



ONLINE RISKS WITH ESPORTS – FROM INEQE – DEC 2023

The first-ever esports tournament took place in 1972, and today, tournaments like 'The International' boast multi-million-dollar prize pools. On average, children between the ages of 11 and 18 play esports for three and a half hours a day, either at home (94%) or at a friend's house (40%)

What are Esports?

Esports, or electronic sports, represent competitive online video gaming. From FIFA to Call of Duty to Rocket League, any game with competitive potential can become an esports. The industry is booming, with teams, coaches, sponsorships, and even celebrities like David Beckham co-owning esports ventures.

🎮 The competitive nature of esports, reminiscent of arcade battles, has found new life with live-streaming platforms like Twitch and YouTube. Esports professionals, regarded like footballers, often double as content creators, expanding esports as a legitimate career option. Amateur tournaments, with in-game rewards, are now commonplace.

🎮 Students can develop STEM skills through esports, involving teamwork, problem-solving, data science, internet technology, and coding.

🎮 Almost half of parents believe esports should be part of the school curriculum, and two-thirds support it as an extracurricular activity.

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What are the Safeguarding Risks?

While esports presents exciting opportunities, it's essential to

consider and understand the trends, risks and threats within the wider esports arena.

⚠ Exposure to inappropriate content

⚠ Concerns about in-game purchases resembling gambling mechanics

⚠ Online interactions posing risks such as grooming

⚠ Cross-platform challenges and encrypted communications

⚠ Time commitments affecting daily routines

⚠ The emotional impact from competition outcomes

⚠ Lack of global regulatory standards in esports

⚠ Sponsorship influences, especially from energy drink companies
