

Sangam Stadium is a huge sports arena in South Korea. It can hold almost _____ people to watch games. In 2002, FIFA World Cup games were played here. Tens of thousands of people crowded into Sangam Stadium to watch. Millions of people watched the games live on television. In October of 2014, the Sangam Stadium was full again. This time, millions of people were watching the game live on the internet. A huge computer screen showed people in the stadium what was happening. But the screen did not show people throwing or kicking balls. Instead, the huge screen showed _____ attacking _____.

Two teams of young men sat in front of computers. They were playing the popular computer game League of Legends. The two teams were competing for a one-million-dollar prize! The event was the 2014 World Championship of League of Legends. This event is part of the growing world of e-sports. Today's Spotlight is on e-sports.

The "e" in e-sports stands for _____. Instead of playing _____, people play games on a computer. Most of these games are played _____. And just like physical sports, other people watch the games. In 2013, more than _____ million people watched professional esports. One popular way to watch esports is on the website Twitch. In 2013, people watched _____ minutes of esports on Twitch!

South Korea is the global center for professional In South Korea, professional e-sport teams earn money playing computer games. Millions of people watch these games on television or the internet. Sports arenas are often filled with cheering fans. And many of the players become as _____ as actors or musicians. People love e-sports for the same reasons that people love other sports. The competition is fun. The play is exciting to watch. The players are highly skilled. However, people like e-sports for other reasons too. E-sports is _____. The video games create _____, _____ worlds.

In the games, people can do things that they cannot do in normal life. Players use complex plans to win the games. They must work together as a team. Just like in physical sports, e-sport teams in South Korea prepare for the games by _____. Many of the teams live together. They have paid trainers. The teams train for _____ hours every day, or sometimes more! They can get injuries in their arms or hands, just like with physical sports. Professional e-sport players are not the only people who spend many hours playing computer games.

In South Korea, places called PC Bangs are very popular. The PC Bangs are all about playing computer games. They usually have one big room filled with _____. There are _____. People pay to play the games. They can also buy energy drinks and food. Young people spend many hours there. News reporter Matt Shea travelled to Seoul, South Korea to make a documentary film about e-sports. He said,

"There is a PC Bang on every street corner. This is one reason that Korea is the main global force in e-sports."

Many people are concerned about the problems that can come with esports. One main problem is _____. Young people especially can play so many games that they cannot stop. Some experts estimate that half of South Korean children have problems with using computers and the internet too much.

Because of this problem, the South Korean government made a special Shutdown Law in 2011. This law made rules for children using the internet. Children under _____ were not permitted to use the internet between _____ in the morning. Later, the government changed this law. Today, parents are responsible for setting rules for their own children. Also, the government established technology addiction treatment centres all over the country. These centres treat millions of people every year.

