

The Rise of E-Sports

Not long ago, video games were just a hobby. Now, they're a **professional sport**. E-sports, or competitive video gaming, has become a multi-billion-dollar industry. Teams train for hours a day, compete in tournaments, and stream to millions of fans online.

E-sports events fill stadiums, and the top players earn sponsorships, prizes, and fame. Some schools even offer scholarships for gaming. It might sound fun, but it's also a lot of work. Pro gamers practice like athletes, study strategies, and follow strict routines.

Still, not everyone sees e-sports as a real career. Critics worry about screen addiction, lack of exercise, or unstable income. Others argue that it's a legitimate modern profession—one that requires skill, teamwork, and discipline.

So, is gaming just play? Or could it be the future of sports?

Vocabulary

- **Tournament** – a series of games or matches to find a winner
- **Sponsorship** – financial support in exchange for promotion
- **Reflexes** – quick physical or mental responses
- **Discipline** – the ability to control behavior and stay focused

1. Discussion Questions

✓ Do you think gaming should be considered a real sport? Why or why not?

✓ Would you want to be a professional gamer? What are the pros and cons?

✓ What skills do gamers need that are useful in other jobs?

2. Read the text and mark T (True) or F (False). Correct the false sentences.

1. E-sports is only a small hobby today.
2. Some gamers train and compete professionally.
3. E-sports events can attract live audiences in stadiums.
4. Top gamers only earn money from playing, not sponsorships.
5. Critics say e-sports have risks like addiction and unstable income.
6. Everyone agrees that e-sports are a real career.

1	True	False
2	True	False
3	True	False
4	True	False
5	True	False
6	True	False

3. Match each word from the text with its meaning.

Word	Match
Sponsorship	A. A competition involving many players or teams
Tournament	B. A financial reward for education or training
Routine	C. A company giving support (usually money) to promote a player or team
Addiction	D. A repeated pattern of actions done daily
Scholarship	E. When someone cannot control a habit (like gaming too much)
Discipline	F. Self-control and responsibility in behavior or practice

4. Writing Task – Opinion Paragraph

Do you think e-sports is a real sport? Why or why not?

Instructions: Write a short paragraph (80–100 words). Use these connectors:
First, Also, However, In addition, In conclusion

