

CYBERSPORTS – THE DEVELOPMENT OF MODERN GAMES

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It is known that a person tries to spend his time in adolescence with intelligence. In the hope of a pleasant mood, he is given to various entertaining games. We know that today's child prefers computer games to real-life games. Cybersport (also known as cubersport or esports) is a team or individual competition based on virtual video games. The game was first recognized as an official sport in Russia. This sport can be practiced not only by young people, but also by adults. The main means of the game are computers and mobile devices. Like all sports, this game also has rules. The game is divided into several main classes, which are distinguished by the development of game tasks: first-person, real-time strategies, sports simulators, car simulators, air simulators, fighting games, team role-playing games with elements of tactical and strategic games, etc¹.

Esports (also known as eSports) is a form of competition using video games. Esports often take the form of organized, multiplayer video game competitions, especially between professional players, either individually or as a team. Although organized competitions have long been a part of video game culture, they were primarily among amateurs until the late 2000s, when professional gamers and spectators participated in these events via live broadcasts, leading to a huge increase in popularity. By the 2010s, esports had become a significant factor in the video game industry, with many game developers actively designing and funding tournaments and other events. The most common video game genres associated with eSports are fighting, card, battle royale, and real-time strategy (RTS) games. Tournaments such as League of Legends World Championship, Dota2's International Championship, the Evolution Championship Series Championship, and Intel Extreme Masters Championship are among the most popular in esports. Many other tournaments utilize a series of league games with sponsored teams, such as the Overwatch League. While the legitimacy of esports as a true sporting event remains in question, they have been featured alongside traditional sports at some multinational events in Asia, and the International Olympic Committee has discussed including them in future Olympic events.

By the late 2010s, the estimated total audience for esports had reached 454 million viewers, with revenues exceeding US\$1 billion, with China accounting for 35% of global esports revenue in 2020. The rise of online streaming media platforms, particularly YouTube and Twitch, has been central to the growth and promotion of esports competitions. Although approximately 85% of viewers are male and 15% female, the majority of viewers are between the ages of 18 and 34, with female gamers also starting to play professionally. The popularity and recognition of esports first occurred in Asia, with China and South Korea seeing significant growth. Despite a large video game industry, esports is relatively underdeveloped

¹ <https://zarnews.uz/uz/post/kibersport-alohida-sport-turi-sifatida-tan-olindi-endi-qanday-ozgarishlar-boladi>

in Japan, largely due to its extensive anti-gambling laws that prohibit paid professional gaming tournaments. Outside of Asia, esports is also popular in Europe and America, with regional and international events held in these regions.

The earliest known video game competition was held at Stanford University on October 19, 1972, for the game Spacewar. Stanford students were invited to the "Intergalactic Spacewar Olympics", the grand prize of which was a one-year subscription to Rolling Stone, with Bruce Baumgart winning the five-person tournament and Tovar (individual) and Robert E. Maas winning the team competition.[13]

A nationwide arcade video game tournament in Japan, the "All Japan TV Game Championships" was held in Japan in 1974 by Sega. The tournament was intended by Sega to promote the playing and sales of video games in the country. Local tournaments were held at 300 locations throughout Japan, and then sixteen finalists from around the country competed in the final qualifying rounds at the Pacific Hotel in Tokyo. Prizes included televisions (both color and black-and-white), cassette recorders, and transistor radios. According to Sega, the tournament was "the biggest event" in the arcade game industry, and was attended by members of Japan's leading newspapers and entertainment companies.

In 1984, Konami and Century jointly held an international track and field arcade game competition that attracted over a million players across Japan and North America. In 1984, Play Meter called it "the most sensational event of the year" and "an event of a scale never before achieved in the industry." As of 2016, it holds the record for the largest organized video game competition of all time, according to the Guinness Book of World Records.

In 1988, the game Netrek was an Internet game for up to 16 players, written almost entirely in cross-platform open source software. Netrek was the third Internet game, the first Internet game to use metaservers to find open game servers, and the first game to have persistent user data. In 1993, it was recognized by Wired magazine as "the first online sports game."

Among the major esports tournaments of the 1990s was the 1990 Nintendo World Championship, which toured the United States and held its finals at Universal Studios Hollywood in California. Nintendo held its second World Championship for the Super Nintendo Entertainment System in 1994, called Nintendo PowerFest94. The finals, held in San Diego, California, featured 132 finalists. Mike LaRose took first place. Blockbuster Video also held its own World Championship in the early 1990s, in partnership with GamePro magazine. Nationals of the United States, Canada, the United Kingdom, Australia, and Chile were eligible to compete. The 1994 championship games consisted of NBA Jam and Virtua Racing.

The growth of esports in South Korea was influenced by the massive construction of Internet networks following the 1997 Asian financial crisis.[23] It is also believed that the high unemployment rate at the time forced many people to look for something to do when they were unemployed. The growth of esports in South Korea was driven by the spread of the Komany-style internet café gaming center, known as the personal computer boom.

Madaniyat, sport va turizm vazirligining bo‘linmasi bo‘lgan Koreya e-sport assotsiatsiyasi 2000-yilda mamlakatda kibersportni rivojlantirish va tartibga solish uchun

tashkil etilgan. Madaniyat, sport va turizm vaziri Park Jie-von 2000-yilda XXI-asr Professional o'yinlar assotsiatsiyasi (hozirgi Koreya e-sport uyushmasi)ning ta'sis marosimida "Esport" atamasini kiritgan. 2006-yil aprel oyida G7 jamoalari federatsiyasi ettita mashhur Counter-Strike jamoasi tomonidan tuzilgan. Tashkilotning maqsadi sport olamida barqarorlikni oshirish, xususan, o'yinchilarning transferlarini standartlashtirish va ligalar va tashkilotlar bilan ishlash. Ta'sischilar 4Kings, Fnatic, Made in Brazil, Mousesports, NiP, SK-Gaming, Team 3D edi. Tashkilot faqat 2009-yilgacha faoliyat ko'rsatdi va tarqatib yuborildi.

2021-yilda Xitoy voyaga etmaganlarga haftasiga uch soatdan ko'proq vaqt davomida "ma'naviy afyun" deb ta'riflagan videoo'yinlarni o'ynashni taqiqlovchi qonunni e'lon qildi. Xitoy katta bozor bo'lgani sababli, qonun mamlakat ichidagi sportning kelajagi haqida tashvish uyg'otdi.

The classification of competitive video games as sports is a controversial topic. Proponents argue that eSports is a rapidly growing "non-traditional sport" that requires "careful planning, precise timing, and skillful execution." Others argue that the sport involves physical training and physical fitness, and prefer to classify eSports as a mental sport.

Former ESPN (Entertainment and Sports Programming Network) president John Skipper described eSports as "not a sport" in 2014.

Russia was the first country to officially classify eSports as a sport, on July 25, 2001. After a series of reforms in Russian sports, it was reclassified as a sport on March 12, 2004. In July 2006, it was removed from the list of sports disciplines for not meeting new sports standards. On July 7, 2016, the Ministry of Sports decided to add esports to the sports register, and on April 13, 2017, esports again became an official sports discipline.

Despite concerns about video games being addictive, China was one of the first countries to recognize esports as a real sport in 2003. In addition, by early 2019, China officially recognized esports players as a profession under the recommendations of the Ministry of Human Resources and Social Security's Vocational Skills Testing Administration. As of July 2019, more than 100,000 people had registered as professional gamers, and the ministry said it expected more than 2 million people to be in the profession within five years.

Ahead of The International 2021, which was scheduled to be held in Stockholm in 2020, the Swedish Sports Confederation voted in June 2021 to reject esports as a sporting event, jeopardizing Valve's plans for how the event would handle travel visas for international players. Valve tried to work with Sweden to accommodate players, but ultimately moved the event to Romania.

A number of games are popular among professional competitors. Tournaments, which emerged in the mid-1990s, coincided with the rise of fighting games and first-person shooters, which still maintain a loyal fan base. Strategy games became very popular in South Korean internet cafes in the 2000s, and were a key influence on the development of esports worldwide. Competitions exist for many titles and genres, but the most popular games in the early 2020s are Counter-Strike: Global Offensive, Call of Duty, League of Legends, Dota 2, Fortnite, Rocket League, Valorant, Hearthstone, Super Smash Bros. Melee, StarCraft II, and

Overwatch.[68] Hearthstone has also popularized the digital collectible card game genre since its release in 2014.

The Uzbekistan Esports Association was founded in 2017. It has established cooperation with the Russian Computer Sports Federation, the Asian e-Sport Federation, and others. In Uzbekistan, e-sports has officially become a separate sport and the opening of bachelor's degrees in e-sports has been announced. The duration of study is 3 years.

Cybersports games have been popular in Uzbekistan since 2016 and have now become one of the favorite pastimes of young people. Various competitions in this sport are held in our country. In particular, there are also competitions in cybersports in the second season of the "Five Initiatives Olympics" currently being held among youth. It is important to note that cybersports is also included in the program of the Asian Games to be held in 2023.

In order to widely popularize this sport in our country and create opportunities for young people, the Head of State adopted a resolution "On additional measures for the further development and widespread popularization of cybersports". According to the resolution, cybersports were officially recognized as a separate sport and an interdepartmental council was established for the further development and widespread popularization of cybersports. This resolution provides for the introduction of a system for training and retraining professional cyberathletes and coaches, qualified referees and commentators, as well as other specialists in cybersports, - says Jamshid Jurakulov, head of the regional department of the Uzbekistan Virtual Sports Games Cyber Football Federation. - In particular, the Uzbek State University of Physical Education and Sports will open a bachelor's degree program "Sports activities: cybersports" starting from the 2023-2024 academic year. The duration of study in this direction will be 3 years. Cyber athletes who won (1st place) in the republican championship "Uzbekistan Esports Championship" in the last year will be exempted from taking professional (creative) exams when entering the bachelor's degree program at this university starting from the 2023-2024 academic year. They will be given the maximum score. It was also decided to include cyber sports activities in the list of activities that self-employed persons can engage in.

The popularity of eSports began in the 1980s, when Atari held the first championship for its game "Space Invaders", in which more than 10 thousand people participated, and the main goal of the campaign was to set user gaming records and introduce video games to the masses. But a truly large and professional tournament was the "World Console Championship". In it, any participant could receive \$ 10,000 for victory. It is this championship that historians consider the first official eSports tournament.

In Europe, major eSports competitions began only in the mid-2000s, when the World Cyber Games were held in Italy. In 2001, Russia became the first country in the world to officially recognize eSports as a major sport and even included it in the register of sports competitions.

Today, development companies, divided into 5 main areas, are the main organizers of eSports competitions.

1. "Shooters" – the player must shoot other participants. (Counter-Strike, Warface).
2. "Strategies" – battles between armies of players. (StarCraft and WarCraft).

3. “Team role-playing games” – players control each character and together try to defeat a group of opponents. (League of Legends, Dota 2).
4. “Sports simulators” – players in this game can act as football players, hockey players and other athletes. (FIFA, NHL).
5. “Technical simulators” – where people play as drivers of tanks, planes or cars. (World of Tanks).
Counter-Strike is the most important rule in the Electronic Sports League and sports competition leagues. Its prize pool is the largest in the world among similar competitions. In 2019, a cash prize of \$ 500 thousand was awarded for first place. Interest in e-sports is growing every year. Thus, the Dota 2 championship The International 2019 was watched by millions of people.

List of used literature:

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