

ETHIC CODE IN ESPORTS

Memo

INTRODUCTION

At present and as a result of the technological advance, new practices of leisure occupation in society are beginning to appear as a result of this advance. The global community is immersed in a process of change in which physical limitations are beginning to be overcome thanks to the technological implementation in the day-to-day life of the human being.

One of the fields that is starting to experience changes at a dizzying rate is the so-called «video game industry». In its beginnings, this industrial area was based on the individual experience of the player as a mere activity with which to occupy his or her free time. However, thanks to the widespread appearance of the Internet in homes in the 1990s, this relationship changed in such a way that the concept of the «network player» appeared (Lafrance, 2003), bringing a series of advantages which were unknown until then, and which led to a change in the gaming experience. Today, this experience is based on the so-called multiplayer modes in which the person without having to leave his or her home can interact with others, share equipment, play games, exchange messages, etc.

As a result of this profound change in the virtual entertainment industry, what is now known as «esports» began to emerge, adding a competitive aspect to video games. The growth of this field, in recent years, has been such that a whole underworld has developed in the form of virtual leagues, event promotion and marketing companies around video games and professional teams. In fact, the expansion and economic impact has been so great that a debate has opened up in society as to whether esports can be considered a sport.

Traditionally, sport has been granted to that motor activity with a competitive character which is characterised by a great deal of clear regulation and which was protected under the halo of an association or federation. However, following the proposal made by Wagner (2006), with the emergence of electronic games and their economic boost, it is necessary to redefine the term sport, emphasizing the elimination of the motor section. Thus, sport can now be understood as:

«Cultural field or activity in which there is a voluntary exchange with another person or persons with the conscious intention of developing and training skills of cultural importance and comparing themselves at the level of these skills according to a regulation and without the deliberate intention of causing harm to the person with whom they interact».



ETHIC CODE IN ESPORTS

Memo

Following this definition, esports would fall into the category and could be considered as a sport because, besides the simple fact of virtual interaction, there are a series of factors that involve it within this consideration such as: cultural and social interaction, following rules established by the developers of the video games or the promoters of events, leagues or federations, require skills mainly of a cognitive nature and fine motor skills which will be compared with the opponents and are practiced by a multitude of people.

Currently, there is a general lack, worldwide, of federations or associations that preserve the values and essence of esports. Therefore, and in view of the growing social demand and the great influence of electronic games, it is necessary to draw up a code of ethical conduct aimed at both competitive players and managers to ensure the proper development of the values and aims of esports for those people, especially children and teenagers, who practice this activity in their free time. Ensuring the inclusion of the social and ethical aspect of electronic games will follow the guidelines set by the traditional sports federations which have ethical codes at an institutional level to ensure good practice during the competitive development of their discipline.

OBJECTIVES

The following objectives are derived from the elaboration and compliance with this code of ethics:

- To establish a framework of conduct in the competitive field of esports focused on sporting values, fair play, comradeship and social inclusion.
- To serve as a reference for future practitioners by preserving the above-mentioned values over time.
- To categorise those types of electronic games which, due to their structure and format centred on violence, racism, unsportsmanlike behaviour or others, are not in line with the original values of sport.
- To categorise those typologies of electronic games that are considered suitable for the achievement of appropriate values.



ETHIC CODE IN ESPORTS

Memo

ETHIC CODE

The esports will be considered as ethically responsible based on the possibility of achieving the different aspects of the following code of ethics:

SPORTSMANSHIP IN ESPORTS

Sportsmanship is understood as a principle of positive conduct based on respect for established rules and for the competent authorities in charge of moderating the different sports practices, respect and understanding of differences with colleagues and rivals. So-called sporting behaviour arises from sportsmanship. For example, after winning a match the winners encourage their teammates of the opposite team or know how to handle a defeat respecting the members of the opposite team and the team itself.

INTEGRITY IN ACTIONS

All actions of people involved in sport must be characterised by maintaining behaviour based on good faith and honesty. In the sporting environment, fair play is the basis of confidence in the game and any form of alteration of the normal course of a sporting competition may constitute fraud.

REJECTION OF AGGRESSIVE BEHAVIOUR

All conduct which is intended to harm either physically or mentally an opponent, teammate, coach, referee or members of the public either during or outside the competition will be rejected and penalised by internal rules.

REJECTION OF SEXIST OR MARGINALISED BEHAVIOUR

In a plural and tolerant society, those behaviours that aim at segregation on the grounds of gender, ethnicity, disability, ideology or religion through the use of different means of communication (verbal, written, online, etc.) towards any participant in the competitive activity will be rejected and penalised by the rules and regulations or competent body with the stipulated measures.



ETHIC CODE IN ESPORTS

Memo

COOPERATION IN THE ACHIEVEMENT OF COMMON OBJECTIVES

Electronic games have a great potential in terms of cooperative and collaborative work due to the very nature of competitive games (games with stable teams, characters with a certain role in the game, with a specific function or characteristic, etc.). One of the main objectives of regulated competitions in esports should be the promotion of teamwork towards the achievement of victory. This competitiveness must be worked from the teams in a competitiveness towards the respect of the opponent.

SOCIAL INCLUSION

Electronic games remove various limitations that motor sports have been experiencing, such as: the possibility of physically disabled players to participate under the same conditions as those without physical limitations, the ability to be able to compete virtually by eliminating border restrictions or large movements, the inclusion of women in traditionally competitive teams under equal regulatory conditions, etc. esports must promote, as far as possible, the inclusion of those sectors of society with a greater risk of social exclusion, taking advantage of the characteristics of electronic games in order to achieve greater inclusion and integration of these social groups, using competition as a space for recognition.

EQUALITY IN TECHNOLOGICAL RESOURCES

Equity in sports practice is a reference value in motor sports. In the field of electronic games, this equity must be built around the same playing experience for all team members. Therefore, as the main material, the organization of the different events must provide the members with the necessary technological resources to guarantee a quality experience at the same level as the rest of the components of the same team and the opposing team.

On the other hand, as far as the characteristics of the game itself are concerned, no alterations will be allowed in the game's commands that help or facilitate the player's work by giving him an advantage over his opponents beyond those stipulated at the organisational and regulatory level.



ETHIC CODE IN ESPORTS

Memo

ON THE LICENSING OF LANGUAGE IN ELECTRONIC GAMES

The different electronic games have a fundamental aspect, which is the interaction between the participants. This interaction can be mediated in three ways: without language, with set or prescribed sentences or with open language.

It will be fundamental that in this type of games, language licenses are taken into account where the use of inappropriate language between participants is not allowed, and sanctions may be imposed in the case of using this form of dialogue both orally and in writing.

PROMOTING RESPONSIBILITY IN PRACTICE

Nowadays, the practice of electronic games is carried out by a large number of children and adolescents. For this very reason, clubs should encourage responsible and moderate practice of these games to avoid vicious behaviour. The professional players themselves must become social references and examples in which these adolescents will have as a reference for their behaviour.

ESPORTS CLASSIFICATION

In order to ensure the promotion of values by esports, a categorisation is proposed below in terms of the promotion and educational potential that they can have on youth:

- Educational games. These are games based on values such as self-improvement, teamwork, sportsmanship, companionship, solidarity and tolerance. In these games there is no predominance of violence, although certain actions can be used to overcome the opponent, which do not involve aggressive verbalization or the presence of pixels in the form of blood. Some of these games are: Heart Stone, Zelda or Mario Kart.
- Games aimed at leisure with a possible orientation towards educational values. They are games in which the innate aim is not to promote educational values, but that, by the very organization of them, it would be possible to obtain educational values depending on the objective that the player has. Some games belonging to this category are: Clash Royale, League of Legend, Gifted, World of Warcraft or Minecraft.



ETHIC CODE IN ESPORTS

Memo

- Games aimed at leisure with transmission of negative values. These are games in which the presence of acts of attack, verbal language or actions are not considered appropriate for the transmission of educational values. Some of these games may be: Fortnite, Call of Duty or Counter Strike.
- Sports games. These are games based on traditional motor sports. The main ones are the following: Fifa, Pro Evolution Soccer, NBA, Formula 1, etc. Within this category there would be no place for those sports based on combat with explicit acts of bloodshed or verbalization of insults or inappropriate language.

CONCLUSION

Esports can be considered as sports as long as they meet a series of criteria that mainly refer to the promotion of positive values that can be included in traditional sports activities. Although the physical component is small compared to most sports activities.

But, the most important thing within any sport activity is the work of aspects that can be useful for people in their current and future development. It could be worked with this type of sports if it is properly oriented like in any other sport. For this it's important classify and understanding, as well as adapting it to the age of the participants. Esport does not educate by itself, but well done, with an adequate methodology, if it can promote positive values.



Co-funded by the
Erasmus+ Programme
of the European Union



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