



**Read the article on E-sports and match the headings to the paragraphs.**

**1. The Rise of E-sports**

E-sports, or electronic sports, have become one of the fastest-growing areas of modern entertainment. What began as small, local competitions has turned into a global industry with professional players, huge events, and millions of fans. Many popular E-sports games are multi-player, meaning players compete together in teams or against one another online.

**2. A Growing Global Industry**

The E-sports market continues to grow every year. In 2023, the global industry earned around US \$1.38 billion (Approximately 5 billion AED), showing how large and influential gaming has become. Another sign of this growth is the size of its audience. Experts predict that global E-sports viewership will increase and reach over 640 million people. This number includes both dedicated fans and occasional viewers who enjoy watching major tournaments. Many of these events are streamed on online platforms, allowing spectators to watch live from any country. The region that watches eSports the most is Asia-Pacific. In 2025, over 57% of global E-sports viewers will come from that region.

**3. Why People Love E-sports**

There are many reasons why E-sports appeal to young people and adults alike. First, the games require teamwork and advanced strategy. Players must think quickly, plan ahead, and communicate well to win. Second, the excitement of live tournaments brings a strong sense of community. Fans follow their favourite teams, celebrate victories, and share the thrill of close matches. Third, E-sports is more accessible than many traditional sports because all you need is a computer, a console, or even a mobile phone.

**4. A New Kind of Sport**

E-sports show that competitive gaming can be as thrilling and demanding as any physical sport. With professional teams, global audiences, and events watched by millions of spectators, E-sports has become a major part of modern culture. As technology and gaming continue to develop, the world of E-sports is expected to grow even bigger in the future.



1. What was the approximate global earnings of the E-sports industry in 2023?
  - A. US \$1.38 million
  - B. US \$1.38 billion
  - C. US \$5 billion
  - D. US \$640 million
2. According to the text, which region is predicted to have the highest percentage of E-sports viewers by 2025?
  - A. North America
  - B. Europe
  - C. Asia-Pacific
  - D. Middle East
3. What percentage of global E-sports viewers are expected to come from the Asia-Pacific region by 2025?
  - A. 25%
  - B. 38%
  - C. 45%
  - D. Over 57%
4. What is **NOT** mentioned as a reason why E-sports appeal to people?
  - A. The games require teamwork and strategy
  - B. The excitement of live tournaments
  - C. The potential to earn college scholarships
  - D. The accessibility compared to traditional sports
5. How many viewers is E-sports predicted to reach globally?
  - A. 1.38 billion
  - B. 5 billion
  - C. Over 640 million
  - D. 57 million
6. What equipment is mentioned as necessary for participating in E-sports?
  - A. High-speed internet connection only
  - B. A computer, console, or mobile phone
  - C. Professional gaming equipment
  - D. Virtual reality headsets
7. How has E-sports evolved according to the text?
  - A. From team competitions to individual play
  - B. From global events to local competitions
  - C. From small, local competitions to a global industry
  - D. From mobile gaming to console gaming



8. What skill is NOT mentioned as being required for E-sports players?
  - A. Thinking quickly
  - B. Planning ahead
  - C. Physical endurance
  - D. Communicating well
9. What is the equivalent value of the E-sports industry in AED (Arab Emirates Dirham)?
  - A. 1.38 million AED
  - B. 5 million AED
  - C. 1.38 billion AED
  - D. Approximately 5 billion AED
10. According to the text, what contributes to the sense of community in E-sports?
  - A. Online chat platforms
  - B. Fan clubs and membership programs
  - C. Fans following teams and celebrating victories
  - D. International travel to events