General public, media and audience
 - d. **Game developers, tournament organizers and professional players**

5. **Game developers are crucial because**
 - a. They set the rules and oversee their games
 - b. They organize the best esports events
 - c. **They create the esports titles which people play**
 - d. They invest a lot of money into the esports space and help the industry grow



QUIZ

- 6. Professional teams offer professional players:**
- a. Training possibilities and possibility to compete in at the highest level
 - b. Coaches and competitive environment
 - c. Salary and other monetary benefits
 - d. **All the above**
- 7. The secondary stakeholders include**
- a. **Sports organizations, governing bodies, and sponsors**
 - b. Professional teams, game developers and media
 - c. General public, professional players, and entrepreneurs
 - d. Tournament organizers, general public, and shareholders
- 8. Governing bodies in esports**
- a. Are important as they are well established and set the rules for every game
 - b. Organize the biggest tournaments and update games to match rules accordingly
 - c. **Are not well established and have very little credibility in esports**
 - d. Relate to only one governing body that oversees every game
- 9. Sponsor are important and it is said that _ of the industry revenue comes from sponsorships**
- a. all
 - b. half
 - c. **two thirds**
 - d. ten percent
- 10. Coopetition is important for the esports industry because**
- a. coopetition was born in the esports industry and is very important to reach a certain customer segment
 - b. **it fosters growth in the emerging industries and is one of the driving forces in esports industry**
 - c. companies that coopete need to have tangible resource exchange thus positively affecting the industry revenue growth
 - d. it means that companies are fully dependent on each other



QUIZ

11. Co-destiny

- a. is something that is easy to measure as stakeholders can do it together
- b. is being shared by the long-term stakeholders and emerging ones in the same way
- c. derives from long-term shared goal and strategy for the esports growth by the stakeholders**
- d. relates to mutual agreements between esports stakeholders

12. The business model network of esports

- a. will not change as companies are well established in the industry
- b. is not very innovative as all the working business model opportunities have been explored already
- c. is likely to change and evolve due to massive influx of new stakeholders and raise in capital**
- d. refers to only one business model which all companies use to gain profit

13. The reasons for people to watch esports according to Hamari and Sjöblom are

- a. acquisition of knowledge, enjoyment of aggression and escapism**
- b. physical attractiveness of the players and novelty of esports
- c. Vicarious achievement and betting habits
- d. easy to access content, interesting personalities and easy interaction

14. Vicarious achievement means

- a. co-living and empathizing with people and characters coming from achievements of teams and players**
- b. achieving the best level of gameplay in esports
- c. being part of a successful esports team as a manager
- d. achieving a flow state only understood by professional and ex-professional players

15. Performance aspect for an esports athlete

- a. is the least important one
- b. is perhaps too emphasized and may affect health and success**
- c. means that once you're at the top it is easy to stay there
- d. highlights the importance of relationships



QUIZ

16. Esports athlete's career

- a. is an easy way to make a living as income-level can be achieved quite easily
- b. is a long one as you cannot injure yourself by playing computer games
- c. offer the same possibilities for everyone as the salaries are controlled and quite equal
- d. **is in need for more research regarding career-transition after the player retires**

17. Mastery stage relates to

- a. a stage where an individual chooses a specific sport to master
- b. a stage where an individual tries to master multiple games at the same time
- c. **a stage where an individual can be called an athlete and has reached best competence and skill level**
- d. a stage where an individual has mastered the game and moves on to the next game

18. Enjoying stage in esports relates to

- a. **Early stages of the game play where an individual is learning to play the game and success is not important**
- b. Becoming better in a game so gaming in general becomes more enjoyable
- c. Developing mental skills to overcome potential mistakes and thus enjoying the game more
- d. Adapting to your opponents so you enjoy outplaying them

19. Barriers for optimal gameplay relate to

- a. Having controlled hours for gaming so that you are not able to play and practice sometimes
- b. Barriers that other players have set you to hinder your development
- c. Regional servers for games which will not allow a player to play with everyone
- d. **Confidence issues, haunting of bad achievements, harassment, or bad coping strategies with anxiety**

20. Becoming a successful esports player requires...

- a. **to have great knowledge about the game in question**
- b. **strategic thinking and fast decision-making**
- c. **going forward and staying motivated**
- d. **separating daily life from in-game performance**



QUIZ

EVALUATION

- 1. When did the foundation of competitive video games begin?**
 - a. the early 1990s
 - b. at the end of the 1980s
 - c. at the turn of the 1970s**
 - d. in 2002.
- 2. Which platform, a major esports institution, was acquired by amazon in 2014 for nearly \$1 billion?**
 - a. Epic Games store
 - b. Youtube
 - c. Twitch**
 - d. Mixer
- 3. What is a caster?**
 - a. a high-level esports player
 - b. an action performed in-game with the aim of confusing his/her opponent
 - c. a person who comments on an esports match**
 - d. an improvised match between two people who do not necessarily know each other
- 4. Which of the following games is an FPS - First Person Shooter ?**
 - a. Call of Duty**
 - b. Starcraft II
 - c. Fortnite
 - d. Rocket League
- 5. While girls represent more than half of all video game players, how many of them play competitively, online or IRL?**
 - a. 17%
 - b. 4%
 - c. 6%**
 - d. 12%



QUIZ

- 6. How can inclusion be defined?**
- a. being included in a defined group(s); being a member of the group.
 - b. being included in a national identity(ies); being a citizen.
 - c. including someone/something; being included**
 - d. excluding those who do not want to be included/included.
- 7. According to richard bartle's classification of player profiles, which modality of action is sought by the so-called "socialisers"?**
- a. These are players who primarily want to have an impact on other players.
 - b. They are players who are focused on achieving objectives.
 - c. They are players who want to interact with the game environment.
 - d. They are players who want to interact with other players first and foremost.**
- 8. According to newzoo, how many viewers could the global esports audience reach in 2024?**
- a. 474 millions de viewers
 - b. 577,2 millions de viewers**
 - c. 958,3 millions de viewers
 - d. 255 millions de viewers
- 9. What is the objective of the women in games france association?**
- a. To promote gender equality in the video game industry**
 - b. To promote accessibility for people with disabilities in the video game industry
 - c. To promote gender equality in the esports industry
 - d. To promote intergenerational esports
- 10. What type of game is the least accessible in terms of gameplay for people with disabilities?**
- a. FPS - First Person shooter**
 - b. MOBA - Multiplayer Online Battle Arena
 - c. Versus Fighting
 - d. RTS - Real Time Strategy



QUIZ

- 11. Which software is used both in the school environment and in gaming, mainly for communication between students/players?**
- a. MSN
 - b. Messenger
 - c. Zoom
 - d. Discord**
- 12. When designing the construction of an esports centre, what elements should be taken into consideration in the development of the project?**
- a. how the centre will attract professional athletes and participants
 - b. how the centre will attract video game novices and amateurs
 - c. how the public, gaming, professional and fan facilities can be integrated into the planned spaces
 - d. all of the above**
- 13. What variable(s) should be taken into account when designing a strength programme?**
- a. training frequency
 - b. training volume
 - c. training intensity
 - d. all of the above**
- 14. With regard to the physical part of training, how long does it take to achieve your goals?**
- a. 3 to 4 hours per day
 - b. the more : the better
 - c. 3 to 4 sessions per week**
 - d. 3 to 4 hours per month
- 15. On which variable(s) can physical activity help to improve esports performance?**
- a. precision of movements
 - b. delayed fatigue
 - c. improvement of cognitive capacity
 - d. all of the above**



QUIZ

16. Which of these four characteristics of the esports industry is not true?

- a. The people involved with esports are highly focused on goal setting
- b. The market's orientation is truly "glocal"
- c. Esports are oriented towards change
- d. Resources are allocated in a bottom-down fashion**

17. Who are the main stakeholders in the sports industry?

- a. game publishers and developers
- b. tournament organisers
- c. professional teams and players
- d. a, b & c**

18. According to bruner, pummellet and wylleman, what are the four stages in the progression of an athlete's career?

- a. initiation, peripatetic, domination, decline
- b. initiation, development, mastery, discontinuation**
- c. initiation, mastery, development, discontinuation
- d. initiation, discontinuation, development, mastery

19. What do we call a technological tool that significantly changes our lives?

- a. a disruptor**
- b. a revolution
- c. an impactor
- d. an agitator

20. Which major industries were inspired by esports in their practices during the covid-19 health crisis?

- a. the automotive sector
- b. the mass retail sector
- c. the sports industry**
- d. entertainment**



QUIZ

21. Which european team won the 2021 league of legends european masters?

- a. BT EXCEL (Great-Britain)
- b. UCAM Esports club (Spain)
- c. Karmine Corp (France)**
- d. Team Vitality (France)



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