**E Sports and Professional Gamers**

Imagine you were earning $2 million per year. How do you imagine you were doing it? Perhaps by creating a very popular app, or by coming up with the latest social media must-have? Or maybe you thought about having the starring role in a Hollywood blockbuster, or being a top international footballer (if you’re male, that is; women’s football has a long way to go to catch up with the men’s stellar salaries – let’s hope that changes, ladies).

Meet Faker. He’s a 21-year-old South Korean celebrity, who earns $2 million per year, plus bonuses and sponsorship. How does he earn this much money?

He’s a e-sports player.

E-sports is the name given to professional video gaming competitions. Just as with regular sports, there are professional teams, intense training regimes, matches, cup finals, leagues and – of course – stadiums full of devoted fans watching the entertainment, reveling in the inevitable drama of the game and cheering for their favourite side.

Nowhere has embraced e-sports as fully as South Korea, which has always been a leader when it comes to technological advancements like broadband and smartphones; it’s been in their cultural DNA for decades. A couple on a date in South Korea would be as likely to go to a games club as they are to go to the cinema. There is a government-organised E-sports Association, with TV several channels featuring coverage of e-sports events. School children will head for a gaming club after school to hang out, socialise, develop their skills and bond over playing games like League of Legends.

So players like Faker aren’t unique or unusual; e-sports and e-sports cafes (called ‘PC bangs’) are a large part of millennial South Koreans’ world. There are several extremely high-profile national teams, like Samsung White, who won $1 million in prize money in one match in 2014, as 40,000 elated fans cheered them on to victory in the world championship match for League of Legends.

South Korea is leading, but the rest of the world is catching up. Paris Saint-Germain, a French professional football club, has already signed up a team of e-sports players specialising in various games, including League of Legends. Manchester City have also signed players of virtual football games. E-sports is growing year on year: with a revenue of £365 million and a global audience of 385 million viewers, it seems that the future of sports, like so many other areas in life, is going digital.

**Questions**

**Challenging**

1. Name FOUR things that you learn about e-sports in this article.

2. Why has South Korea been the leader of e-sports?

3. What evidence is there to suggest that other countries are getting involved with e-sports?

4. Highlight all the connectives used in this article.

**More Challenging**

1. Name FIVE things that you learn about e-sports in this article.

2. How has the writer structured this article to interest the reader? List 3 techniques and explain how they are effective.

3. Write out the sentence that proves that the writer thinks that e-sports have a positive effect on children.

**Mega Challenging**

1. Name SIX things that you either learn or infer about e-sports in this article.

2. This article does not mention any negative effects of e-sports. Can you think of any? Make a list, explaining each of your points thoroughly.

3. Highlight all the embedded clauses in this article.