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Cybersport in educational practices

In this article, there was made an attempt to describe the possibilities of modern technologies such as sybersport in education. The author gives the detailed explanation of esport and clarifies the reason why this resource could be used not only for entertainment but also serves as a huge platform for developing a variety of skills. In addition, some educational institutions are presented where esport has already been integrated.

Keywords: esport; computer sports; tournament; education; skills.

The modern world is becoming more technological and automated every day. Engineers from various fields play a huge role in this process. Today, the profession of an engineer is one of the most demanded professions, without which our usual everyday life would turn into existence, like primitive man. Not every person can become an engineer, because this profession is very demanding in every field [1, p. 22]. In addition to a technical mindset and impeccable knowledge of exact sciences and special disciplines, an engineer must have analytical skills, logical thinking, attention and an impeccable memory. These skills are not given to a person from birth, they are acquired in the process of any activity and require constant training. There are different ways and methods of how you can develop this or that skill. However, there are not many resources that contain a comprehensive set of tools aimed at developing several

skills at once. One of them can be considered a new direction in the leisure activities of people of different ages and social status, which is gaining more and more popularity all over the world – this is esports.

Today, the development of esports for educational purposes is just beginning.

In the conditions of the developing information society, the relevance of computer sports is increasing, since this area represents a multifaceted educational potential for personal development.

So let us take a closer look at the concept of esports.

Esports is a team or individual competition, which based on various video games. In esports competitions, games are involved in which participants need special skills to win – non-standard tactics, team coherence or reaction speed.

At first glance, it seems that esports is something new, which only a few people know about. However, this is not the case, esports is a very popular modern trend that has developed and continues to develop for almost half a century, uniting millions of people around the globe under its roof [3, p. 96].

The first esports tournament was held back in 1972. Then 24 students of Stanford University decided to hold a tournament on the game Spacewar. The game involves two people, each of whom controls a spaceship. The task of the players is to shoot down the enemy ship using different tactics. The winner was biology student Bruce Baumgart, who received the grand prize – a subscription to RollingStone magazine. The Spacewar tournament is considered the first cyber competition in history.

Success in the game depends on the level of training of esports players: the skills of individual players and teamwork.

For the first time in the Russian State University of Physical Culture, Sports, Youth and Tourism, the program «Theory and Methods of Computer Sports» was implemented. The content of the training program for future specialists includes intellectual development: teaching team interaction, programming, developing critical thinking and teaching a foreign language.

Ahlman vocational college in Finland organizes secondary school education in the direction of «eSports». The training program provides an opportunity to improve their skills that athletes need in esports. Throughout the year, students participate in various tournaments and learn to competently organize a healthy lifestyle, proper nutrition, and observe a rest and sleep regimen.

University of California, Irvine has a computer science program in gaming technology. Students study computer science through the design and creation of computer games. The university is developing e-sports, and a special arena has been created for holding tournaments. Students study not only computer science, but also time – management for the effective distribution of cybersport classes, recreation and study.

At the Norwegian secondary school in Bergen, esports is taught as an elective. The course is designed for three years, 5 hours a week. For classes, separately equipped rooms are provided, which are also available for self-study. The content of the training includes: the development of intellectual abilities, the development of strategies and tactics, exercises to foster flexibility, strength and speed of reaction, psychological stability. A feature of the program is the formation of time management and goal setting skills [2, p. 212].

A private school «Belaya Vorona» has been opened for children who are fond of cybersport in Tomsk. The content of the program includes acquaintance with IT technologies, training in creating and maintaining channels on Twitch. It is obligatory to include in the program of sports with high physical activity and psychologically trainings aimed at the formation of the necessary qualities both for engaging in e-sports and everyday life [4, p. 34].

So, in our research, we showed some interesting facts about how esports can be integrated into educational activities. Combining a huge number of social and professional opportunities, computer sports can become not only entertainment, but also an excellent opportunity to improve various skills:

- spoken english;
- critical thinking;
- speed reaction;
- correct goal-setting;
- concentration.

All this can be very useful in our everyday life and professional activities. Consequently, esports can be called an excellent educational platform for training specialists in various fields.

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