# Chris Straface Capstone Annotated Bibliography

Source 1:
Browning, Kellen. "The Excitement around e-Sports Is Growing. but Where Are the Profits?" The New York Times, The New York Times, 26 Nov. 2022, https://www.nytimes.com/2022/11/26/business/video-game-e-sports-profit.html

I think this source is credible, being from a reliable news source and providing information from other big corporations, and it also gives good insight into the "state" of esports. It covers a very wide range of information about the topic, from finances, to viewership. The main takeaway from m the article is that there's a lot of growing interest in esports, with large viewership for events, but it's struggling to overall profit as an industry. The current "big" esports teams are relying on other sources of income for profits, and the game companies who produce, develop, and sponsor these games also aren't making big profits yet. This article is from last November, so all the information stated is up to date as well. This is a good source as a "jumping off point" for the state of esports.

Source 2:
Intelligence, Insider. "Esports Industry in 2022: Market Stats &amp; Viewership Growth Trends." Insider Intelligence, 1 Jan. 2023, https://www.insiderintelligence.com/insights/esports-ecosystem-market-report/

This is a very credible source, as it comes from a website all about insider intelligence and market reports. This article has a lot of information about the revenue and monetary worth of the biggest esports corporations, with information ranging from 2020-2022. Having the revenue is very crucial for this project as a big part of it is figuring out how much money esports as a whole is making on the organization and individual level, and this source shows a lot of insight as to what the organizations are making. It also provides information on where that revenue is coming from, specifically how a lot of it comes from sponsorships and merchandise rather than direct revenue from events.

Source 3:
Todorov, Stoyan. "How Much Do Esports Players Make." Esports Grizzly, 27 Mar. 2022, https://www.esportsgrizzly.com/blog/how-much-do-esports-players-make/#:~:text=How%20much%20does%20a%20pro,popular%20an%20individual%20player%20

This is another reliable source, as the site it comes from is credible and the article itself contains links to other sources backing up some claims. There is one part in it that I don't find to be reliable: The list of the highest grossing games, players, and tournaments isn't sourced and doesn't make sense from what I know and from the rest of the article itself. But thankfully, I can ignore it. There's a lot of great information in the rest of this article about the earnings esports players make, and what it takes to be able to actually earn them. I was very glad this article contained opinions and data about how it's a small portion of players who make the stated

salaries as well as only people who play a certain game, as that aspect is very important for my Capstone, and I'm glad to have a reliable source which already discusses that aspect.

Source 4:
Gough, Christina. "Leading ESports Games Worldwide in 2022, by Cumulative Tournament Prize Pool." Statista, statistics, 4 Jan. 2023, https://www.statista.com/statistics/501853/leading-esports-games-worldwide-total-prize-pool/

This is an incredible source to have because it offers raw statistical data for me to look at and analyze. I looked more into this website, Statista, and found it to be a credible source and database for many statistics, including many surrounding esports, making it a very lucky find. This particular statistic is important because it provides more information about the tournament prize pools for the biggest esports games. This data is important to gauge how much money is in the scene for each game, and helps to develop the conversation of what circumstances it takes to get good earnings as an esports player, and how important choosing the competitive game of choice is.

Source 5:
"*Everything about the Esports Popularity.*" Echarts, statistics, https://escharts.com/.
This source is good because it is credible and an entire database of data specifically around esports. There are charts, lists, bars, statistics, practically everything I could want together in one package as a compilation of data. Despite this boon, since I'm not a researching expert, I struggle to navigate through ALL the data, and the website's UI confuses me, but I'm still able to use this website as a source of information. Raw statistics and data are very important for this Capstone, so having a database to get so much information from is vital for me during this project.

Source 6:
Tristão, Hugo. "Esports Audience Will Pass Half a Billion in 2022: Esports Market Analysis." Newzoo, 19 Apr. 2022, https://newzoo.com/insights/articles/the-esports-audience-will-pass-half-a-billion-in-2022-as-revenue-engagement-esport-industry-growth

This is a good, reliable source that comes from a credible source and author. What's important about this source is that it focuses specifically on the growth in interest, viewership, and revenue. The article is somewhat dated, being from last April, but it's still credible as a testament to the growth and interest of the industry. A big part to answering whether or not esports would be a viable career option, the potential for growth is crucial, as it determines whether or not it's worth investing time or money into, so defining the growth potential of the industry is key to answering my inquiry question. With this source, I have part of a key component I need for my project

Source 7:
Lee, Jonathan. "*Esports Stars Have Shorter Careers than NFL Players. Here's Why.*" The Washington Post, WP Company, 20 Apr. 2022,
https://www.washingtonpost.com/video-games/esports/2022/04/19/esports-age-retirement

This source once again comes from The Washington Post, which is a very credible news source, and the article contains its own sources for what it talks about. This article specifically talks about the shockingly short careers of esports players, and why this happens. It takes a different approach, dismissing the common opinion that it's hard to compete past your early 20's, but says it's instead a combination of physical and mental burnout leading to a nocebo effect producing worse results, leading a player to early retirement. I did not consider a lot of this as proper reasoning before reading it, and combined with my own personal opinion, overall I agree with it, and wish to bring up this idea in my final presentation, thus making this source crucial.

Source 8:
"Where 'Dead' Esports Live." Upcomer, 25 Aug. 2021,
https://upcomer.com/where-dead-esports-live

This is a great source because it discusses a crucial part of my topic: What happens to an esport when the game it's based on "dies?" It's an important question to ask, because there's a lot of competitive games that die out, affecting the careers of professional players, so it's crucial to research it for my project. What's key to take away from this article is how some games lose official sponsorship from developers, but still are stabilized through their built up competitive communities alone. This creates room for discussing if it's still worth pursuing a "dead" game, if there's still a stable community surrounding it. I will need this source for when I discuss this aspect in my project.

Source 9:
Lee, Aabicus, and Enzo Conte. "The Life of an Esports Professional: Interview with WarKr0Zz." Upcomer, 18 Apr. 2019,
https://upcomer.com/the-life-of-an-esports-professional-interview-with-warkr0zz

This is an interview with a successful, professional esports player about his life as a pro, how he got into the scene, and his experiences and advice to anyone looking to get into the scene. This is an incredible source to have, because it's crucial to get the perspective of an actual esports professional for a project about esports, and there's a lot of good information in here that synergizes well with what else I have found through research. The age he started playing, the games he's played, his motivation for playing, his routines, it's all very important information to hear, all of which I can incorporate into my final project.

Source 10:
Khot, Moin, and Raghav Chadha. AFK Gaming, 6 Jan. 2023,
https://afkgaming.com/esports/originals/interview-with-rog-academys-pro-valorant-player-naiveje
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This is another interview with another professional esports player, which again is very good as a source for my project. This interview focused on some of the social and familial barriers to pursuing an esport, due to the negative societal stigma surrounding competitive gaming, which affects peoples' opportunities for branching into the esports industry. Some people can't branch out as much as they want to due to societal or parental disapproval, which is maintained due to there not being concrete success in the industry yet, and this negative stigma is an important aspect to anyone trying to pursue a career in esports that should be talked about in my project.