

Study of the Development of E-sports in China

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<p>China's Human Resources Department has released 13 new careers on April 3rd 2019, including e-sportsmen and e-sports operators. The release of these professions indicates that e-sports is officially recognized by the state. With the development of e-sports, the e-sports industry has developed rapidly and brought about ideological changes. Every e-sports competition proves its value, and the name of the e-sports player is accepted by the public, especially by social media. However, behind the winning champions, most of people do not know what it takes for an e-sports player to achieve the success.</p> <p>The purpose of this study is to focus on the development of e-sports, the professionalization of e-sports and the training of e-sports players and the future development trend of e-sports in China. The data are collected on the Internet. The object of the study has been identified in terms of the number of Chinese E-sports and the major E-sports clubs and E-sports games. The data analysis and literature review have been used as the major research methods.</p> <p>This study analyzes the number of Chinese E-sports and the distribution of E-sports market. According to the conclusion of the analysis, the number of Chinese E-sports is growing, and the users of Chinese E-sports are transforming to the audience. In the later stage of China's E-sports market distribution, E-sports ecological market is the main market. The distribution of China's E-sports structure is unreasonable, and there is no business model of its own.</p> <p>The study suggests that it is very important to strengthen the promotion of e-sports, and at the sometime, the development of E-sports needs the guidance of the government to improve the supervision of e-sports. Furthermore, the business model of E-sports should be diversified, the professionalization of E-sports needs more professionals to participate, and a good relationship between E-sports athletes and E-sports clubs needs to be established.</p>	
Keywords E-sports, e-sports development, e-sports players, e-sports players training	

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Glossary

E-sports = electronic sports is a sports project in which the video game competition reaches the "athletic" level.

MOBA = Multiplayer Online Battle Arena Game Type

DOTA2 = MOBA game

LOL(League of legends) = MOBA game

Ti = The International, DOTA2 Championships

LPL (League League Professional League)

Wings team = Ti6 champion Chinese team

RNG club = China's famous LOL team

OG club = Famous DOTA2 team

IG club = 2018 KPL Champion China Team

Wang Sicong = IG club owner, former IG team member

Uzi = Jian Zihao RNG team member

Miss Han Yiyi = Chinese e-sports player

Hupu = Sports network media

Warcraft = MOBA game

FPS = First-person shooting game

Counter-strike(CS) = FPS game

APM = Action per minute

Red Alert (Westwood Entertainment) = MOBA game

Delta Special Forces (Novalogic Games) = FPS game

NBA 2K = Basketball computer game

FIFA (EA Entertainment) = Football game

PUBG FPP = FPS game

1. Introduction

E-sport (Electronic Sports) is a sports event in which the video game competition reaches the "athletic" level. E-sports is an intellectual confrontation exercise between people using electronic devices. Through exercise, you can improve the team's thinking ability, reaction ability, heart and limb coordination, willpower and cultivate team spirit. (Baidu encyclopedia)

E-sports has developed rapidly in recent years, and there are more and more bonuses in e-sports competitions. The scores of e-sports competitions are increasing every year, and e-sports are becoming more and more understood. E-sports athletes are loved by many people. There are many miracles in the e-sports competition, such as the ti6 Chinese team's Wings won the championship. Why is the Wings a miracle? The five members of the wing team participated in the competition for the first time and defeated several famous teams. The bird won the Ti 6 championship. A temporary team spent two months training and pairing, and qualified for Ti 6 in a small competition and won the championship. This is a miracle, that brings a lot of charm to e-sports. (Wings e-sports club, Baidu encyclopedia)

We will mainly discuss the development of E-sports through the analysis of data, and finally get the current situation and future development trend of China's E-sports. To understand the development of E-sports more clearly and concretely, we need to understand and explore some basic concepts of E-sports. We need to know what E-sports is and what E-sports is.

When we understand the concept of e-sports, we can understand our research direction more clearly. Secondly, we must understand the factors that affect the development of E-sports and the background of E-sports in China, and infer the development of E-sports in China from the past.

We also need to know the development of E-sports in other developed countries. Through the study of the development of foreign e-sports, we can get some inspiration for the development of China's e-sports, help to think about and solve some difficulties and challenges in the development of China's leisure sports, and reduce the resistance of the development of China's E-sports.

1.1 The study background

At present, China's e-sports is developing rapidly, and people pay more and more attention to e-sports.

The development of e-sports is diversified, which can be divided into two categories: e-sports based on computer games and e-sports based on mobile phones. The development of computer - based e-sports is mature, the development of mobile phone e-sports reached the peak.

Then China's Human Resources Department has released 13 new careers on April 3rd 2019, including e-sportsmen and e-sports operators. The Chinese government led the development of e-sports, and e-sports began to professionalize.

With the rapid development of e-sports in China, China has its own e-sports league dominated by mobile games, and has its own league system.

Many e-sports clubs began to appear in China, and there was competition among e-sports clubs. The development of e-sports in China began to enter a bottleneck period.

The revenue of e-sports in China is increasing every year, and the development prospect of e-sports in the future is great. It is valuable to study the development of e-sports.

1.2 Aims and significance of the study

With the strong support of the Chinese government, the development of e-sports in China has begun to enter the right track.

China's e-sports has achieved good results in recent years. E-sports has reached a bottleneck period while developing rapidly. In order to solve this problem, it is very important to study the future development trend of e-sports.

The research on the future development trend of e-sports is inseparable from e-sports itself, and the operation and market of e-sports is one of the factors influencing the development of e-sports.

Compared with developed e-sports countries, the professionalism of e-sports in China is not enough, which is also one of the factors affecting the development of e-sports.

In some international e-sports competitions that China participates in, Chinese clubs have no new members and perform poorly. The cultivation of e-sports training and the management of e-sports clubs will also affect the development of e-sports. Understanding these factors is necessary to study the development and future trends of e-sports.

This study mainly discusses the development of e-sports in China, the problems of e-sports professionalization and the training of e-sports players. These three issues are studied by using the literature, data analysis and comparative method. The literature data method can be used to collect information about e-sports. The data analysis method can be used to study the development of e-sports industry, and finally draw conclusions.

The significance of this study that summarize the experience of predecessors, supplement and improve the development of e-sports. The development of e-sports in China is different.

Studying the development and future trend of e-sports in China is beneficial to the construction of e-sports with Chinese characteristics and Compared with other developed e-sports countries, China's e-sports does not have its own business model. The development prospect of e-sports in China is very broad, so it is of great significance to study the development of e-sports.

2. The literary research method and data analysis method

Due to the purpose and nature of research, e-sports research has a qualitative and exploratory approach. Collecting information and materials is critical to exploring and understanding things. Therefore, I chose to use Wikipedia. Wikipedia information can understand and solve e-sports issues. The reasons for using Wikipedia are, first and foremost, information about e-Sports and related e-Sports keywords, such as e-Sports management, e-Sports clubs, e-Sports competitions and other Wikipedia. Second, Wikipedia is a free and open encyclopedia. The third is to determine the training of e-sports athletes. Information gathering is the key to this article. In addition to Wikipedia, such as Baidu, knowledge, Hupu and other information about e-sports are not the same, so in addition to collecting information, information comparison is another important job. Describe e-sports in a chronological order that is more logical and persuasive. This paper uses the literature method and data analysis method.

The use of the literature method is because the collection of e-sports information is inseparable from the network. There are many opinions about e-sports on the Internet. There are good comments and bad comments. Integrating these statements can accurately describe e-sports. E-sports has a large amount of information, and the literature method can be used to help in research issues.

The data analysis method is used because the e-sports industry involves the economy and the market as well as the interest issues. A small part of this paper needs to analyze the e-sports industry. The data can directly draw the theory and help the article to demonstrate.

3. E-sports

E-sports is an intellectual confrontation exercise between people using electronic devices as exercise equipment. Simply put, e-sports is the competitive game of Video Game. Because e-sports is a new type of competitive project born on the basis of information technology, it is quite strange for some people. The form of e-sports is the online game confrontation by the players. By controlling the opposing games in the same game, the competitive games are played according to the specifications provided in the game, and there must be one or a group of winners. (Baidu Encyclopedia, e-sports 2019)

E-sports is the competitive game, so many people will confuse ordinary games with e-sports. In fact, e-sports really depends on the game, but it is very different from the game: The e-sports game platform must be fair to both parties. The initial conditions and resources of the two parties must be the same or mutually restrained. This is through the famous e-sports project: Warcraft, Counter-Strike can be seen. Both players are starting from equality. (Baidu Encyclopedia, E-sports was denied entry to the Olympics.)

E-sports games are subject to certain standards. There are rigid conditions for winning and losing through game makers or events that require certain behaviors, no other variables and a third possibility. (Some games have a stipulation of a draw, which is stipulated according to the requirements of the organizing committee.) This form usually has two characteristics: repeatability and win-win. Repeatability refers to the possibility that the game may be repeated in this case, that is, the score is calculated by "bureau", relative to the "field" of

basketball. Winning or losing means that the game will produce a winner or a loser in each game. Sometimes there will be a draw, but there will be results. These two features have excluded story-based and upgraded games from possible e-sports projects. According to the story line or prior programming, hundreds of hours of online games or stand-alone games such as "Fantasy Westward Journey" cannot be an e-sports project. Because of the player's choice, the uncertainty of the game's results and the lack of repeatability (the game moves forward according to the level) makes it impossible to become an e-sports project. (Baidu Encyclopedia, What kind of games can become e-sports events?)

E-sports is a profession, and games are a hobby. This is very easy to distinguish, just need to compare e-sports with traditional sports such as basketball football. When you play street basketball with other people on the street, you won't feel like you play the NBA. In the same way, when you open a game at home and play with friends, you will not feel that you are playing e-sports. To become an e-sports player is a demanding requirement. The manager of an e-sports club mentioned: "8 to 10 hours of training per day on non-competition days, frequent intra-team tactical meetings, the player's life is almost no such 300 square meters (training base)." Not only that, electronic The efforts of competitive players are also unattainable to ordinary people. "APM refers to the number of instructions per minute for a person. The average person is less than 100. After years of special training, professional players can reach three times the average person." E-sports players simply can't enjoy the fun of "games". Because they have to repeat the boring training and win the rankings in the game, they can survive. In today's mainstream e-sports program, the golden age of professional players is 16 to 22 years old, and the average life expectancy is only 2-4 years. With the increase of age, the reaction and sensitivity of the players will decline significantly. Compared with traditional sports, the elimination rate of e-sports is amazing. (Baidu, The elimination rate of e-sports players is up to 99 percent)

3.1 The origin of e-sports

The original concept of e-sports was generated by LAN games. When players compete in the local Internet cafes, it is natural to create a new gameplay game in the online game. Therefore, the origin of e-sports is considered to be

Internet cafes around the world. The real inventor of this concept is the majority of players in stand-alone games. These players used the LAN technology to make the original stand-alone game online in the Internet cafe, thus producing the earliest e-sports. The initial e-sports programs included Delta Special Forces (Novalogic Games), Red Alert (Westwood Entertainment), StarCraft (Blizzard Entertainment), Warcraft (Blizzard Entertainment) and Counter-Strike (Valve). These early games have existed in the form of stand-alone games, and became the earliest game projects of e-sports after the Internet cafe technology developed. (Wikipedia, e-sports origin)

At the same time, e-sports was originally converted from some classic traditional sports games. The most famous is FIFA (EA Entertainment). The game is a detailed simulation of the world's first sport, football, and all the actions that the player can do in the real world are programmed into several keys on the gamepad. All the rules of this game are based on the rules of the World Football Association's football rules, and its super-high resistance makes this game instantly popular in the development of Internet cafes. From FIFA to live football to NBA 2K, sports games have become one of the hottest e-sports games, and their close relationship with traditional sports is evident. These e-sports pros who are so fascinated with these games even marvel at some football basketball players. (Wikipedia, e-sports, 2019)

Under the years of LAN technology, e-sports began to expand and expand from the regional. Larger e-sports competitions began in Europe and the United States. Including Sweden and the United States, e-sports are recognized and mad at an alarming rate. Today, e-sports has created an unparalleled industrialization miracle in the world. In the past ten years, the e-sports industry chain in Europe, America and South Korea has been fully formed. The e-sports competition has created a maximum total prize of \$10,297,829 as of 2015, breaking the Guinness Book of Records. The Chinese New Bee E-sports Club, which won the championship in this game, even chased Li Na on the number of prizes. The huge bonus is staggering. (Baidu Encyclopedia, e-sports 2019)

The discussion looks into the results of the study. In a research-oriented thesis, the trustworthiness and the ethical viewpoints of the study are examined. In the discussion, it is important to form conclusions on the basis of the results and to present development ideas and suggestions for further research. To end the discussion, evaluate your thesis process and your own learning.

3.1.1 The difference between e-sports and games

E-sports and online games are developed from early single-player electronic games combined with network communication information technology. Both come from games and networks, so many people think that playing e-sports is playing games and playing online games. (Baidu, What is the difference between e-sports and games)

E-sports are sports and online games are entertainment. E-sports is an organized game of fair confrontation between physical and intellectual, and only one party wins. Online games are just about pursuing happiness and killing time in the game. E-sports is an entertaining online game with game rules and sportsmanship and online games are not necessarily required.

Currently popular e-sports projects such as DOTA2, League of Legends, PUBG, CS GO, legendary showdowns, etc. The number of viewers per year is increasing. This type of game has something in common that is not random and equal, so to win in the game requires the team's teamwork, operation and cooperation.

The fairness advocated by e-sports can bring more charm to the game. In recent years, the hearthstone legend, also used as an e-sports project, has reduced the popularity of Hearthstone because of the randomness of card extraction. Fair e-sports can develop even further. The sports spirit of e-sports also mentions fairness. In addition to the fairness of the rules of the game, the gameplay needs to be repaired. For example, DOTA2 will change the heroes in the game every year. PUBG has accelerated the speed of reducing the poison circle this year.

3.2. The development status of China's e-sports

In 2018, China's e-sports won the Asian games and its e-sports club won the S8 league of legends final, which made Chinese e-sports fans excited. These influential events also give Chinese society a new understanding of e-sports and promote the development of e-sports in China.

Chinese e-sports development can be divided into four stages. The first arrival of e-sports games such as WCG, CS, etc. indicate that e-sports started from 1998 to 2008. The e-sports game inspired the birth of e-sport club in China by

the government policy support, which led the e-sports competition to be dominated by a third party. (2019 iresearch e-sports industry report, new trends inventory analysis)

With the famous MOBA e-sports commensurate hero alliance and starcraft joined in China, most people between the ages of 16 to 30 were very popular with e-sports in second stage from 2009 to 2013. The organizer who dominated e-sports competition also became to game maker. However, many young people were watching over the progress of e-sports development as the annual respectable income and bonuses increased for winning e-sports during this period.

The China's e-sport competition entered into mature status from 2013 to 2016. People mostly focused on the hero alliance of LPL and gave priority to DOTA2 Ti series of the league while a new batch of league rising during this third stage. Sky-high bonuses have gained extensive attention of e-sports followers in Ti invitational.

With the development of The Times, the emergence of 4G technology drives the live broadcasting industry. When the live broadcasting industry enters e-sports competition, it drives the spread of e-sports and promotes the market of rebroadcasting rights of e-sports competition.

At the same time, mobile e-sports began to be born. Due to the large population base of Chinese players, mobile e-sports mobile game attracts a lot of people. Taking the mobile game king of glory as an example, there has been a professional league KPL in China, and Chinese e-sports began to enter the mature stage.

The fourth stage will start after 2017, when China's e-sports will start to break out. China's e-sports revenue is increasing every year, and the number of e-sports users is increasing every year. E-sports league continues to promote the reform of e-sports league, many cities have their own club venues, at the same time, in the Asian games in China, the e-sports project won the championship, has attracted the attention of the community.

Up to now, LPL S8 season Chinese club won the championship, there are many people behind the excitement, accompany Chinese e-sports users in step by step to witness the improvement of China's e-sports.

In recent years, e-sports began to appear commercialization, China's e-sports began to enter the outbreak period and e-sports has developed rapidly, and the development of e-sports in China can be summarized into three points. China's e-sports users are increasing every year, and e-sports are diversified, and the Chinese market is growing significantly. Chinese users are growing rapidly and will reach 300 million. (Penguin zhiku 2018)

In 2019, the global e-sports market is growing, and the growth of e-sports users in China may slow down after 2018.

According to the data, China's e-sports users are one of the sources of e-sports users worldwide. After 2016, it accounts for one-half of the global e-sports. In the past 2017, the number of e-sports users in China reached 250 million, the market scale exceeded 5 billion, and for the first time, the number of people who watched the competition exceeded 10 billion, breaking the record of all published events in the history of e-sports.

According to the data, Chinese e-sports users are expected to account for half of the global e-sports users by 2020. The number of e-sports users in China is increasing. With the emergence of mobile e-sports, many people can learn about e-sports through mobile phones. The ecological industry of e-sports is also developing. China's e-sports users consist of gamer and spectators watching e-sports matches. With the development of the e-sports ecological market, Chinese gamer have started to convert to e-sports audiences. (Figure 1)

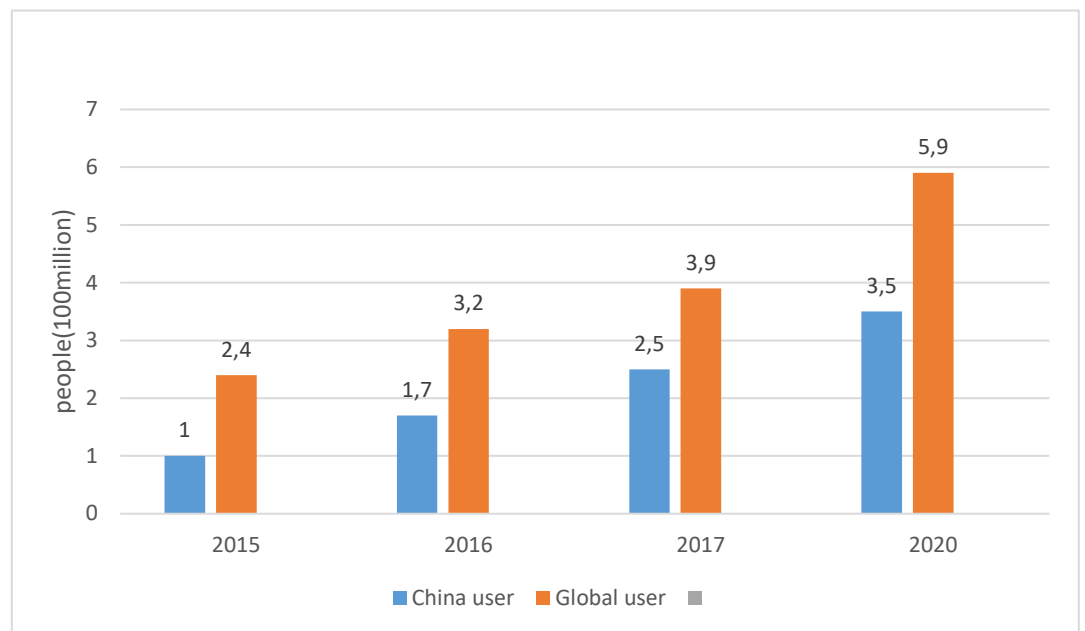


Figure 1. 2015-2020 China and global e-sports user. (Penguin zhiku 2018)

Since 2016, with the development of mobile e-sports, China's e-sports market can be divided into three parts: PC-based e-sports, mobile-based e-sports and e-sports ecological market.

According to the data analysis, the proportion of PC-based stand-alone market reached its peak in 2016 and began to decline. Moreover, the growth of e-competition market share dominated by mobile phones declined every year, and the e-sports ecological market grew slowly every year. It can be told that the development of e-sports in the future is mainly caused by the e-sports ecological market. The development of e-sports in recent years can be summarized as follows: the development of e-sports reached its peak, and mobile e-sports started to slow down. China's future e-sports market mainly comes from e-sports ecological market. With the commercialization of e-sports events, the e-sports market will continue to expand.

(Figure 2)

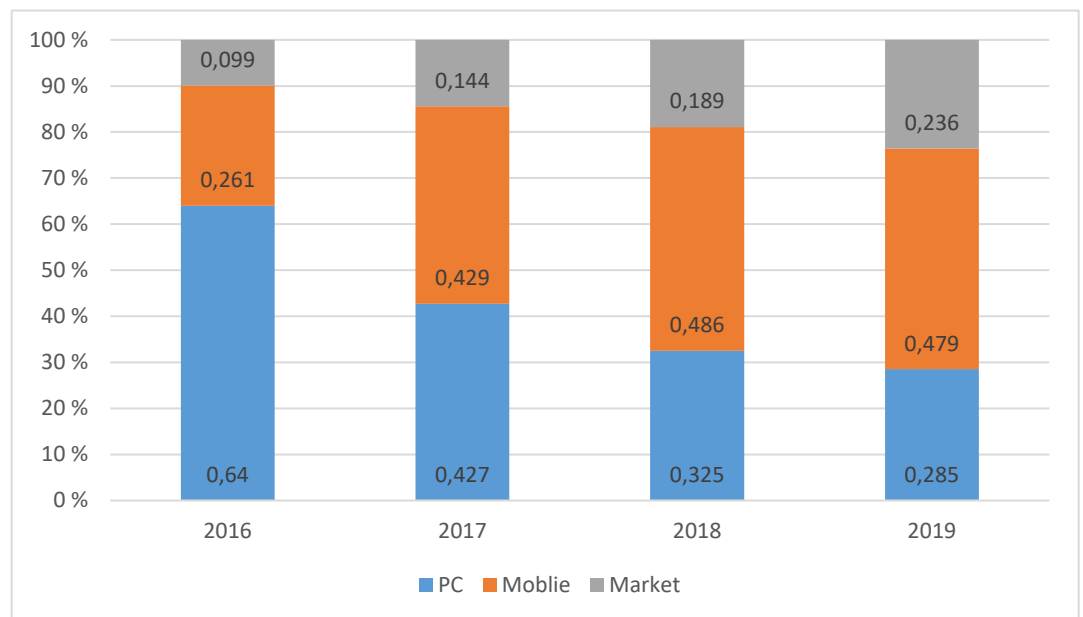


Figure 2. 2016-2019 China e-sports market division (Iresearch e-sports industry report, 2019)

3.2.1 E-sports industry chain

In recent years, the e-sports industry has gradually become an important part of the sports industry's territory, and the industry chain is constantly improving. It mainly includes three major links: game operation, event operation and game media. The operation of the event is the most important. Every year, the game brings a lot of income to e-sports, and at the same time drives the development of other industries. (Fang, 2019, p.320.)

First, game developers and game operators license the game. By continually optimizing and balancing the game, it is up to the standard of e-sports and then authorized by the official event. It is very important to promote the game and plan the game. In order to participate in the competition, the e-sports players are sponsored by the club to join, and the right to broadcast the e-sports competition is sold to the live broadcast platform, which is exclusively broadcast by the live broadcast platform. The live broadcast platform has driven the industry of the host, while the retired e-sports players will switch to the anchor field, and advertising cooperation and fan will bring revenue to the e-commerce platform. TV broadcasts and e-sports media promote the game. The e-sports industry chain has obvious demand for capital and talent.

Through the special research on the e-sports industry chain, the e-sports industry chain is divided into upstream, midstream and downstream. Upstream is the game content including game developers, publishers and operators; the middle reaches around the electric competition includes sponsors, operators, participants and content manufacturers; the downstream landing platform includes TV broadcast platform, video website broadcast platform And online game live broadcast platform; downstream derivative industry also includes game peripheral products and electronic business platform. From the research of various scholars on the e-sports industry chain, it is not difficult to see that the e-sports industry is an industry generated around electric competitions. The main body of the e-sports industry is the exchange of electronic competitions (online and offline). This is no different from the basketball and football industries. From the current e-sports industry chain, it has gone far beyond the scope of general online games and is closer to professional sports. (Penguin zhiku E-sport report 2018)

3.2.2 E-sports ecological market

With the development of e-sports market, other industries are driven, which constitute the ecological market of e-sports. These include sponsors, game providers, communication channels, event providers, and professional clubs. Sponsors have guaranteed the development of e-sports. Early e-sports sponsors were mostly computer hardware companies, such as Intel. With the commercialization of e-sports, more and more sponsors have joined in.

The sponsors of e-sports began to diversify, mainly from automobile or food manufacturers. The consumer group of e-sports began to increase, and the sponsors began to pay attention to the consumer group of e-sports to join the e-sports market.

Supplier is an essential part of e-sports game factors, early e-sports games are mostly single competitive game, to start dominated by online games today, greatly increases the income, the service, at the same time supply need to responsible for the maintenance of the game and game update, to safeguard of e-sports game balance and innovation. The communication channel is a tool to expand the e-sports market. In the early stage, e-sports, like traditional sports, was mainly based on television. With the development of science and technology, the live broadcasting industry was driven. The live streaming industry has

become the main channel for e-sports, where people can watch games together online.

Game suppliers are generally composed of game suppliers and e-sports alliance. In order to extend the life of the game, the first party must host the game. The supplier invests a lot of resources to build high-level e-sports games to maintain the popularity of the game.

F-sports content should be produced professionally. Clubs and players constitute the antagonistic factors of e-sports competition, e-sports club professionalism, e-campaign hands production is guaranteed, the future development will appear diversified. (2019 iresearch e-sports industry report)

3.2.3 E-sports policy

Due to the particularity of e-sports, many people think playing e-sports is equivalent to being addicted to computer games, which will affect the physical and mental health of young people. In the early stage, many people did not recognize the development of e-sports. However, with the continuous expansion of e-sports industry and the increasing influence of e-sports, the country began to recognize and develop e-sports. As a sport, e-sports is also influenced by national policies. The development of e-sports in China can be said to be a bumpy road. (2016-2019 e-sports related policy documents)

In 2003, e-sports became the 99th official sport confirmed by the General Administration of Sport of China. The following year, the state administration of radio, film and television issued a policy banning the broadcasting of online games, and the broadcasting of e-sports programs was suspended. The spread of e-sports was greatly affected.

Only a portion of young people who play computer games on e-sports have an audience but are also influenced by the family, the development of e-sports is slow. During this period, it is very difficult for people to walk on the front line of e-sports. People have little awareness of e-sports. Over the next few years e-sports went to China. Only then did the government begin to make corresponding policies for the development of e-sports. China released relevant regulations on e-sports management to the public, and at the same time, e-sports was officially included into the scope of sports. The General Administration of Sport of China established e-sports department and began to take over

the management of e-sports projects in China. In the following years, the e-sports team representing China achieved good results.

E-sports is recognized by international sports organizations, and e-sports will become a mainstream project in the future.

In the following years, the e-sports team representing China achieved good results: On July 13, 2016, the General Administration of Sport of China issued the "13th five-year plan for the development of sports industry", which pointed out that it would guide the development of consumption-led fitness and leisure projects with the focus on ice and snow, mountain outdoor, water, automobile and motorcycle aviation, e-sports and other sports projects. (2016-2019 e-sports related policy documents)

On October 28, 2016, The General Office of the State Council issued the guiding opinions on accelerating the development of fitness and leisure industry, which clearly pointed out that the healthy development of e-sports, extreme sports and other fashion sports should be promoted, and the relevant professional training market should be cultivated. (2016-2019 e-sports related policy documents)

In April 2017, the ministry of culture released the cultural industry development plan for the 13th five-year plan period of the ministry of culture, proposing to promote the upgrading of the structure of the game industry, promote the coordinated development of online games, video games and other game categories, and promote the development of mobile games, e-sports, live games, virtual reality games and other new industries. (2016-2019 e-sports related policy documents)

Then the country issued regional e-sports policies, mainly in first-tier cities and coastal provinces to promote the development of urban e-sports. National policies have promoted the rapid development of e-sports, and regional policies have opened up the market for e-sports in major cities. Take the cities of Chengdu and Shanghai.

Chengdu is known as the land of abundance. When it comes to the history of e-sports in Chengdu, there are famous figures such as Miss (Han Yiyi), queen of China e-sports, and LPL league and KPL league held here. The e-

sports atmosphere in Chengdu is becoming stronger and stronger. Tencent building is in Chengdu. King of glory, which is very popular in the market, was developed in Chengdu.

Tencent Company attached great importance to the cultivation of E-sports talents, which held many related E-sports competition in the major China university. Such as this kind of events attracted many students who were interested in E-sports. At the same time, Chengdu city attracted a lot of people to watch E-sports competition as the west of KPL home court. In conclusion, Chengdu city has the potential to be another rising E-sports center in China. E-sports in Shanghai is relatively mature and has the title of the capital of e-sports. Shanghai in 2018 is shouting out the slogan of building a global e-sports capital.

On November 28, Shanghai held the signing ceremony of "Shanghai to build the capital of global e-sports Pudong e-sports key project". At the signing ceremony, DOTA2 top competition international invitational and Steam China platform were settled in Pudong, Shanghai.

Ti9 will be held in Shanghai in 2019. In addition, many e-sports companies have cooperated with Shanghai, and domestic e-sports events are held, live events and planning platforms are developed in Shanghai. (Figure 3)

As an international metropolis, Shanghai has a huge urban influence, where e-sports can get more exposure and attention. In addition, Shanghai has a developed economy and culture, and the audience has a relatively high acceptance of e-sports and a relatively better consumption capacity. Shanghai is rich in e-sports resources, but to build a capital of e-sports needs more e-sports talents to join.

The policies on e-sports can be summarized as the following points: Most major policies on e-sports in China are released after 2016, and relevant policy documents are released successively in various cities; Compared with other cities, Shanghai is the city that has released the most e-sports policy documents. The rest of the policies are mainly distributed in northeast, south and coastal areas of China. The development fund of e-sports is relatively large, with 100 million as the unit; All provinces start to set up e-sports majors and e-sports associations; E-sports events and e-sports clubs are mainly developed to promote local economic development.



Figure 3. Ti9 Shanghai held promotional photos (<https://www.deal-moon.com/cn/breaking-news-nintendo-switch-patch/1437914.html>)

3.2.4 The problem of e-sports development

The rapid development of e-sports industry in China has created many problems which restrict the development of e-sports. To objectively evaluate the development of e-sports industry in China, we must correctly understand these problems.

Although China's e-sports industry has developed rapidly in recent years, compared with the mature commercial operations in South Korea and Europe, the domestic e-sports industry is still in its infancy and there are still many problems to be solved. As a big country of e-sports, South Korea has developed a perfect e-sports industry and formulated relevant e-sports laws.

South Korea has achieved good results in e-sports. In addition to achievements, South Korea is also very professional in promoting and packaging e-sports athletes.

Compared with China, the e-campaign player who won the championship on behalf of China is still unknown and even biased. Secondly, e-sports clubs in South Korea are developing very well, and TV stations will broadcast e-sports games in South Korea. South Korea's e-sports policy came into being early,

and it also introduced a national construction strategy based on the development of e-sports culture. At the same time, Korea e-sports association was founded earlier, e-sports league system is perfect, e-sports clubs are very standard. However, the development of e-sports in China started late and the development of e-sports in China is relatively backward.

When it comes to e-sports, Koreans don't like the word "computer games". They think it's a serious business. The industry, which generates billions of dollars a year in South Korea's economy, is home to legions of well-paid professionals who are as popular as their sports stars. The south Korean government even set up a game management department.

For example, if you play LOL and use third-party software in an Internet cafe in South Korea, you are breaking the law. The business mode of Korean E-sports focus on publicity for competitions and e-sports players. The media often distributes and updates on e-sports events and players information to public, which leads to e-sports is valued highly recognition by people. However, the cultivation of e-sports players are going to develop towards entertainment based on the enthusiasm for making variety shows. People are proud of the players who obtain achievement in e-sports competition, is to form a kind of strong e-sports competition spiritual atmosphere in this country.

This is also the reason why Korean e-sports are highly developed. China's e-sports business mode is single.

At present, the main profit sources of e-sports clubs include: naming, sponsorship, transfer fee, cooperation customization, peripheral products, endorsement, as well as some live income and event bonus. The brand manager of e-sports club said that the human cost is the biggest cost expenditure of e-sports club at present, but the main revenue mode of the club is still the traditional club way, mainly relying on endorsement, sponsorship and transfer.

Compared with the e-sports model in South Korea and Europe and the United States, the organization model of e-sports events in Europe and the United States is mainly based on live competitions, assisted by television broadcast.

Because the business model of e-sports is mainly aimed at most amateur e-sports fans in Europe and the United States, it focuses on the e-sports competition itself, ensures fair and professional e-sports spirit, and pays attention to

the experience of watching the game on site. At the same time, its e-sports management is very professional.

South Korea e-sports business mode does not give priority to with sponsors. Main revenue comes from broadcasting and advertising. This mode needs to be supported by the e-sports culture, which has a long history and people in South Korea care about e-sports. China's e-sports business model can learn from South Korea, Europe and the United States and other models. Domestic e-sports business model is not clear, to explore a belongs to their own business mode. (Comparison of e-sports business models -- European and American models vs. Korean models)

To sum up the development problems of e-sports in China: China's e-sports atmosphere needs cohesion, China's e-sports business mode is single, China's e-sports club management is not perfect, China's e-sports is lack of innovation and needs to develop products independently.

3.3 Actions to promote the development of e-sports

To solve the development problem of e-sports, the government needs to strengthen guidance and support, strengthen the cultivation of e-sports talents and the management of e-sports clubs, establish a diversified profit model to solve the single problem of e-sports business model, and clarify the development direction of e-sports.

The government issued policies to guide the development of e-sports, but the support for the e-sports industry is obviously not big enough, the government should strengthen the focus on e-sports, and the government will organize and strengthen supervision. Not long ago, China's contracted e-sports competition did not receive good comments. Apart from the competition, the accommodation and competition facilities provided to the contestants were very poor. The government should improve the e-sports environment in China. At the same time, the government should vigorously promote e-sports events and foster a national e-sports atmosphere. E-sports is a state-approved sport, and TV stations can broadcast e-sports events in China.

Strengthen the training of e-sports practitioners and improve the talent pool: e-sports personnel training is not only e-sports players but also e-sports man-

agement, e-sports media, supporters, brokers, etc. Many retired e-sports players have become club coaches or anchors, and they have set up their own e-clubs. Every year, they find young and powerful players to train and contribute many talents to China E-sports. China should support the establishment of e-sports academies, just like sports schools.

E-sports school construction and development should be professional, in order to better cultivate e-sports talents in school. The cultivated talents can be put into the development of e-sports, so as to fundamentally solve the problem of the shortage of e-sports talents in China.

Develop the surrounding industries in an all-round way and establish a diversified profit model: The surrounding industries of e-sports can include hotels, Internet cafes, e-sports products, etc., combining e-sports projects with other traditional industries to expand into manufacturing, media communications, film and television, and catering. Look for more profit growth points and expand the industry. At present, there are many e-sports industries in China, including e-sports hotels and restaurants. The development of e-sports is in line with the development of the information age and can drive the development of other industries. At the same time, China should create its own e-sports products in the field of e-sports.

Different from traditional sports, e-sports items are determined by games, and the production of games should meet the requirements of fair play.

I believe China's e-sports will have its own international e-sports league system in the future. China's e-sports industry chain is relatively fixed. We can learn from Korea, Europe, etc. and improve our operating system. (Liang & Zou, 2019, p.68.)

3.4 Professionalization of e-sports

At present, there is no definition of e-sports professionalization in the world. According to the definition of competitive sports professionalism, competitive sports professionalization refers to the conscious use of value law and the use of high-level competitive sports under the conditions of full development of commodity economy and continuous expansion of sports market. Commodity value and cultural value, participation in social commodity activities and social and cultural activities, so that competitive athletes receive favorable rewards

and provide an activity for sports and cultural services. (Professional sports, baidu encyclopedia)

Therefore, e-sports professionalization needs to have several characteristics: Firstly, the commodity economy is fully developed. Secondly, the e-sports sports market is constantly expanding. Thirdly, e-sports athletes can obtain favorable rewards by providing high-level competitive goods. For example, an e-sports team won the competition, and his sponsors launched a clothing with a team logo or an e-sports chair to become a commodity. E-sports has an economic value in the form of a commodity. Cultural value, consumers will get the corresponding services when they purchase this kind of goods. Therefore, the establishment of such a market can achieve e-sports professionalism. The professionalization of e-sports clubs can be diversified.

Compared with traditional sports, NBA is a highly professional basketball league organization, because only basketball is involved in the competition, and all NBA clubs are highly professional. There are many different competition in e-sports. While ensuring their e-sports professionalism, they should also maintain diversified development. E-sports has a great development prospect.

However, it will take a long time for e-sports to develop into a professional league like NBA in the future.

3.5 The current situation of professionalization of e-sports in China

At this stage, On April 3, 2019, the Ministry of Human Resources and Social Security, the state administration of market regulation and the National Bureau of Statistics officially released 13 new job information, including e-sports player and e-sports operator, the number of Chinese e-sports employment has increased rapidly. As the competition has been held, many teams representing China have won many prizes, so that people in the world know that there is an e-sports called China NO.1, which has been recognized by other countries. The strength of China's e-sports. In 2018, LOL LPL China won the first series e-sports competition, DOTA2 Ti8 won the runner-up, PUBG FPP mode won the championship, etc., brought a lot of popularity to e-sports, many people joined the e-sports field. Even the popularity of some e-sports stars can be compared with other sports.

The professionalization system of e-sports has been initially established. The focus of e-sports is getting higher and higher, and the prize money is increasing. Many sponsors are involved in the e-sports industry. The famous one is Wang Sicong, who is the chairman of Beijing Pusi Investment. Wang Sicong spent 10 million to build the IG team and achieved good results. He also played as an e-sports professional player. Many e-sports players began professional training, coaches who improved their skills, and mentors who improved their mental qualities. E-sports players can train in all aspects. E-sports also established its own guild, China's most famous e-sports industry association is the ACE Alliance, which is responsible for the domestic professional e-sports team registration, management, transfer, event supervision and other aspects of work, and promulgated professional league participating clubs Management regulations, professional athletes' individual behavioral norms and many other regulations.

As many countries have invested in e-sports, the international competitive power of e-sports has increased. The sign of China's e-sports international competitiveness is a good achievement in various international competitions. Korea's e-sports is very good but it was defeated by China in the competition. China E-sports won several championships. These champions prove China's e-sports. Increased international competitiveness. However, China has set up a national team for e-sports to participate in the Asian games, but people generally have a low awareness of these athletes. The professionalization of e-sports players is not only a consideration of operation, performance and business ability, but also a consideration of endorsing and justifying the sport.

The professionalization of e-sports in China still needs time. (Zhang & Jin, 2016. p.105.)

3.5.1 Problems and solutions of e-sports professionalization

Despite the rapid development of E-sports in recent years, the professionalization of E-sports is still in its infancy, and there are many problems. In addition to external factors such as national policies and national concept restrictions, there are still many problems in the development of internal professional E-

sports. The professionalization system of E-sports in China has not yet been established, which directly restricts the development of E-sports in China.

The professionalization is not comprehensive. The professionalization of E-sports in China is only limited to e-sports player. However, E-sports is not only E-sports athletes, but also many professional derivatives, game reviews, professional managers and so on. The semi-professional or amateur of this profession will hinder the development of E-sports professionalization, In order to promote the professional development of E-sports and ensure the professionalization of other employees, professional E-sports can reach a new height in China.

To solve the problem of E-sports professionalization, we need to cultivate professional E-sports talents, improve people's awareness of e-sports, and establish E-sports specialty and an alliance system. The long-term popularity of sports and the attention of fans will inevitably be supported by the league system.

On the other hand, the characteristics of the league, the length of the game, the number of games, the number of people watching the game, the high quality of the game, and the income. In China, E-sports lacks a league system and E-sports games are usually sponsored by the Grand Prix. The number of games is small, the time is short, and the quality is not high. The establishment of alliance system is the key to the development of E-sports.

The e-sports league model is different from traditional sports, but its revenues are roughly the same. The broadcasting of E-sports is a way of revenue. E-sports league can have its own set of operation plan to develop surrounding industries. It still needs time to develop into an international league.

During this period, to improve the e-sports league system and create an E-sports atmosphere, the development of E-sports lacks a clear theme, the ultimate goal of E-sports is objectively important. Winning the game is the key, but it will not last too long. For example, in the 2016 dota2 ti6 game, the team raised the champion shield in Seattle, but the winger soon disbanded, their goal was achieved, but their development failed. (Figure 3)

We should make it clear that the main body of the development of E-sports is the e-sports club. The international E-sports competitions are based on the clubs. A high-level E-sports clubs will do well.

However, due to the particularity of e-sports, many E-sports players choose to be game hosts. The income of the game host far exceeds the salary of the club. Only by improving the club management, strengthening the professional development of E-sports club and making clear the development goals, can the club develop smoothly.



Figure 3. In 2016, Wings won the Ti6 championship and ice raised the champion shield. (<https://www.bilibili.com/tag/2495733/>)

4 E-sport club

The increasingly popular e-sports bring visual enjoyment to people. So how do e-sports players train? What is the difference between a professional player and an ordinary game player? As we all know, e-sports players are all from e-sports clubs. To learn about e-sports players, you can start with an e-sports club.

The e-sports club is an important department for selecting and training e-sports players. Each e-sports club can have multiple teams participating in different projects. There are two types of e-sports clubs: 1. The e-sports club is formed by the investors. For example, Wang Sicong sets up the iG club and became a teammate, Lin Junjie sets up the SMG club, etc. 2, The professional players spontaneously form the e-sports club, for example, 17shou (Wang Kang) formed 17 teams. Former professional player BurNing (Xu Zhilei) formed the Team Aster Stars team. The development of e-sports clubs with investors is relatively stable, and the investment of e-sports clubs requires a lot of money. The spontaneous formation of the players usually require many times to become a professional team or to form an e-sports club. The e-sports club is an institution based on the professional team, equipped with complete facilities for the players to train and professional instructors, and for the purpose of the competition bonus. The performance of the e-sports club affects the financial support provided by the investor. A good e-sports club has sufficient funds and training facilities. (Figure 4)



Figure 4. Wang Sicong, who participated in the LPL professional competition as an IG player (<https://chejiahao.autohome.com.cn/info/2911948>).

4.1 E-sports club status

In the past, the e-sports club did not have the perfect facilities, only a few computers and simple rooms, eating instant noodles. A former e-sports player once mentioned that there was no smoke at the time, they would go to the underground cigarette butts, and there was no relevant counselor and reasonable diet. But even under such conditions, they realized their dreams and won the game.

Now with the development of e-sports, e-sports clubs are gradually improving, and our professional e-sports teams are equipped with professional personnel. For example, e-sports coaches are responsible for using system training methods to guide players, mostly by those who are responsible, savvy and resistant, and retired players to convert e-sports coaches are more common. Data analysts, mainly responsible for researching game knowledge, watching a large number of games, and developing tactics that suit the style of their team. The leader is responsible for coordinating the training of the players, the schedule of participating in the competition, and the daily life in life. Most of them are women who are caring and meticulous. The psychoanalyst is responsible for helping the players to solve various psychological problems encountered in different stages and competitions, solving the confusion of the players and relieving the pressure of the competition. Each e-sports club has its own training base. Accommodation conditions have been improved and computer configuration has been improved. High-profile computers, gaming mice, mechanical keyboards, and e-sports chairs have also greatly improved the training of e-sports clubs' surroundings.

At present, in addition to e-sports coaches, data analysts, team leaders, psychological instructors and other related professionals, new staff are constantly being introduced, such as team doctors, media public relations, professional managers and so on. The configuration and personnel of the e-sports club are getting better. Compared with the early e-sports clubs, the e-sports club is constantly improving.

4.1.1 Selection of e-sports players

There are several ways to choose an E-sports player. Here are four of the most common ways as below.

Firstly, some players who can make a good showing in the game are noticed by professional E-sports clubs, which will invite them to join directly and make

them become professional players. This is a common way to discover E-sports players.

Secondly, E-sports clubs can open school in which some players sign up for training programs that help them reach the level of professional E-sports competitor. Once the trainers reached the professional level, they will make a contract with the clubs and become a professional one.

Thirdly, E-sports club's recommendation. In normal competitive games, the professional players or the club coaches will meet very talented players who agree to test and observe whether they can become a major E-sports competitor. After testing, they will sign a contract with the club.

At last, there have some players spontaneously formed a team to join the e-sports game and achieved good results, but they give up continuing due to lack of funds support. These teams will be aroused wide concern by the E-sports clubs, which will invite them to join.

The above four kinds are the main ways to select e-sports players. Newcomers who have just selected must undergo a lot of training, and they must demonstrate their own abilities. At the same time, they must go through the test of their hearts. It takes a lot of observations to play professional games, the character of newcomers, the relationship of other new teammates.

The choice of e-sports players depends on the fact that an electric club can have new talents to join, and it also depends on whether the entire electric industry can have new blood input. E-sports has a considerable number of fans as a sport. The selection of high-level players is important for improving the performance of the competition, the quality of the competition and the ability to show the strength of the country and the club in the international arena. (Baidu encyclopedia)

4.2 E-sport player training

The training methods of e-sports players and the different training methods of competitive game projects also have certain differences. Take team-based competitive games as an example. The training of players is usually based on

daily high-end qualifiers and training games, with SKT teams as The representative of the Korean e-sports club training has been from 8 am to 12 pm: 8-10 psychological training; 10-12 physical training; lunch and rest for 2 hours; 14-17 operating training: dinner and rest 2 hours; 19-24 points of operation training. It can be seen that the reason why Korean e-sports can dominate the world in multiple competitions is closely related to the hard training of e-sports players who spend a lot of time. Most of the training programs of China's e-sports clubs are 10-12 hours a day. The time of each club will vary according to their actual situation, and most of them will last from noon to late night. The training content includes rank training, training training, competition training, and a few clubs have physical training. (Khan introduces a SKT contestant's day: nearly 15 hours of training and 5.5 hours of sleep)

There is a training method called Rank training. Rank is the game score. The higher a player's rank is, the higher his personal level is. It's necessary for E-sports players to win victory in every round games because this is a way to improve the game scores. The players will match up with the ones who have the same professional level with higher scores in the games. Rank training is a process of continuous improvement, which can make E-sports players constantly improve themselves to communicate with higher level competitor by ranking. All in all, Rank training can improve the individual strength of E-sports players. Rank training can be done by a single person or by multiple people.

The training competition is conducted by the team leader to contact other clubs or teams, and the game training can be carried out online. The training game can be a specific ability for targeted or purpose training, or it can be completely in accordance with the requirements of the official competition from the beginning to the end. The ability to handle or destroy the first defensive tower (commonly known as a blood tower). It can also be a simulation of a formal game. The ability to process the entire process from start to finish can be used to test new tactics and new players to anticipate the effects of new tactics or new players in the game.

E-sports compound training is a way that E-sports player find out the problems in training and competition, which correspond to one solution through the training video analysis. Compound training is a quick and effective way to improve players' understanding on the E-sports games and on-site processing treatment level. Compound training is a quick and effective way to improve the player's game understanding and on-the-spot processing level.

The above three methods are the main and common training methods. The training methods of each e-sports club are similar. They all use the practice and running-in to invest a lot of time to understand the game and seek the law of winning. The effects of different training methods are different. Individual: rank training can effectively improve the individual ability of the players. Training competition can effectively improve team coordination and operational capabilities. The resumption of the game can effectively improve the player's understanding of the game and the ability to conduct on-the-spot.

"E-sports" It is not just a game, because it can reflect a person's reaction, coordination, thinking ability, and unity spirit. At the same time, professional players on behalf of the country, got the first e-sports gold medal, which is "the difference between ordinary players and world champions. "E-sports professional players have to face the same game training for more than 10 hours every day. The high-intensity training of e-sports players every day will be accompanied by occupational diseases. The average person can't bear the pressure. And many ordinary players play games just to entertain the body and mind; e-sports professional players are not equal to ordinary game players.

Recently, DOTA2 popular three professional players and five ordinary players to fight against each other. In DOTA2 game, 3 people generally can't beat 5 people, but the result shows that three professional players lost to five ordinary players 2:3 because DOTA is a 5v5 team MOBA games, teamwork is very important, you can see in the professional players to win the game, each professional player has a strong personal ability, professional players have proved themselves.

The difference between a professional player and a normal player is also the speed of the hand. APM (Actions Per Minute) operates a number of times per minute. The average player is about 100, while the professional player stays above 300.

Professional players are talented, and the huge amount of training has created them, making their skill level much higher than that of ordinary players. Some people may think that e-sports players only need to sit in front of the computer to play games, unlike high-intensity physical confrontation like football and basketball, so the impact of injuries on them is minimal. But it turns out that these professional players suffer from injuries and injuries, and even more pain.

In order to help the Chinese team win the League of Legends, Jane's career has caused his fingers, back and shoulders to fall into injury, and he has to have several months of "high suspension". Due to years of boring and a lot of training, many operations have become the instinctive reaction of the body. After many people become professional players, their daily life is e-sports, no working days, no holidays, sedentary and muscles are always maintained. In a state of high tension, they will cause them to fall into various injuries. Even worse, unlike traditional sports, e-sports players are more difficult to heal, and some may even be alive.

E-sports and traditional sports will consume physical energy. From the characteristics of e-sports, athletes need to have long-term operational training in order to obtain superior hand-brain coordination ability, rapid response ability and skillful operation of mouse and keyboard. In the process of injury, the injury is often caused by chronic damage of skeletal muscles, resulting in athletes being injured. (Zhang, 2008, p.53.)

4.3 E-sports player training problem

China E-sports did not perform well in recent years. There are still many problems exist in E-sports players training in China. For example, people don't value E-sports with highly recognition, even if being an E-sports player is considered as unstable job. E-sports players deliberately give up and defeat in games, who are not well educated and abuse their opponents during competition.

Moreover, E-sports player injured and they must face hyper-aged problems in the future. It's not zany but just reality.

(Li, 2018, p.24.)

E-sports league win or lose can be obtained by e-sports club players cultivate the problem.

Taking Ti9 as an example, the 2019 international knife tower 2 invitational tournament was held in Shanghai, China.

In the final game, OG team finally won the championship, becoming the first team in Ti history to win the championship twice. What is the secret of your success in interviewing OG team after the game? OG team says they have an excellent psychologist. For a while, e-sports psychologists became the key. (Interview with OG psychologist)

The role of the psychological counselor in the game is very critical, players will affect the psychological role of the game. Therefore, the success of OG reminds us to pay attention to the cultivation of e-sports players as well as their psychological quality. The social cognition of e-sports, many people still stay in e-sports is an era of indulging in games, many parents object to children playing games, hinder the development of e-sports players in the future.

The e-sports environment is not good. After each game, there will always be a batch of comments, insults and criticisms of e-sports selection. Some e-sports players are well commented by the media before the game, which gives the e-sports players a lot. The pressure, after the game, the e-sports players did not play well, they were attacked by the network.

The relationship between e-sports players and teammates is not good. For team teams, the relationship between players and players is better, in order to exert more strength. For example, Aster team player Sylar is the number one in the team. He has a bad relationship with the 3rd and 4th positions in the team. In the recent turre 2major game, his teammates did not cooperate with him many times. Leading to the loss of the game, after the game Sylar issued a microblogging said to rest for a while. The player's relationship is not good and will affect the play.

Due to the particularity of e-sports, the management of e-sports in China is managed by several departments. Taking the game as the carrier, the e-sports project is also managed by the State Administration of Radio, Film and Television and the Cultural Bureau. Multi-sectoral collaborative management plays a role in regulating and guiding the development of e-sports. However, due to the different standards of management according to departments, it is easy to cause uncoordinated or even chaotic management. Another point is that e-sports clubs collect management from multiple departments. Businesses must frequently travel back and forth with the three departments, resulting in a waste of time and resources. The review, management and implementation of the general lag is the most important issue.

Players do not play games seriously. E-sports, like traditional sports, have gambling. Like football, buying peripherals and playing fake games also exist in e-sports. Many teams have this kind of behavior, deliberately losing the game and affecting the enjoyment of e-sports competition.

E-sports clubs have their own ace players. Some players play very well in the competition. They are contracted by other e-sports clubs with higher contracts and forced recruitment. Caused improper behavior between the clubs. The most typical event is 2016. Before the opening of the 11th City Heroes Championship, the BNG Club was illegally robbed by the RT Club of three players with legal effect contracts. The BNG Club alerted the police and took legal action. Maintain your own rights. There is also the Korean team SSW who won the championship in 2015. After winning the championship, the SSW team was disbanded because all the teammates of the SSW team were bought by different clubs in China, which shocked the e-sports circle.

The cultural level of the e-sport players is not high. The golden age of e-sports is 18-23 years old, which has caused many professional players to go to college without ordinary education. The level of education is not high. In the competition, professional players often have negative influences in public. Not only China, but also the general culture of e-sports players in the world is low. For example, COL club member Skem said a discriminatory word during competition. KuKu, a player from the TNC club, said an insulting word "Ching Chong" to China.

The two professional players openly made such things also caused the anger of domestic players. Subsequently, the two players made corresponding punishments, and racism was not allowed in the competition, which violated the concept of competitive projects. ("DOTA2" TNC foreign team player KuKu "insult China" incident)

E-sports players are suffering from injuries. As a sports program that conducts long-term training and high-intensity competitions every day, injuries and occupational diseases are a big enemy of professional players. The sports-oriented sports characteristics of the e-sports project and the long-term training mode caused by the players make it easy for the athletes to develop strain injuries in the wrist, elbow, cervical vertebrae and lumbar vertebrae. The most common problems are cervical spondylosis and lumbar spondylosis. . Almost every professional player will have such an occupational disease. For example, Jane Pride (UZI), which is known as "the world's first Vain" and "the world's first ADC", suffers from wrist injuries and has to end after the end of the 2017 World Tournament. Injuries to professional e-sports player mean shorter or even the end of their careers, which is what affects e-sports player. (Figure 5.)



Figure 5. The e-sports player Uzi was injured. (RNG Club Official Weibo)

4.4 Suggestions on the training of e-sports players

For the e-sports player training problem, it is divided into three levels, social level, club level and individual level.

The government stepped up guidance, increased media propaganda, and guided the positive energy of e-sports to let more people know about e-sports. The public's view of e-sports affects the development of e-sports. At present, e-sports needs a lot of investment, and it is very important to improve the negative impact of the public on e-sports. Let people re-examine e-sports and understand the economic and social values of e-sports.

The establishment of a full-time e-sports club, the multi-sector management of e-sports clubs has problems of inconsistency. It is very important to establish an e-sports club department with efficient management. It is recommended to set up a special e-sports management department in the sports bureau to lead and manage e-sports. The association's approach is to manage and supervise the review of video games, the establishment and operation of e-sports clubs, and the registration and hosting of e-sports events. Implementing efficient management is conducive to the development of e-sports.

Perfecting the law on e-sports, the unfair competition of e-sports is because small clubs do not have enough funds, and some players will choose to quit when they are invited by the big club. Perfecting e-sports laws, protecting small and medium-sized e-sports clubs, preventing clubs from improper behaviors, is conducive to the development of e-sports clubs and the training of e-sports players.

At the club level, exploring new profit models. Ordinary esports clubs earn most of their revenues by competing to win prizes. Obviously this is not enough. The facilities of the electronic clubs and the training of the players are only maintained by bonuses, which is not enough. It is recommended that the club cooperates with some live broadcast platforms or cooperate with the first-line e-sports club to develop their own products and seek new ways of profit. The club's own development while continuing to strengthen the management and training of the players, winning the championship in the game is the ultimate goal.

In order not to let e-sports players worry, they are distracted in the game. Every e-sports player has one less chance to play each game. The club must provide decommissioning guarantee for the e-sports players, so that the players can feel at ease and reduce the pressure on the e-sports players.

On the individual level, we set great goals and actively invested in training. Every e-sports player is a dream starter. It is a lifetime glory to win the championship, maintain a good attitude and reduce regrets for the game.

Strengthening their own legal awareness, promoting the spirit of e-sports, e-sports players playing fake games, seriously affecting the spirit of e-sports, South Korea with advanced e-sports, for the competition, the players in the holiday, sentenced to more than 18 months of imprisonment. Strictly demanding yourself and establishing a good e-sports image requires the efforts of e-sports players to spread positive energy for e-sports.

Improve physical fitness and prevent injuries. Improve cultural literacy and establish a good image. Some clubs perform physical training for players, but most e-sports clubs are not implemented. It is recommended that the e-sports club comprehensively require players to have regular physical training to prevent long-term training and injury, and to train the e-sports players in the cultural training of e-sports players in the future.

5. Discussion

With the development of e-sports, more and more people are joining the e-sports. The development of e-sports requires a lot of people. E-sports clubs need e-sports players, coaches, data analysts, managers, doctors, heart counselors, etc. Other e-sports also need media, brokers, event planning, game sponsorship and so on. The development of e-sports is inseparable from the guidance of the government and the attention of the people. The training of e-sports players needs to be strengthened. E-sports players are young people. They are very impulsive. They must maintain a positive attitude while training in high-intensity training. They must also improve the management of clubs while training e-sports players. Good or bad determines the performance of a team and correctly guides the society's view of e-sports.

The professionalization of e-sports needs a comprehensive, professionalization of a single e-sports player, which will lead to the lack of e-sports talents, establish a perfect league system, and have a mainstream project development to promote the speed of e-sports professionalization, thus accelerating.

The development of e-sports is inseparable from the masses of people. It can learn how to develop mature e-sports industries such as Korea. I believe that in the future, e-sports can be valued as much as traditional sports. E-sports will mature in the future. In the development of e-sports industry, China should explore its own e-sports business model. We should vigorously develop the surrounding industries, publicize e-sports events and cultivate the atmosphere of e-sports.

With the support and guidance of the government, e-sports industry in the future should develop in a diversified way to meet the requirements of the information age. The professionalization of e-sports is inseparable from the cultivation of e-sports players.

We should find out better teaching system to train more related e-sports talents. The lack of professionalization of e-sports is one of the problems that affect the development of e-sports.

The national policy should not only make a good definition of e-sports career, but also vigorously publicize e-sports, improve people's awareness, establish

e-sports professional schools, and solve the problem of e-sports talent shortage.

The cultivation of e-sports players should strengthen the management of e-sports clubs and improve the management system and facilities. In the future, China needs to develop its own products and own league system to further develop e-sports.

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