



Raising the Stakes: E-Sports and the Professionalization of Computer Gaming

By T. L. Taylor

MIT Press Ltd. Paperback. Book Condition: new. BRAND NEW, Raising the Stakes: E-Sports and the Professionalization of Computer Gaming, T. L. Taylor, Competitive video and computer game play is nothing new: the documentary King of Kong memorably portrays a Donkey Kong player's attempts to achieve the all-time highest score; the television show Starcade (1982--1984) featured competitions among arcade game players; and first-person shooter games of the 1990s became multiplayer through network play. A new development in the world of digital gaming, however, is the emergence of professional computer game play, complete with star players, team owners, tournaments, sponsorships, and spectators. In Raising the Stakes, T. L. Taylor explores the emerging scene of professional computer gaming and the accompanying efforts to make a sport out of this form of play. In the course of her explorations, Taylor travels to tournaments, including the World Cyber Games Grand Finals (which considers itself the computer gaming equivalent of the Olympics), and interviews participants from players to broadcasters. She examines pro-gaming, with its highly paid players, play-by-play broadcasts, and mass audience; discusses whether or not e-sports should even be considered sports; traces the player's path from amateur to professional (and how a hobby becomes work);...



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