

**Comparing eSports and why
do people watch them,
Counter-Strike Global Offensive
through the spectator point of view**

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Dedication

This research is dedicated to my family and friends, who supported me the whole time and I know they will be there for me whenever I go back to Brazil. And my girlfriend and professors who dedicated so much time to help me here in Covilhã when needed.

Acknowledgements

First of all, I would like to say thanks to my parents for supporting me on my decision of becoming a Game Designer. Brazil has not many professional possibilities for Game Designers yet, and even though my parents knew that they kept helping me pursue my dreams and let me go dive into this quest for nerd knowledge without trying to hold me back.

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Resumo Alargado

Os *eSports* são jogos digitais com características competitivas presentes em seu núcleo, e um aspecto interessante sobre os títulos de jogos classificados como *eSports* que vem chamando a atenção de investidores é o apelo à diversão existente não só a jogadores mas também a espectadores. Esses jogos já são fonte de entretenimento não só para quem os pratica, mas também para quem assiste, e as competições profissionais e os motivos pelos quais as pessoas as assistem serão o foco desse estudo.

Esta dissertação descreve os resultados de um estudo criado com o objetivo de compreender quais são os principais motivos que fazem as pessoas assistir ao jogo Counter-Strike Global Offensive (CS:GO). Oito questões de pesquisa foram criadas durante a discussão de literatura e dois formulários foram criados. O primeiro teve como objetivo alcançar espectadores em ambientes de torneios presenciais de *eSports*, e o segundo foi projetado de forma digital para alcançar mais pessoas através da Internet. Além disso uma revisão de literatura foi feita e publicada em conferência para servir como base de referências para esse estudo.

No total obtivemos 283 respostas válidas, e todas as 26 questões do formulário digital são estudadas e debatidas nos capítulos “Methodology” e “Discussion”. As respostas foram discutidas em dois grupos, A e B, onde as respostas que indicam CS:GO como o *eSport* favorito da pessoa e o outro estão todas as outras respostas de fãs de *eSports*.

Por fim as respostas de ambos os grupos foram comparadas juntos com os respectivos dados e representados em gráficos e tabelas para melhor visualização.

Discutiremos quais são os maiores fatores acerca da competitiva dos esportes eletrônicos, mais especificamente CS:GO, que atrai tamanha atenção de mídia. O primeiro capítulo tem o objetivo justamente de clarificar qual a definição de *eSports* e apresentar algumas das figuras mais importantes desse ecossistema: os times, patrocinadores e jogadores.

O objetivo principal dessa pesquisa é ajudar outros *Designers* de Jogos e pesquisadores a entenderem quais decisões tomadas pelos títulos mais relevantes do meio dos *eSports* que atraem mais os espectadores. Quais são as opiniões das pessoas que assistem a CS:GO, um software a princípio criado para ser jogado e que faz com que tantas pessoas, ao invés de jogar, o assistir.

Introdução

Durante o capítulo um também é apresentada o problema motivador do estudo, que devido ao sucesso recente dos *eSports*, existe uma ausência de estudos acerca do assunto, no que diz respeito à experiência do espectador como se sentem durante uma transmissão profissional de CS:GO.

Dimensões dos Espectadores de CS:GO Como Objeto de Estudo

O segundo capítulo trata de falar da revisão de literatura publicada pelo autor anteriormente e quais são os trabalhos relacionados publicados. Além disso, algumas questões são discutidas enquanto as questões de pesquisas são criadas.

Os quatro maiores tópicos de discussão: “Regras e Gameplay”, “Sentimentos e expectativas”, “Premiações de Eventos e Customização Digital de Items e Personagens” e finalmente “Mídia e Transmissões ao vivo” são depois subdivididos em seções menores, trazendo sempre referências e estudos relacionados como fonte.

Metodologia

Capítulo três traz detalhes sobre como a pesquisa quantitativa foi preparada, como as respostas foram obtidas e quem são as pessoas participantes. Dois formulários foram criados, um em papel, com dezessete questões e o segundo foi aprimorado após conversar com participantes e temos então 26 perguntas.

E finalmente esclarecemos como as informações foram tratadas e como os resultados obtidos foram organizados.

Discussão

Capítulo quatro os resultados são apresentados em formato de gráficos, comparando respostas dos dois grupos divididos previamente juntamente com discussões sobre os tópicos abordados e as questões de pesquisa são respondidas.

Conclusões e Trabalho Futuro

No capítulo cinco, depois de conversar com espectadores provenientes de muitas partes diferentes do mundo e participar presencialmente de competições de *eSports* de relevância global, as conclusões são expostas juntamente com reflexões acerca do assunto e as perspectivas de estudos futuros.

Abstract

The following study was created with the objective of understanding what are the main reasons that make people watch the game Counter-Strike Global Offensive (CS: GO). As Lee and Schoenstedt have stated on their research (Lee & Schoenstedt, 2011), there are similarities and differences on the consumption behaviors of the eSports if compared to traditional sports.

Eight research questions were created during the literature discussion and two surveys were distributed to gather spectator feedback. The first survey was designed to reach viewers who attend live CS:GO events and also eSports fans at the university and the second was digitally designed to reach more people over the internet. In addition, a literature review was made and published separately to serve as a reference base for this study.

In this academic work, we discuss some of the common thoughts on what are the big factors for the competitive electronic sports are receiving so much media attention and after analyzing the quantitative data of the surveys, answer the research questions proposed. In total we obtained 283 valid answers, and all 26 questions of the digital survey were analyzed. The responses were divided into two groups, A and B, where the first gathered the responses that indicate CS:GO as the person's favorite eSport and the other are all other responses from all other eSports fans.

Finally, the responses of both groups were compared together with the respective data and represented in graphs and tables for better visualization.

Keywords

eSports, electronic sports, Counter-Strike Global Offensive, CS:GO, Game Streaming, Uses and Gratifications, Game Design

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List of Acronyms

| | |
|-------|---------------------------------------------------|
| CBLoL | Campeonato Brasileiro de League of Legends |
| CS:GO | Counter-Strike: Global Offensive |
| FIFA | Fédération Internationale de Football Association |
| FPS | First person shooter |
| IEM | Intel Extreme Masters |
| LAN | Local Area Network |
| LEC | League of Legends European Championship |
| LoL | League of Legends |
| MOBA | Multiplayer Online Battle Arena |
| NBA | National Basketball Association |
| PUBG | PlayerUnknown's Battlegrounds |
| RNG | Random Number Generation |
| UBI | Universidade da Beira Interior |
| WESG | World Electronic Sports Games |
| WOW | World of Warcraft |

1 Introduction

Since the creation of digital games media, spectating other people playing is something that people do mostly for learning how to get better at it or for pure entertainment. As the time progresses, and broadcasting possibilities are becoming affordable, the number of people consuming electronic sports (eSports) is getting larger, by 2023 it is expected to have 640 millions of eSports viewers worldwide, like shown in Figure 1 (Global ESports Audience 2020, 2020).

eSports Audience size (in Millions) Worldwide from 2018 to 2023

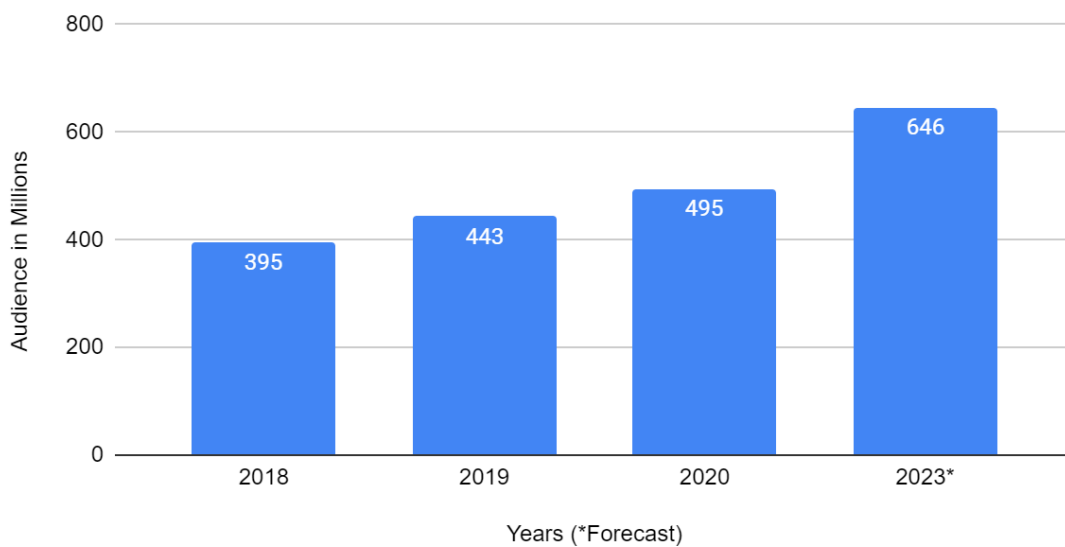


Figure 1. eSport audience size over the past 2 years and projection to 2023.

ESports can be defined objectively as organized video game competitions and it has the aspect of competition attached to its core (Jenny et al., 2017). As the scene grows and gets known by more people, the more professional the events become. Just like the traditional sports it has organized teams, strategies, fans, uniforms, comebacks and others (Segal, 2018).

ESport game titles are not restricted to one specific game genre, some are fast paced first person shooters, like Overwatch, have the players playing in team of six and require fast reaction of the players so they can hit very precise shots in the virtual world, others are more strategic and about impersonating a fictional character inside of a battle arena, like League of Legends or Dota 2, where the player will fight to destroy the enemy team base.

There are also eSports titles of games played by one person (usually representing a team or organization) against another player, like the fighting games Street Fighter V and Mortal Kombat 11 for, example, where each player chooses a single character and uses it to fight digitally a single enemy. Some titles, like Fortnite or PUBG (PlayerUnknown's Battlegrounds) can support both modalities: Solo players competing against others or squads (that is how the genre refers to the teams created usually by 4 players).

The important tournaments take place in arenas and thousands of tickets are sold so people can go watch the professionals perform live on stage, for example the 2016 final of the League of Legends World Championship was hosted at the Staples Center Arena for almost 20,000 LoL fans (“SKT Take \$2m League of Legends Title,” 2016). To reach spectators worldwide, most tournament games are live-streamed in online platforms like Twitch.tv and Youtube.com, and some tournaments also have television coverage.

Sometimes the professional career of an eSports player can start, early with some players getting hired by organizations at age of 13 years old (Breuninger, 2018), and the retirement age averaging about 25 years old (Shotaro Tani, 2018).

Some traditional sports organizations and celebrities are investing on the eSports by either creating their own teams or investing in an existing one, for example the ex-NBA (National Basketball Association) veteran Shaquille O’Neil invested on a team called NRG in 2016. Also the German soccer team FC Schalke 04 decided to start a eSports department are now competing for the LEC (League of Legends European Championship) (“League of Legends - Esports - Schalke 04,” n.d.).

This competitive gaming community, with professional teams, sponsors, millionaire player contracts, and young celebrities (Perez & Conklin, 2019, p. 30) is young if compared with music and acting celebrities business. So, there are few academic research focused exclusively on the gaming spectator point of view and their motivations to keep doing so.

With that in mind, the motivator Research Problem we discuss during this research is: The lack of studies about eSports rules and features focusing on the spectators and how they feel during a professional broadcast.

The purpose of this study is to provide game designers, marketeers and researchers with an in depth benchmark about what factors are turning Counter-Strike: Global Offensive (CS:GO), initially created to be a ludic tool, into a spectatorship by comparing its numbers with the direct competitors and understand for what motivates people to watch CS:GO in particular and how they feel.

In order to achieve that, first, a related literature review was conducted and published about game design decisions and communication theories, and how do they apply to eSports with a similar purpose of this master degree thesis, with the purpose of “Have a better understanding about what are the key motives for the success of eSports broadcasts and why people are more and more into spectating professional video game players perform.” (Canavarro et al., 2019, p. 1).

The literature review contributed with a compilation of relevant studies to use as references and in-depth knowledge about what has been already researched in eSports about what the spectators find relevant to watch in eSports competitions and why.

This research was divided into 5 chapters, each of the following containing:

Chapter 1 - Introduction - presents the research problem, and the general concept of the research that was undertaken.

Chapter 2 - eSports as an object of study states the definition of eSports discusses about what are the most famous games of the segment, their rules, objectives, game design and communication theories, and also about the importance of the Media and live streaming.

Chapter 3 - Methodology, explains how the research was conducted and how the groups of the quantitative research were divided. Also, the creation process for both surveys and data cleaning are also explained.

Chapter 4 - Discussion, presents all the data extracted from the research in form of graphs for each of the questions that the digital survey had, together with the results and insights used to answer all the 8 research questions.

Chapter 5 - Conclusion and Future Work, seals the study by stating the final observations, answering the questions, discussing what could have done better and proposing ideas of what could be done next.

2 CS:GO Spectators Dimensions as an Object of Study

Chapter two states a series of factors found by either reading eSports academic researches, attending to 9 eSports live events in five different countries, talking to spectators studying the game design decisions adopted by eSport games, and playing eSport genre games for over 5.000 hours so far.

Feelings and expectations of the spectators will be discussed so we can understand better how and when eSports build tension on the fans during a professional match, and how the nostalgic and historical factors can engage the fan-base.

Tournaments prize-pools and rewards are getting bigger as the time goes, so we will be researching what the spectators think about it and if bigger prizes have a correlation with bigger appealing for the viewers to follow the tournament. The relevance of cosmetic items (different representation of items/characters that does not actually make better with increased stats) for the spectators is also discussed.

At the end of the chapter the motivations of spectators are researched by discussing the Uses and Gratifications theory together with understanding the importance of live streaming and mediated competitions for the eSports, and also how the professional broadcast helps the fans to better understand the advanced tactics and decisions of the professionals.

Publishing the Literature review was important in order to collect the necessary material to develop a better dissertation and help us build more objective research questions after understanding what has already been covered by eSports researches and what is still lacking investigation (Canavarro et al., 2019).

2.1 Rules and Gameplay

2.1.1 What is eSports and understanding the phenomenon

Here in this chapter we observe and compare the games nominated for The Game Awards 2018 (*Awards*, 2018) under the category of “BEST ESPORTS GAME” (CS:GO, Dota 2, Fortnite, League of Legends and Overwatch) looking forward to understand what characteristics that concerns Game Design decisions made them differentiate from the others eSports titles and also contrast those features with what CS:GO actually presents.

The Counter-Strike series was first released in June 1999, five years later it had over 100,000 simultaneous players and sold more than 1.5million copies of the boxed version (*Computer Gaming World Issue 233*, 2003, p.107), and CS:GO is the most recent version of the series,

launched in August 2012, found its all-time player peak in April 2020 with 1,305,714 concurrent players (*Steam Charts*, n.d.).

All main competitors have their own unique stats in particular ways, like League of Legends World Finals reaching over 99 million online unique spectators (Goslin, 2018), and the DOTA 2 2018 International tournament to reach \$25,532,177 US Dollars gathered with the help of the community of players as the total prize pool (*Esports Earnings*, n.d.-a). Those two are the oldest competitors in eSports history.

But the new competitors also have impressive achievements already, even though Overwatch is the only not-free-to-play game on this list, with the launch price being \$40.00 US (Jones, 2019) it has more than 40 million players (Moore, 2018) and the studio responsible for Fortnite, Epic Games announced that will be granting a total prize pool of 100 million US Dollars of all eSport events of 2019 (Crook, 2019).

The eSports scene created around CS:GO has a lot of impressive numbers attached to it as well and we go through some of them during this research, but it is important to highlight here what is a unique feature of CS:GO that is responsible to keep the fans entertained all year long, which is the fact that CS:GO had, among all these games previously cited, the biggest number of tournaments with 316 events over the year 2018, followed by League of Legends with only 134 on the same year (*Esports Earnings*, n.d.-b).

For a better understanding of what features are being considered, it is worth mentioning that the author has played more than 100 hours of each of these games, and decided to attend live events and talk to people before starting to write the thesis. Nine eSports events in five different countries were attended, all of them with over a thousand live spectators during the whole event and with the lowest prize pool being 40,000 Brazilian Reais (about 8,000 USD at that time), the 2017 Brazilian League of Legends National final. Here is the list of live events attended prior the publication of this research:

- ESL Pro League, São Paulo, Brazil, 2016 (CS:GO)
- CBLol (*Campeonato Brasileiro de League of Legends*) national final, Belo Horizonte, Brazil 2017 (League of Legends)
- WESG LAN Qualifier, Vitoria, Spain, 2017 (CS:GO, Dota 2)
- IEM (Intel Extreme Masters), Katowice, Poland, 2018 (CS:GO, StarCraft 2)
- ESL One Cologne, Cologne, Germany, 2018 (CS:GO)
- ESL One Katowice, Katowice, Poland, 2019 (Dota 2, Fortnite)

- IEM, Katowice, Poland, 2019 (CS:GO, StarCraft 2)
- Moche XL eSports, Lisbon, Portugal, 2019 (CS:GO, Fortnite, Fifa, Mortal Combat)
- Master League Portugal IV, Lisbon, Portugal, 2019 (CS:GO, Fortnite, Fifa)

“Competitiveness of eSports games needs to be continuously cultivated and optimized” (Lee & Schoenstedt, 2011, p. 43) Competition is one of the three important impact factors that makes the eSports playing experience to be better if compared to others. Competition on eSports is about being faster and more skilled on the game experience, it all comes to win against your opponent. But does this feeling translate well from playing to watching someone else play it and then you spectate it passively?

“As expected, spectators appreciated aspects of the game such as the spectacle of battles and graphics, user interface features and a game designed to enable spectators perceive the action, tactics and units in competitive play, and the emotions evoked during competition.” (Cheung & Huang, 2011, p. 769). While researching the game StarCraft 2 and how it entertains the spectators, Cheung and Huang noticed the important role of the game’s graphics allowing the spectators to understand some of the aspects of the professional game better, like “who had the advantage, what the units are doing and detect tense moments in the game.”(Cheung & Huang, 2011, p. 769).

Lee and Schoenstedt (2011, p.39) brought an approach concerning the consumption motives of playing eSport in 2011. They have made a correlation between eSports and traditional sports containing what they call the seven involvements in traditional sports: “game participation, game attendance, sports viewership, sports readership, sports listenership, Internet usage specific to sports, and purchase of team merchandise”.

2.1.2 The Simple the Objective, the Better?

“When it comes to hand-eye coordination and reaction time, first-person shooters are one of the most demanding game genres. The orientation of a player in a FPS (First person shooter) game requires methods to control both the position and the direction of view of the player in the game world.” (Gerling et al., 2011). Besides this complexity concerning the precision on the gameplay and the big number of information that is being analyzed by a player during a match, the FPS genre, specially CS:GO, has a simple and well established visual feedback of who is winning the round by showing how many alive players each team has, what team has a bigger money bank (some professional broadcasts also includes a visual bar showing what team has more resources worth of equipment during every round, so the viewers can easily measure who has a better equipment, just like shown in Figure 2) and a fairly simple objective, with a low number of outcomes during a round.

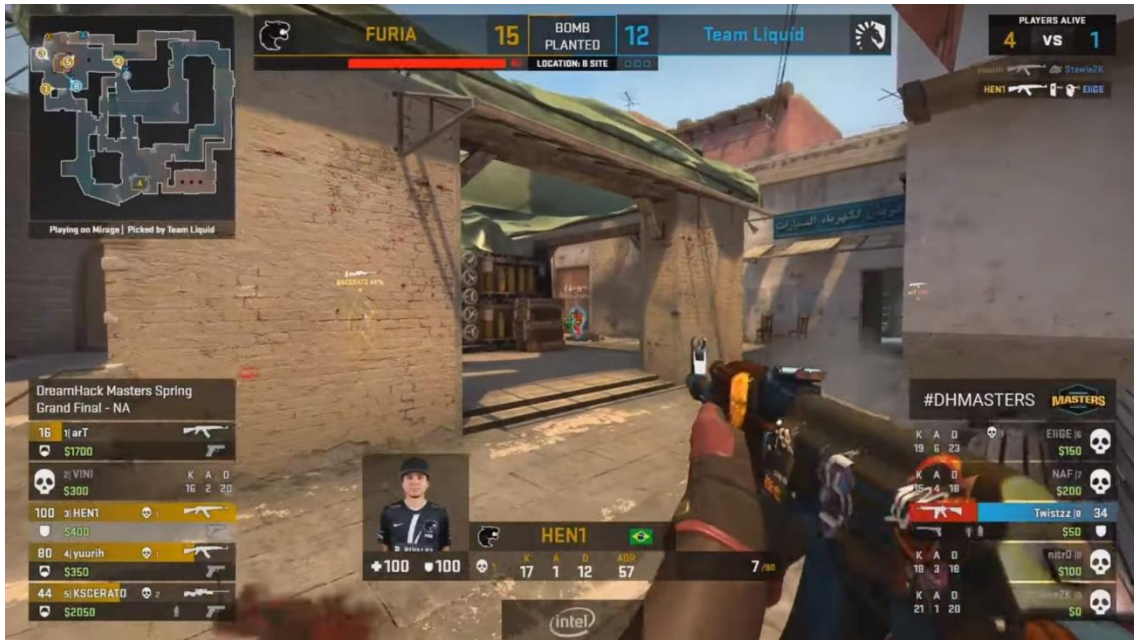


Figure 2. Broadcast visual interface showing both teams overall stats.

In order to win a game of CS:GO, you must score 16 rounds out of the 30. The first 15 rounds you play on either CT (Counter-terrorists) side or T (Terrorist) side, and then the teams switch sides on the 16th round. There are 4 possible ways to win a round, the most common of all is to kill all 5 players from the enemy team, before the bomb is planted, independent of the side you are at. Besides that, the terrorists win if they plant the bomb and the bomb explodes. And CTs win in case of bomb defusal or surviving until the end of the time without the terrorists planting the bomb.

Realism of graphics and gameplay play an important role on not confusing or misunderstanding the viewer on what is about to happen, even if the spectator has never played the game before. The overall feel of the gameplay is intuitive, it is easy to understand what is about to happen when a Counter-Terrorist character holding a gun is about to face a Terrorist character. There is no need for explanation of skills or dozens of items that can change the move speed variable of a player or make them invisible, for example.

The spectrum of mechanics items is very limited if compared to MOBA(Multiplayer Online Battle Arena) games, and most of them have some similar gameplay features, a certain number of bullets per magazine, a limited number of magazines, recoil effect, bullet damage and armor penetration, shooting range and a predefined cost to be acquired. Besides that, the meta gameplay in CS:GO rarely changes, if you take the top 3 most used weapons in the game, the m4a1, AK47 and the AWP, since the game launch who of those three weapons are always in the rank of top 3 most used weapons during major tournaments per year (*H1TV.Org - CS:GO Statistics Database, n.d.*).

2.1.3 Average Time of a Game

When it comes to playing eSports games, like CS:GO or League of Legends, a match lasts 30 to 45 minutes on average, and once the player accepts the game invite from the system there is an expectation of commitment to stay in the game until it ends between all players (Samer, 2016, p. 6). For the casual players, the penalties for leaving before the end of a game vary according from game to game, but they are pretty similar: first casualty the leaver is condemned to wait a short period of time before being able to join another game, and as the player keeps abandoning matches, the time penalty also increases, and besides that the user also lose precious ranking points on the games player evaluation system.

During the CS:GO Major tournament in Katowice 2019, they used what we can call a “standard” method of teams duel in CS:GO. First the teams are organized in a big group seeded depending on their past competitions results and then they start playing with each other in a sequence of single games called Swiss format (*How the Swiss-System Works | Swiss System in Esports*, 2019). This is a very dynamic way of showing multiples duels at the same time and it is up to the spectator to choose how and who they are going to watch. The time frame of every duel was dynamic, varying depending on how long the game lasted and technical complications had (*CS:GO Results | HLTV.Org*, n.d.).

After the group stage, usually the teams compete in a series of games for a spot on the next phase of the brackets. The most common type of series is the “Best of Three”, followed by “Best of Five”. It means that the series is won by the team that wins half of the number of games rounded up, being possible to having Three or five games at maximum disputed, respectively.

In August 2015 a “Best of Seven” final happened during the Acer Predator Masters tournament, in Krefeld, Germany, where the team that came from the upper bracket was gifted with a first win, but all the 6 remaining maps were played. Hellraisers won the match, with “mou” being the top fragger (number of kills recorded) for the team with 129 kills against his enemies in total. (*HLTV*, 2015)

A professional CS:GO match can be delayed because of an infinite number of reasons, ranging from a single match having way too much overtime caused by consecutives ties, to technical issues like the internet of the place where the tournament is being hosted going down.

But technical issues delaying games are not exclusive to eSports, traditional sports also suffer from this very same kind of problem, frequently you have football matches delayed or even suspended due to bad weather conditions and lighting problems. For example, recently a game of football played by the USA national team against the Jamaica national team during the semifinals of Gold Cup got delayed due to a lightning problem (Perelman, 2019).

Watching a professional game has a lot of similarities with playing it, but when time dedication is concerned one key difference is the lack of pressure about committing almost an hour into a

gaming moment. Professional games have a precise time to start and you, as a spectator, can watch it from your phone, PC, gaming console at any moment of the game you desire and leave at any time and be a casual spectator. At the same time, there are people who are super passionate about it and follow every single game of a particular team or tournament.

So, it brings us to the research question of this section:

Research Question 1: ARE THE CS:GO PROFESSIONAL GAMES DURATION ALREADY APPROVED BY THE SPECTATORS?

From the point of view of a developer, the total time of a match can be regulated by all sorts of game design decisions. CS:GO developers have already changed the total time of a round without bomb planting to 1 minute and 55 seconds and also shortened the time the bomb takes to explode to 40 seconds (*Counter-Strike: Global Offensive » Release Notes for 12/8/2015*, n.d.).

2.1.4 Variety of Maps

By the time this research is being written, CS:GO allows players to choose from a pool of 12 competitive maps to play a competitive ranked match inside their official server (Dust2, Overpass, Train, Mirage, Nuke, Vertigo, Inferno, Cache, Ruby, Workout, Agency, Office). But only 7 of them are available for the professionals matches, so the spectators only get to watch those. This map pool chosen to be maps that the professionals will practice and play on are called the “Active Duty Map Pool” and will be the main topic of this section.

In CS:GO, both Terrorists, and Counter-Terrorists have the same win conditions in all competitive maps, regardless of its level design. So having such a big variety of maps means constant updates and balancing on all of them. “One of the hardest parts of asymmetrical design when it comes to competitive titles is the fact that you’re dealing with different skill levels. There is a big difference in terms of play style when you have two groups of novices, one group of experts, or everyone is an expert. Something may not be viewed as balanced when shown to newcomers, but is acceptable at high level play.” (“The Never-Ending Balance of Asymmetrical Game Design,” 2019).

In comparison with the competitors eSports games, both League of Legends and DOTA 2 only have one map option for competitive professional events. But even after 10 years and 6 years the release of the League of Legends(Heath, 2019) and DOTA 2 (Boudreau, 2019), respectively, their numbers of players and spectators are still rising, so in a first glimpse, it doesn’t seem to be a critical spectatorship factor for in those particular game cases.

On the other hand, Overwatch offers a map pool variety of 21 maps available to be played on the standard game mode inside the game (*Overwatch*, n.d.) and 12 competitive maps for the professional players to practice and to play on the Overwatch League tournament (Wassenar, 2018). According to the official game website, those maps are subdivided into 4 different categories called: “Control”, “Assault”, “Escort” and “Assault/Escort”.

Fortnite has the more different approach for what competitive map is concerned of all those games used for comparison. All the action occurs in one single gigantic map designed to fit all 100 players at the same time. This map is under constant not only visual updates but also gameplay updates with new features being added and removed constantly in order to keep the game fresh for both players and spectators. to this date, there has been over 30 different versions of map used already (*Fortnite Map | All Seasons + Evolution History*, n.d.).

In CS:GO there are 2 different major types of maps for a 5 on 5 gameplay they are called “Bomb Defusal maps” and “Hostage Rescue Maps”. Ever since the first Major Championship in CS:GO history in August 2012, only Bomb Defusal Maps were available on the rotation of maps to being picked by the challengers teams to be played (*Counter-Strike: Global Offensive Maps - Liquipedia Counter-Strike Wiki*, n.d.).

During the first and second Major Championship of CS:GO there was only a total of 5 maps available on the pool of maps to be picked: Dust 2, Train, Mirage, Inferno and Nuke. From the third to the fifth the maps that started this rotation process which the map Train was left aside to receive visual updates, gameplay updates and optimizations, and also 3 maps were included to the pool: Cobblestone, Overpass and Caches. Since then, only those 8 maps were used for Major competitions and there is always one map out for updates. After 14 Major tournaments, the only map which was used in all of those events is the map Mirage (*Counter-Strike: Global Offensive Maps - Liquipedia Counter-Strike Wiki*, n.d.).

This maps rotation system works in order to be constantly updating the game and making the maps more optimized and competitive. Besides the gameplay changes and updates that this rotation brings to the competitions, it is important to understand what kind of impact it has upon the spectators and how they react to the new maps unlocked for professional matches and also what are their feelings are about the maps left for maintenance.

During the last major, all elimination duels were played under the best of three rules format. According to the organizers of the event, “Best of 3 elimination series were introduced to minimize the influence of random factors in teams getting knocked out and to allow lower-ranked teams to gain valuable international experience.” (*Changes to the IEM Katowice 2019 CS:GO Major Explained - IEM Katowice 2019*, 2019).

So, it brings us to the Research Question of this section:

Research Question 2: DO THE CS:GO SPECTATORS ENJOY THE CONSTANT CHANGES CONCERNING THE MAPS AVAILABLE FOR COMPETITIVE PLAY AND META CHANGES?

From the perspective of Game Design, having different maps to play on and also constantly changing them in a rotation of maps available for high level competition is quite hard to balance

and be fun to watch at the same time, especially when the Level Design is not symmetric and there are different objectives to be accomplished by each team.

Most of the maps that are in the actual rotation of maps are CT sided, which means that according to the statistics, the Counter-Terrorists are more likely to win the rounds, based on a database of players (*CT or T Sided Map Stats for Counter-Strike: Global Offensive*, n.d.). Those statistics are collected by thousands of high-level matches.

2.2 Feelings and Expectations

2.2.1 The Nostalgic Factor Importance on CS:GO Audiences

CS:GO has one of the top spectator numbers for some other reasons instead, and that is what we are going to be discussing in this section. Like it was stated early in this research, CS:GO is a game from 2012, and it inherits many attributes from the other games of the franchise that came before and focuses on improving those gameplay mechanics. Those factors seem to appeal strongly to the nostalgia factor of the old-time players. Nostalgia for video games has become prevalent within gaming communities and, subsequently, in associated media and product consumption (Sloan, 2015).

Many professional CS:GO players used to play older versions of the game (like Counter-Strike Source launched in 2004, Counter-Strike 1.6 launched in 2000 and Counter-Strike 1.5) as professionals and were gathering fans and followers since then. “The attempts to establish CS: Source as the follow-up to CS 1.6 can on the other hand not be viewed as a positive feedback loop since different positions in the circuits are pulling in different directions. The production side (marketers, designers and programmers) is here in conflict with the consumption side (consumers, players and users) even to the extent that there is a latent conflict between “real” marketers and the professional players (who prefer the “old” version of the game). It is also an example of how the professional identity developed in the cultural circuit – following the growth of the scene and the higher demands on practice and skills – has raised the awareness of the players about their ability to affect events such as the WCG. It is the players – professional, semi-professional or amateur – that have maintained CS 1.6 as the biggest official tournaments game despite the wishes of sponsors and tournaments.” (Rambusch et al., n.d., p. 163).

The G1, a Brazilian news sources website has once told that Counter-Strike was one responsible factor for having the lan-houses all around the Brazilian country packed with people who wanted both play and watch tournaments (*G1 > Tecnologia - NOTÍCIAS - Fãs de Games Lamentam Fechamento Da Primeira Lan House Do Brasil*, n.d.) just like shown on figure 3. And besides that, G1 also state that those LAN (Local Area Network) tournaments were also important moments of human interaction and helped build friendship between players and involved people on those lan-houses.



Figure 3. Lan-House full of people to watch an eSport event.

Now in the most recent version of the game, CS:GO, in order to immortalize moments of the game that happened during major events (tournaments sponsored by Valve, the developer of CS:GO) the most memorable play of the tournament receives a graffiti on the nearest wall that it happened in the game, like shown on figure 4. Meaning that part of the history of the game is visually represented on the wall and everybody can see it when playing their own game on the map.

And together with the professionals and the game itself, the community is growing old, and there are people who used to play and watch CS 1.6 that are still following the professional scene, and just like Mike Molesworth stated during his research in 2009 (Molesworth, 2009), re-playing a game can work as an intentional method to reenact old memories or times that happened in a past moment in their lives. And there could be value on analyzing it in instead on playing, it is by watching someone else play instead.



Figure 4. Graffiti referencing memorable moments of the history of the game.

This brings us to the Research Question of this section:

Research Question 3: ARE THE CS:GO SPECTATORS INTERESTED ON THE GAME HISTORIC MEMORABLE MOMENTS AND PROFESSIONAL PLAYERS PERSONAL LIVES?

2.2.2 Information Asymmetry

“Information asymmetry is the imbalance of information between the player and spectator, where due to the game design, one party is privy to some information and the other is not.” (Cheung & Huang, 2011, p. 769). While a match of CS:GO is being played, pieces of information about the environment and the characters are spread among the digital terrain and it is up to the game design to decide whether it is supposed to be known by the players but unknown to the spectator, by the spectator but unknown to the players, or unknown by both of them.

When it comes to watching a video game match, information asymmetry is a crucial source of entertainment, as it leads the crowd to an apprehensive state just by the way it allows some kind of information leak from inside the server to the broadcast. In this section we explain how Information Asymmetry is used in CS:GO and also provide some examples of its implementation during professional games.

In the first case we have information established by the player(s), but the audience has no access to it, like in moments where a technical pause is used by a team to discuss privately what they are going to execute for the next round, or what weapons they are about to buy and for what purpose. In cases when a pre-planned play is about to happen, the crowd witnessed the team gathering up and preparing to strike a specific point of the map, the team knows exactly what they are supposed

to do, but the viewers are not sure and that builds tension, creating an anxiety atmosphere of whether the play is going to be good and well executed or will not work.

In CS:GO there is a very common example of information asymmetry that spectators have some sort of information that the players do not, it happens when a player is watching a smoke or a door waiting for enemies come through and he or she actually lands the crosshair right on the enemy without having a clear line of sight, so the player ends up not shooting. Frequently when this happens, both the casters and the crowd reacts in an amazed or surprised way, because everybody but the players knows that if the gun is actually fired, the enemy might die, but nothing happens most of the time, and the gameplay continues.

Finally, we have the third form of information asymmetry, which happens when a piece of information is unknown for both players and the audience “The unknown information may be due to chance or skill and is a source of excitement for the players and spectators” (Cheung & Huang, 2011, p. 770). It can happen when there is a close combat dependent on the “micro” skill of the players and the outcome can go either way, or even when players do an unpredictable attack like running and shooting through a smoke or wall hoping to hit an enemy that might be on the other side.

2.2.3 Expecting the Unexpected

CS:GO offers to the users several gameplay possibilities for a professional player to stand out from others. There are those who can read the enemy tactics better, there are also those who are very good at using specific weapons, like the sniper rifles, or pistols. But there is one thing that seems to be an essential perk for a player to have, which is the improved reflexes and hand-eye coordination. “A prerequisite for transforming it from a leisure activity to (semi) professional play is the design of the game; it affords competitive play by rewarding fast reflexes, good manual dexterity and excellent hand-eye co-ordination.” (Rambusch et al., 2009, p. 159).

CS:GO is a team-based game where all the teams from the top 10 ranking from HLTV’s website on July 2019 have both a leader inside the game and also a coach that is allowed to talk during tactical pauses of the teams during a match. Those figures are responsible for studying a wide range of tactics and communicate them to the players so the team can be prepared to perform at their top level in order to beat the enemies.

All the competitive scenarios on the competitive map pool have similar optimal routes for reaching the objectives faster, and strategies concerning positioning and synchronized team action. All of those paths are constantly being updated and optimized by the game designers, “In a team multi-player level, the designer provides multiple routes through the level, allowing players the chance to make a strategic decision.” (Hullett & Whitehead, 2010, p. 80).

“The choice of route determines where in the level the two teams will eventually clash; these collision points are the major contested spaces where the game is played.” (Hullett & Whitehead,

2010, p. 80). Grenades and utilitarian items must be thrown with pixel-perfect precision by both teams in order to take advantages on those clashing points inside the maps. Every second counts when this battle for positioning on the digital world is done in such high-level gameplay.

Different eSports have distinct amounts of moments that are defined strictly by luck and the actual individual skill of the player has no effect. When it comes to professional gaming, the team usually work around these factors by not depending the entire strategy of a match or a round on the outcome of a random generated factor of a variable inside the gameplay. “Many find Battle Royale games to be very controversial as an esports, since there are a lot of elements with RNG (Random Number Generation) within the games.” (Nalli, 2019, p. 17).

Some performances are so depending on micro plays, that mastering it completely can arguably be a random moment. For example, performing a jump shot using a Sniper rifle inside CS:GO or fully controlling the "spray pattern" of the AK 47 rifle. Those particular plays are possible to be practiced and refined but do it to a level where the player feels comfortable on performing it in an event under pressure and being able to have success on those activities with a level of safety is too low even for the professionals.

During their research, Lehne and Koelsch states that tension and suspense could be defined as “affective states that (a) are associated with conflict, dissonance, instability, or uncertainty, (b) create a yearning for resolution, (c) concern events of potential emotional significance, and (d) build on future-directed processes of expectation, anticipation, and prediction” (Lehne & Koelsch, 2015, p. 3). It is a good start point for start thinking about how this applies in watching eSports.

What brings us to the Research Question of this section:

Research Question 4: IS THERE EMOTIONAL VALUE FOR THE SPECTATORS TO BE AWARE OF SOME PIECE OF INFORMATION THAT IS MISSING FOR THE PLAYER?

2.3 Event Rewards and Digital Customization of Items and Characters

2.3.1 Popstar-pros, Prize Pool and Fame

According to the eSports Earnings website (*Top Games Awarding Prize Money—Esports Game Rankings: Esports Earnings*, n.d.), CS:GO has an average of over U\$19,000 prize pool per tournament since its launch, but those numbers are much lower if compared to the direct eSports competitors like Overwatch (about U\$23,519.00), League of Legends (about U\$29,401.00), Fortnite (about U\$98,128.00) and DOTA 2 (about U\$157,886.00), but at the same time, according to (escharts.com, n.d.-a) 2018 report about the peak of views during the main eSport events of 2018, the ELEAGUE Major 2018 got second place, being ahead of The International, the most anticipated event of the year of DOTA 2, with U\$25,532,177 as prize-pool.

Just like Ferreira Rodrigues (2019) has stated during his research on comparing interacting habits and the spectators motivations of video games and sports, eSports and the traditional sports fans have some similarities, like watching a game just to follow one specific player.

The year of 2019 was special because eSports are competing wildly for being the one which pays the most on their World Cup events. “Forty million players attempted to qualify over 10 weeks of online competition but only 100 solo finalists have a shot at winning the \$3m (£2.4m) prize at Flushing Meadows. With \$30m to be awarded in total, the prize pool will be the biggest given away at an e-sports event so far - until the annual DOTA 2 tournament in August.” (Tidy, 2019). All this data works as a first step towards the thought that CS:GO community does not watch its events because of the glamour of the big prize pools.

Those prize pools for eSports events are becoming comparable even to the earnings of more traditional sports (Figure 5). The website businessinsider.com (Bhardwaj, n.d.) compared some of them concerning their prize pools “While the prize money for the 2017 Tennis US Open is by far the largest of the ones listed, this chart from Statista (*Chart: How ESport Prize Purses Compare to Traditional Sports* | Statista, n.d.) shows that the 2018 International offered a prize pool larger than the 2017 Confederations Cup and twice the size of the 2017 Masters. And all but \$1.6 million of that \$24.7 million was crowdfunded (*The International 2018*, n.d.) .”



Figure 5: How eSport Prize Purses compare to Traditional Sports, *eSport competition.

If we compare the professional players of CS:GO with others eSports celebrities it is possible to interpret that CS:GO stars have less followers on all social media. Even being the eSports with the biggest number of tournaments during the past recent years, CS:GO players seems to not have or not to care as much about the online glamour of having big number of followers in all social medias. If we see the top 10 most followed players on twitter in 2016 (*Top ESports pro Players*

on Twitter 2016, 2016) none are from CS:GO. On Facebook ranking of followers for the same year, we find 2 CS:GO players (*Top ESports pro Players on Facebook 2016*, 2016). Those numbers are justified by the fact that there is a defined moment on those professionals careers, that they start to struggle to keep improving on the response time for some fine-motor dependent tasks, “we find that age-related slowing of within-game, self-initiated response times begins at 24 years of age.” (Thompson et al., 2014, p. 1).

What brings us to the Research Question of this section:

Research Question 5: DOES BIG TOURNAMENT PRIZE POOLS PAY IMPORTANT ROLE ON ATTRACTING SPECTATORS FOR THE CS:GO PROFESSIONALS BROADCAST?

2.3.2 Cosmetic Skins and Rare Items

“Based on our analysis, we can conclude that the two most significant factors in determining the value of an item are; the supply and demand of a skin and the exterior design of a skin.” (Yamamoto & McArthur, 2015, p. 6). CS:GO specifically has a very complex market of skins and cosmetic items. There is a big variety of cosmetic items to be bought, like skins, gloves, stickers, guns and others. And some of them can be combined, like a sticker can be glued to a specific gun skin, and that combination can result in either an increase or decrease of the price of the combination. Here in this section we are going to briefly describe how customization works in CS:GO space and how it might influence the viewers to enjoy the show.

The skins are usually achieved in cases and every single kind of case has a predefined set of skins possible and their rarity, like displayed on figure 6, showing the available items for the Prisma Case. Once the case is opened, a random skin of that collection with a random wear condition will be given to the user. Besides opening cases, the other way of getting specific skins is buying the desired one straight from the steam community market from another player, but the price might be significantly higher than the price of a case.



Figure 6: The Prisma Case possible skin content drops.

Every single gun available inside the game has a variety of skins applicable, with specific range of rarity based on its texture design. “These skins come in multiple wear conditions which will make the skin appear to be “scratched up” to varying degrees.”. This value ranges from Battle Scarred which makes the gun look like it has taken a significant damage, often seen as unpleasant, while Factory New skins tend to have no scratches and are seen as beautiful and valued higher in comparison to Battle Scarred items.” (Yamamoto & McArthur, 2015, p. 2).

The rarest items possible in regular cases are the knives and gloves skins, their price range from the cheapest ones starting at around \$55.00 US all the way up to over \$1,600.00 US for StatTrak models (StatTrak is a rare condition of the skin that counts how many eliminations the player already had using the specific item) at the time this research was being written, on the CS:GO community market (*Mercado da Comunidade Steam*, n.d.).

When it comes to creating these assets, a big variety of skins and cosmetics items might be expensive to be created by the game developers, it demands a lot of work from the art team and also a lot of study from the game designers to understand what is the best way of distributing those items to the community in order to create a fair feeling of reward for the players, and make the professionals want to use it.

2.3.3 Characters and Representation

When it comes to character customization, all of the eSports competitors discussed here in this research let the user collect and use a big variety of cosmetic skins to change the look of the character skin tone, outfit, weapons painting and even have characters from different genders to be played. CS:GO gives no choices to the players but to change the weapon painting and gloves color, all the characters are given to the players in a random manner, based on the actual map you are playing.

“Counter Strike is an online multi-player first person shooter game, whose culture is overwhelmingly dominated by male players, especially at a competitive level.” (Beavis & Charles, 2007). Besides the fact that this research is not about diversity representation in games, there are noticeable differences between the number of males and females on the crowd watching the events.

“From the VIP seats to the nosebleed section, the enraptured crowd watches on, occasionally roaring its collective approval or disappointment. It is overwhelmingly male, although not noticeably more so than your average rugby league match. The main difference to any other sporting audience is that of age: the vast majority of attendees are in their 20s and 30s.” (McKinnon, 2018). Stated the Guardian when talking about the Intel Extreme Masters events of Counter Strike hosted in Sydney, Australia.

An important aspect to highlight here is the fact that the player cannot see its own character during a game because of the designer decision of being a First Person Shooter, which means that the only thing a player can see is its own hands and the weapon equipped. From this point of view, it is arguable that character body customization is lesser appealing idea to the CS:GO player if compared to other Third Person eSports games.

But the focus of this thesis are the spectators, so it is up to us to research and conclude how does it feel for a CS:GO spectator to watch “random” characters running around the server, shooting other “random” characters.

So, it brings us to the Research Question of this section:

Research Question 6: HOW IMPORTANT IS THE VARIETY OF COSMETIC ITEMS TO ATTRACT AUDIENCE?

2.4 Media and Live Streaming

2.4.1 Uses and Gratifications

In order to understand why people consume eSports, the Uses and Gratifications theory (Ruggiero, 2000) argues that it is important to know who the spectators are and what they pursue when they are watching whatever kind of mediated entertainment. “Individuals have social and psychological needs, which they presume certain media content can meet. As a result, people seek out different media contents at different times depending on those needs, with the expectation that their needs will be gratified through media consumption.” (Raney & Bryant, 2006, p. 340)

“Previous research established that gamers were incited to play by a variety of motives. For example, by competition, and challenge, but also by social interaction, fantasy, and interest in the game.” (Jansz & Tanis, 2007). The appealing factors that drives a person to play or watch a game are plenty. That’s why it is important to have a well-established theory to help us understand what factors need to have a deep research and are worth being studied in order to discern if they actually are important for the spectators or not.

After studying a considerable variety of researches and theories of the science of communication, the Uses and Gratifications (Ruggiero, 2000) applied to digital games was chosen to be the one to conduct the research and guide what are the best ways to approach specific survey questions that needed communication knowledge to be done.

“The common tendency to attach the label "uses and gratifications approach" to work in this field appears to virtually disclaim any theoretical pretensions or methodological commitment. From this point of view the approach simply represents an attempt to explain something of the way in which individuals use communications, among other resources in their environment, to satisfy their needs and to achieve their goals, and to do so by simply asking them. Nevertheless, this effort does rest on a body of assumptions, explicit or implicit, that have some degree of internal coherence and that are arguable in the sense that not everyone contemplating them would find them self-evident.” (Katz et al., 1974).

The Uses and Gratifications theory is described by Ruggiero(2000) as an essential theory to be included whenever there is any kind of attempt to speculate about any future direction of mass communication, and the emergence of computer-mediated communication has revived the meaning of the Uses and Gratifications theory.

Like Huang and Hsieh (2011) have stated that marketers after researching both online flow and gratifications theories are able to raise the probability of the online game acceptance. “First, the entertaining nature of online gaming suggests greater demand for content design. For example, current online game players are fascinated by culturally central myths, legends, fantasies, and composed stories.” (Huang & Hsieh, 2011). Even though those ideas are being directly applied to

the act of playing the game, those thoughts can also be applied to the feeling of spectating a gameplay.

After sending questionnaires to children from 5th grade to undergraduate students, (Greenberg et al., 2010, p. 1) the authors started to recognize patterns of genre preferences and frequency of play during the week among all the candidates. "The males in the sample played video games at twice the weekly average of the females, were consistently stronger in all measured motives than the females and preferred physically oriented video games over the females' preference for more traditional, thoughtful games. Younger players opted for the fantasy motive in their playing and older players more so for competition. Preference for physical games declined among the older males, and generally motives were stronger in the middle years of playing for both males and females than in the youngest and oldest age groups."

Just like (Cheung & Huang, 2011) highlighted during the investigation about the StarCraft spectators and what do they appreciate, They enjoy some features of the gameplay like the graphics and battles. But the spectators need some particular aspects, like user interface features and a game designed to allow them to perceive the action, understand the tactics, be able to interpret what are the units in competitive play about to perform and to feel the emotions created during the competition.

But based on what (Rambusch et al., 2007) has stated during his research titled "Exploring E-sports A Case Study of Gameplay in Counter-Strike," it seems like there is still no global broadcasting or commentating format established and that factor results in a more complex understanding about what is being shown on the screen.

2.4.2 Live streaming brings the community and players together

Digital games and live-streaming can bring spectators and professional teams and athletes closer than traditional games like soccer or baseball ever could. Heaven (2014) has stated that: "Watching your favorite player talk to you through their game is a unique attraction of esports... If you had Usain Bolt giving an analysis of his own race people would love that," and, in another research, Heaven (2014b) completes by pointing out that when compared with traditional sports, this characteristic is unique to the digital eSports.

Gabriel "Fallen" Toledo got the award of the second best player in the world in 2016 (Professeur, 2017) and he has been playing professional tournaments since 2005, the date of his first tournament registered online (*Liquipedia*, n.d.), to this date he has won U\$943,926.44 in 113 tournaments with the teams he played with (*Esports Earnings*, n.d.-c). Even after all these years of playing professional tournaments he still does live-streams regularly showing his point of view inside the game, describing to the spectators how he thinks the game during critical moments and even sharing his team's tactics publicly (David, 2020).

This is not a particular characteristic of the game CS:GO, all of eSports games used as a comparison parameter here in this research have their own professional players streaming daily on different platforms, like twitch.tv, youtube.com, facebook.com, and that gather the portion of the community who are eager to learn from the best.

There are even websites fully dedicated to offering classes taught by ex-pro players and semi-professional players (*ProGuides - Learn From Pros*, n.d.) and also YouTube channels constantly creating content about the opinion of the professionals coaches of the teams about some specific topics or situations of the game, like the channel of Thiago “Djoko” Maia, a Brazilian ex-professional player of League of Legends that now works as coach for Pain Gaming in Brazil (*DjokoLoL*, n.d.).

Another evidence of closeness between the fans and the professionals through Internet connection are the constant AMA (Ask Me Anything) promoted by the professionals to answer any kind of questions the spectators might have about their professional and personal lives. This kind of interaction usually has a great impact on the community with high Reddit engagement, like the last time the CEO of team Liquid together with 2 other LoL players did an AMA on February 6, 2019 (*Reddit*, 2019a) where the thread got over 1.9 thousand comments.

As this document is being written the current number one team on CS:GO HLTV’s ranking is gathering questions to answer questions and interact with the fans on their own Reddit page (*Reddit*, 2019b). So, it shows that even the top CS:GO teams dedicate some time to connect with the fans.

Casters and Analysts also pay important role on getting audience and game together by commenting on the game that is being played, educating and entertaining the spectators (Kempe-Cook et al., 2019).

2.4.3 Why do People Watch Mediated Competitions

“The importance of mediated sports in contemporary global society is undeniable. Teams and players unify and divide communities and nations. They generate billions of dollars in advertising revenue and merchandising sales. And they arouse feelings of euphoria and despair among their loyal fans.” (Raney & Bryant, 2006, p. 339).

Greenberg (2010) uses six basic reasons for why children and adolescents watch television during his research: learning, to pass the time, to escape, for arousal, to relax and for companionship. And at the end, concludes that for social competition is key for 8th and 11th graders, and competition also appears as a primary motive for the college group, together with the challenge aspect of games. Lee & Schoenstedt (2011) research also corroborates that statement when saying that competition and skill have a meaningful impact when it comes to time spent on eSports games.

The mainstream television attention to the eSports scene is increasing more and more as time goes on and the numbers increase. “It makes perfect sense for broadcasters to include esports into their programming line-up. Esports’ heritage is rooted in the world of online video, which is a huge part of the daily entertainment diets of both millennial and Generation Z (Gen Z) audiences.” (Marvis, 2019)

That connection is not only good for the media platforms, but also for the teams and leagues “which are having their brands being constantly showed and discussed during the broadcast. game publishers are eager to expand the reach of not only their game, but the audience willing to watch professional competitions. Traditional television distributors, including Turner Broadcasting and ESPN, see that expansion as an opportunity to break into esports content and the lucrative advertising revenue around gaming leagues.” (Bogage, 2019).

It brings us to our Research Question of this section:

Research Question 7: DOES THE SPECTATORS SEE VALUE ON WATCHING TOURNAMENTS ON LIVE STREAM BROADCASTS OR WOULD THEY RATHER WATCH IT INSIDE THE GAME SPECTATOR MODE FEATURE?

2.4.4 Complexity in understanding the professional tactics and decisions as a spectator

eSports are complex games with multiple characters, skills, cosmetic items, resources, strategies and more. Even with years of development and constant upgrade on the spectators interface view, it is not hard to meet people that get overwhelmed by the amount of information described on the screen, causing them to not understand what is going on during a professional match.

A professional round of CS:GO has different pacing if compared to a regular automated matchmaking game round of an amateur player that has just being placed in a game with other 9 completely stranger players. For example, (Kou & Gui, 2014) has once stated, while talking about League of Legends, another game with exact same team size (five players on each team and when it comes to professional games, they will most likely have a coach as well), that during a casual game, leadership during a matchmaking game is dynamic and everyone can step up and make a strategic call, While in professional games, teams usually have a set of pre-determined strategies, and the in-game leader or the team captain is the one in charge of reading the game situation and deciding which call to make “It’s very typical for a team to have a captain, who frequently also coaches” (Navarre, 2019).

This kind of difference between a casual game and a very well-orchestrated professional match can sometimes confuses some spectators that are not used to this kind of game pacing and organization. “Gameplay in Counter-strike changes over time; at first the game is played for fun

(often on public servers), but after some time it is taken more seriously. A prerequisite for transforming it from a leisure activity to (semi) professional play is the design of the game; it affords competitive play by rewarding fast reflexes, good manual dexterity and excellent hand-eye co-ordination.” (Rambusch et al., 2007).

According to Ferreira Rodrigues, one of the motivations for eSports spectators is actually to learn new tactics so they could possibly apply those tactics on their own ranked matches later (Ferreira Rodrigues, 2019).

This research aims to understand how players from different skill levels and hours of gameplay react when facing all this information during a live-stream of a professional game of CS:GO. So, it brings us to our Research Question of this section:

Research Question 8: IS IT EASY TO UNDERSTAND WHAT THE PROFESSIONALS ARE DOING DURING THE BROADCAST OF A GAME?

3 Methodology

This chapter manifests what methods and data analysis were used in order to achieve the results obtained by both an online survey and a paper survey.

Two different surveys were created using the Likert Scale (Likert, 1932) of seven levels to achieve precision on the data gathered from the respondents. A two stage procedure using a quantitative method of data collection, combined of a real life survey and also internet survey were done in order to collect trustable data from fans during live events, at the university and also online, cheering from anywhere in the world using internet connection.

3.1 Paper Survey

Following reviews of traditional games spectatorship motivations, motivations for playing digital games and the Uses and Gratifications theory applied to digital games, the current thesis measures the preferences of spectators about different dimensions present on professional eSports broadcasts, for understanding the reasons why people watch professional matches of Counter-Strike Global Offensive.

First, we prepared a survey with a very specific purpose: It must be short and objective. During live eSport events, there are break moments where the crowd leave the arena or just stay idle sitting inside, and those were the moments we aimed on reaching them. For the first set of data collection, people should feel comfortable to answer the survey and be able to finish filling in 5 to 10 minutes, without any kind of table or solid support for the paper and flickering artificial lighting of the event.

The Paper Surveys were filled between the periods of February 22nd of 2019 and July 1st 2019. And the results were satisfactory, with not a single person quitting filling the survey half way, and sometimes the proceeding finished leading to a short constructive discussion about the questions and the fans explaining why they have chosen the answer for one or two specific questions.

The Core objectives of this survey are: to understand the relationship of the CS:GO fans with the following topics and if they are relevant to the enjoyment feeling they have while watching a professional game. The questions were divided under six different topics created with the object of answering the Research Questions presented on Chapter 2.

- Events: Like we discussed already, the eSports events are getting bigger investments and this topic has two questions about the importance of tournament prize pools and what is the appealing level it brings to the spectators.

- Match Time: Different games have very different match time average, and this topic has one question aimed to understand how the spectators feel about the average match time of their favorite eSport game.
- Customization: This topic discusses whether the spectators are interested on watching the professionals using rare gear skins that does not change the gameplay stats (purely cosmetic items) and if they get surprised when a pro-player is not using a cosmetic item.
- Character and maps: Three questions were prepared to understand what the spectators thought about the variety of characters and also maps used during the event.
- Stream and community: Biggest part of what you hear during an online broadcast an eSport event are the casters and analysts describing and giving insights about what is going on during the game. For those reasons, we have prepared two questions to analyze this topic.
- Gameplay: And the last topic has seven questions concerning how appealing it is to watch experienced professional players, how easy it is to understand some of the strategic decisions they take during the game, how often do spectators try to mimic what professionals are doing on their gaming sessions, if there is value on having more gameplay items inside the game, if they think that the game meta changes too frequently and what do they think about the game developers being concerned about the community feedback, and actually applying changes claimed by the players.

We have ended with a first form composed of only 17 questions using a seven-point Likert-type covering for 1 as “Strongly Disagree” to 7 defined as “Strongly Agree”, with 4 meaning a “neutral” opinion about the topic (Colman et al., 1997). All the questions were ordered for a better understanding of the reader.

Two live Counter-Strike Global Offensive events were attended in order to collect the data from people in the crowd. The first was a major tournament called Intel Extreme Masters 2019, held in Katowice, Poland, with a peak of 1,205,103 viewers(escharts.com, n.d.-b), 60 English forms were answered. The second one was hosted in Lisbon, Portugal and was called Moche XL eSports 2019, with about 20.000 attendants (Pinto & Pinto, 2019). For this live event 2 languages versions of both Portuguese and English surveys were prepared for a clearer understanding of people asked, and we finished with 30 answered forms.

The actual Survey template is located on Appendix I, Appendix II and the results followed by the discussions are presented on the chapter number 4 and all the answers on Appendix VIII, with the table of answers attached on Appendix VII

3.2 Online Survey

After the paper Survey, talking to the participants and understanding what their motivations were we managed to create an expanded version of the first survey with an increased number of

questions, covering more topics to be shared online. The online survey also uses the seven levels Likert Scale (Likert, 1932) to obtain high precision of answers.

The main goal for having an online version of the survey is to be able to reach people from all over the world and gather different points of views coming from far away cultures, that we was not able to meet in real life during those events. This adds value to the research in both number of respondents and variety of samples.

Moreover, the eSports event was not a peaceful place to fill a long survey. By doing the online survey we could reach people in an environment more likely to fill such a document with less clutter factors to distract them from answering it , such as bad lighting or the loud noise of the arena crowd and also no pressure of me standing by their side.

The online groups of eSports and digital games on Facebook (CS GO Portugal, Overwatch – Brasil, Brasil.CS:GO) and Reddit (r/apexlegends, r/DOTA, r/FortNiteBR, r/DotA2, r/GlobalOffensive, r/csgo, r/FORTnITE, r/Overwatch, r/FortnitePS4, r/gaming, r/FIFA, r/WEPES, r/leagueoflegends, r/StreetFighter, r/heroesofthestorm, r/hearthstone, r/PUBG, r/MortalKombat, r/wow, r/competitiveHotS) were used to reach the desired group of people to fill the survey. All the participants received the instruction to think about their very favorite eSport when answering the questions and give feedback exclusively about this game.

The Digital Surveys were filled between the periods of October 27th of 2019 and February 3rd of 2020. The template of the survey is attached Appendix III and Appendix IV with all the answers listed on Appendix VI, Appendix V.

3.3 Data Cleaning and Organization of Results

In order to achieve a high quality of answers, a filtering process was conducted in order to avoid having inappropriate answers during the final count and subsequent calculations of results. Both during the paper survey and online survey, different concerns were taken, and they are listed on this section.

“Before a data item ends up in a database, it typically passes through a number of steps involving both human interaction and computation. Data errors can creep in at every step of the process from initial data acquisition to archival storage.” (Hellerstein, n.d., p. 1).

During the events of which the paper surveys were distributed to be filled, groups of friends were approached, and they would do the survey at the same time. Sometimes the questions in the form were trigger to start a discussion among the topic in discussion on the question or they would ask me what we thought about that, when that happened we intervened immediately stating that they should talk about it after they all filled the questions properly, and then we would go back to the topic to talk more about it.

When it comes to missing information on the surveys, if there were more than two questions unanswered or in cases of all the answers received the same score the survey was fully declined and not used during the data analysis.

At the end, both survey results were collapsed together into one bigger poll of answers and we compare the answers of the spectators who stated that their favorite eSport to watch is CS:GO (this groups are referred as “group A” on the next chapter, graphs and tables) and the other group are all the spectators of eSports that have different favorite eSport preference other than CS:GO (This second group is referred as “group B” on the next chapter, graphs and tables).

Like stated previously, the digital version of the form has the questions covered on the paper version, plus some other questions. So it causes some questions to have more answers than others, due to the fact that both surveys covered some of the questions (questions number 1, 2, 6, 10, 11, 14, 16, 17, 18, 19, 20, 21, 22 ,24, 25 and 26 of the digital survey) with a total of 283 answers, while the questions with less answers (questions number 3, 4, 5, 7, 8, 9, 12, 13, 15, 23) had 177 answers from only the digital survey.

4 Discussion

This chapter features the details about how the collected data was analyzed and the results found during the research. The questions from both digital and paper survey will be discussed individually.

4.1 Participants General Information Distribution

All data were divided into two groups: group A containing answers of the players who stated CS:GO as their very favorite eSport to watch during the survey, and group B with the fans of all the other eSports spectator fans. After, both groups had their answers compared in order to understand their thoughts and feelings. and to answer the previously proposed Research Questions.

The distribution of age points out a bigger number of young adults (Figure 7) ranging from 21 to 25 years old answering the surveys, representing 43,1% of the answers on both groups combined, and being only 2,7% bigger among the group B (Figure 9) when compared to the group A (Figure 8) of people, separately, the dominance of this range is also noticeable when analyzing the two groups separately (participants that have CS:GO as their favorite eSport and the participants that have other preferences instead).

Together, both groups of 36 to 40 years old and 40+ years old represent under 3% of the answers on the total pool of answers. Showing the significance of the concentration of eSports spectators within the range of 16 to 35 years old.

The biggest difference of both groups separately was the number of people answering ranging from 16 to 20 years old, achieving 35.6% on the group A and only 24.6% on the group B. This could be addressed by the fact that most participants of the group A were contacted at the event, while most of group B participants were contacted through digital approach, either on Facebook groups or Reddit communities.

When it comes to gender distribution, it is important to address the paper survey did not ask for the gender of the participant in order to be shorter and more objective, so the biggest data pool of this aspect comes from the group B.

On both groups (Figure 10), the percentage of male participants is much larger when compared to the female portion, corresponding of 89,1% identifying themselves as man when combining both pools together.

Count of results - group A and group B combined

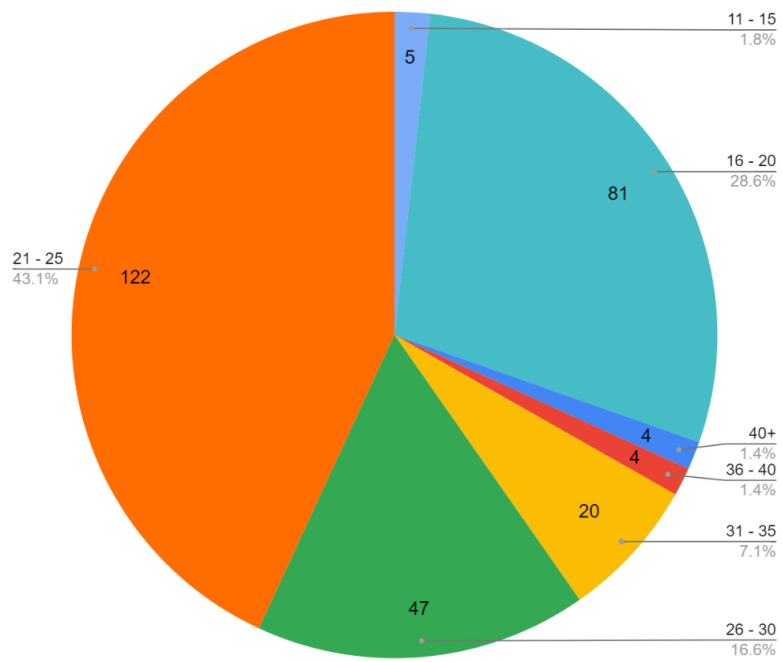


Figure 7. Count of results, groups A and B together.

Count of results - Group A

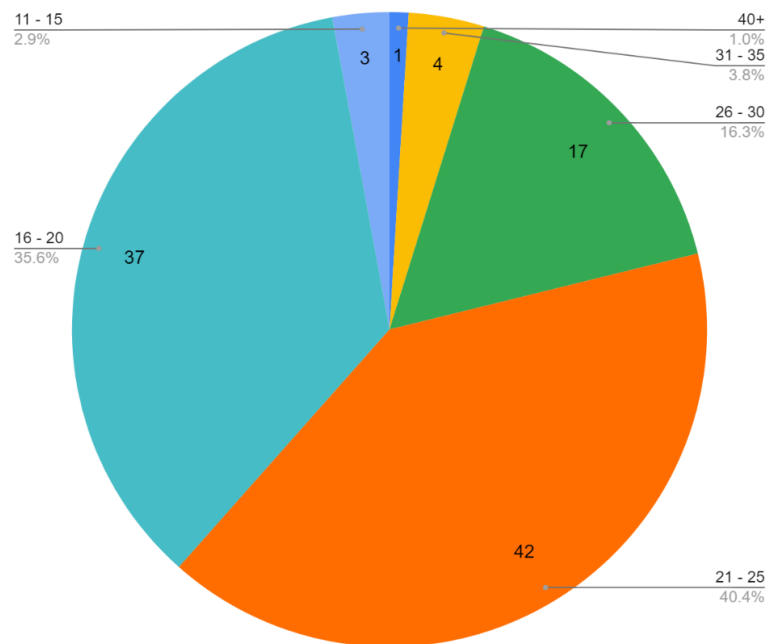


Figure 8. Count of results for group A.

Count of results - Group B

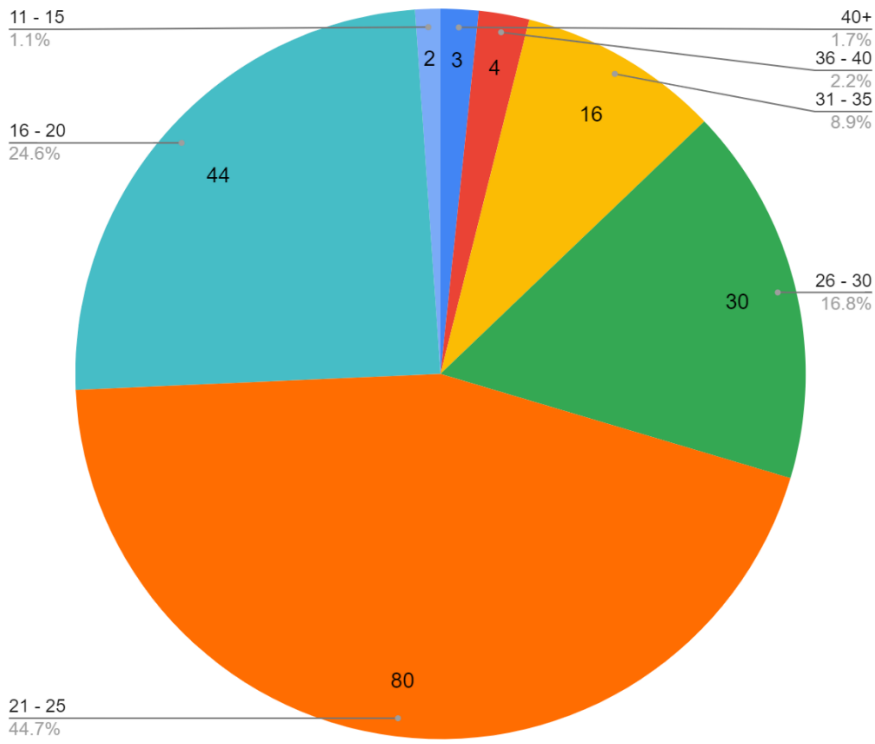


Figure 9. Count of results for group B.

Count of results - group A and group B combined

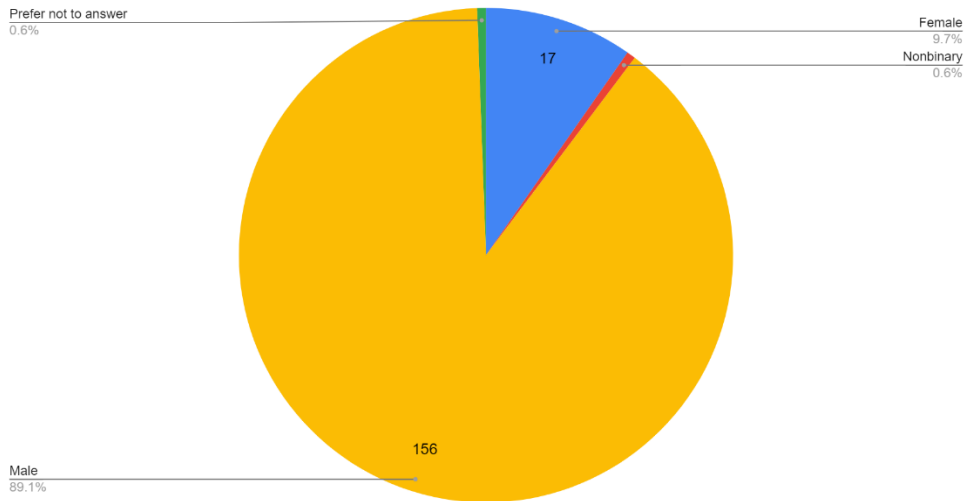


Figure 10. Gender distribution for both groups A and B.

Count of results - Group A

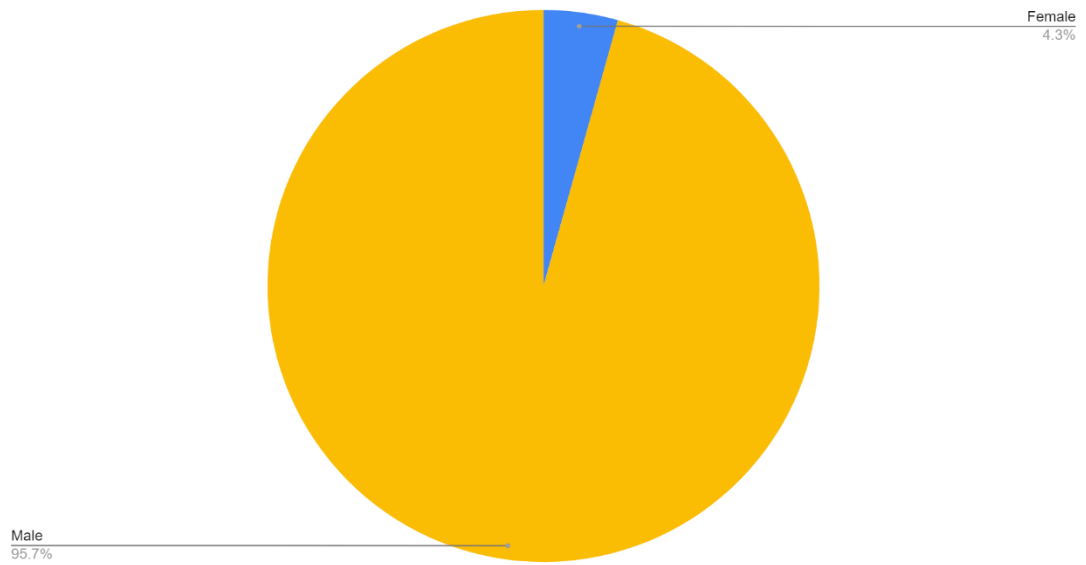


Figure 11. Gender distribution for group A.

Count of results - Group B

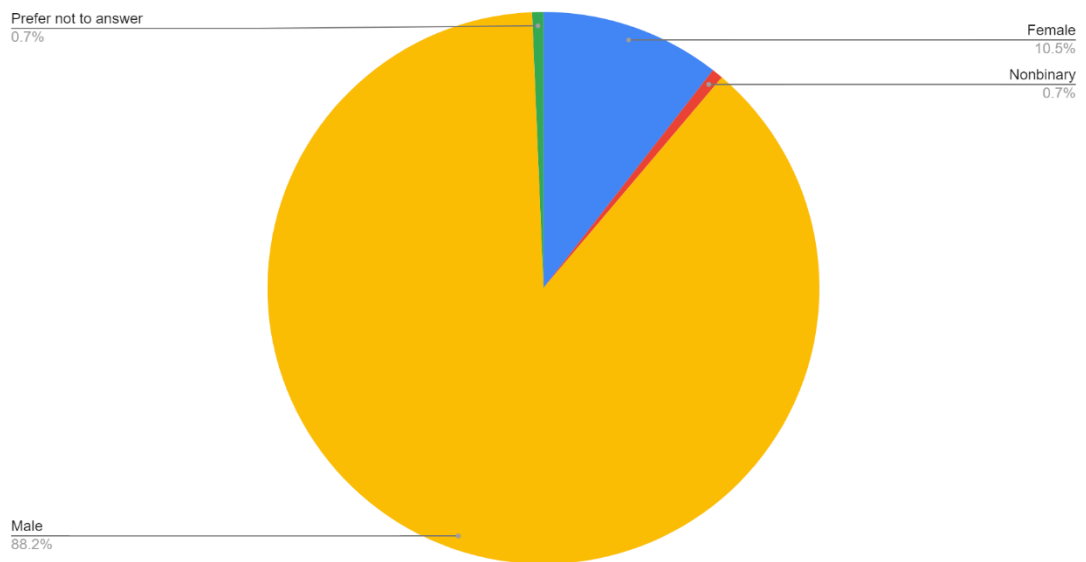


Figure 12. Gender distribution for group B.

Group A (Figure 11) had 95.7% of participation of men, with only 4.3% being identified as women. Group B (Figure 12) had a bigger portion of women participating, with 10.5%, with men representing 88.2%.

Concerning the nationality distribution of the participants, we have achieved the number of 37 unique nationalities when combining both pools (Figure 14), with 13 different nationalities on the group A (Figure 13) and 33 on the group B (Figure 15).

5 nations had over 20 participants, Germany, Poland, United States, Portugal, and Brazil. Portuguese and Polish people were mostly found during the live events in both Katowice and Lisbon.

Due to the fact that myself is inserted into Brazilian communities of digital games, and we already know Brazilian fans of eSports, it was easier to get Brazilians participants to answer the Portuguese language versions of the surveys.

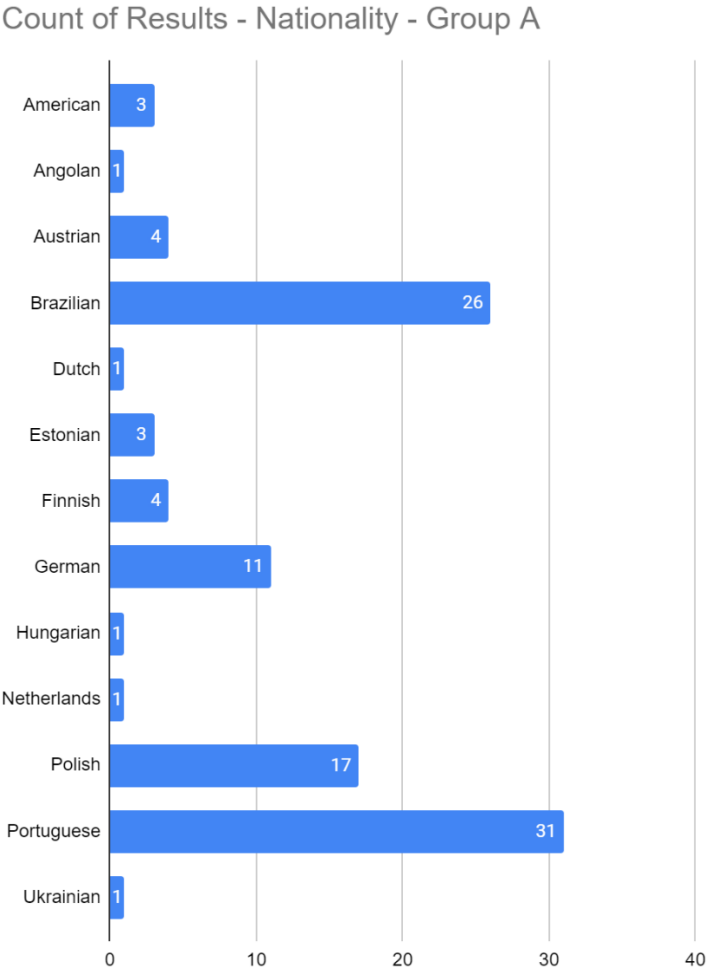


Figure 13. Count of participants divided by nationality for group A.

Count of Results - Nationality

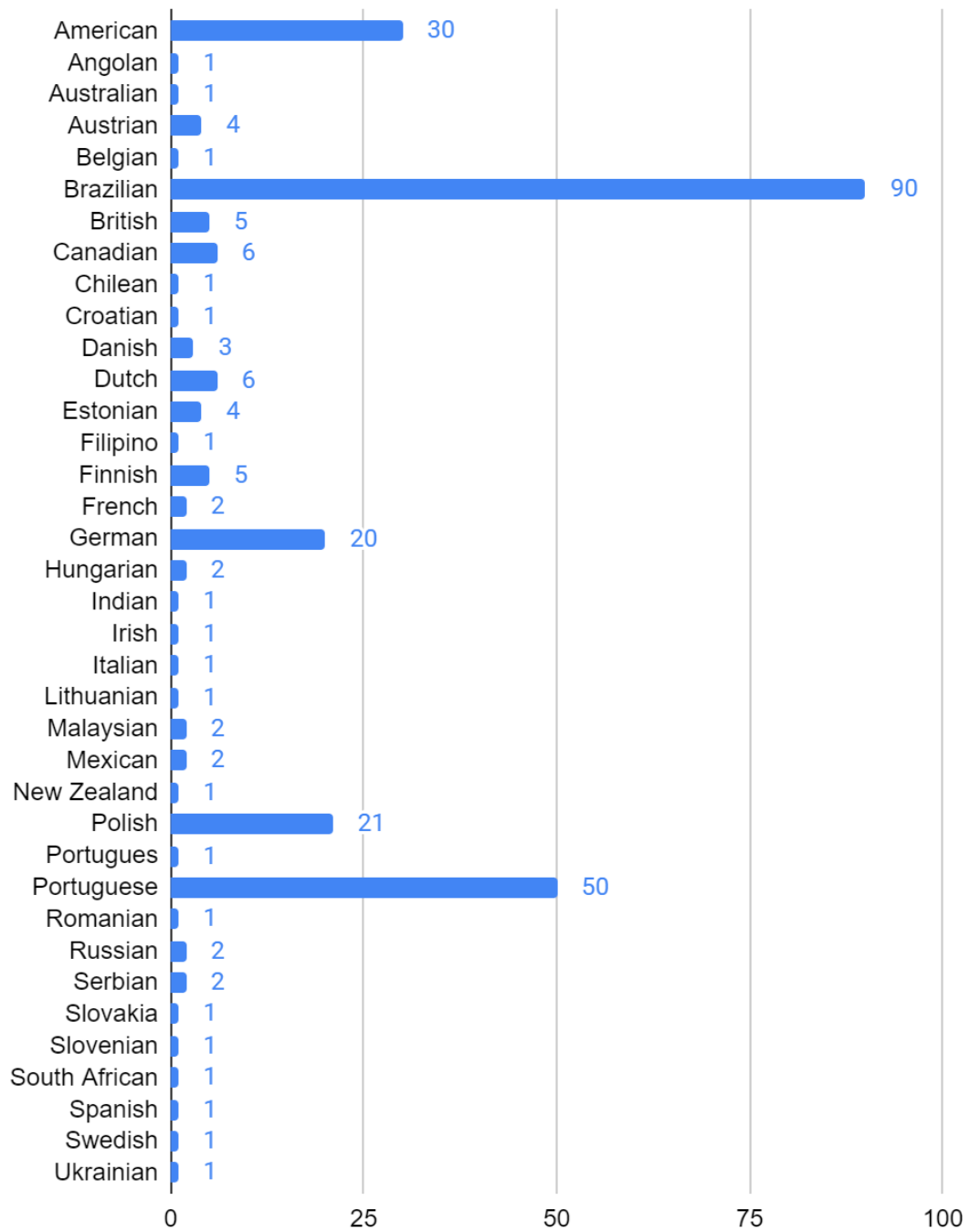


Figure 14. Count of participants for both groups A and B combined, divided by nationality.

Count of Results - Nationality - Group B

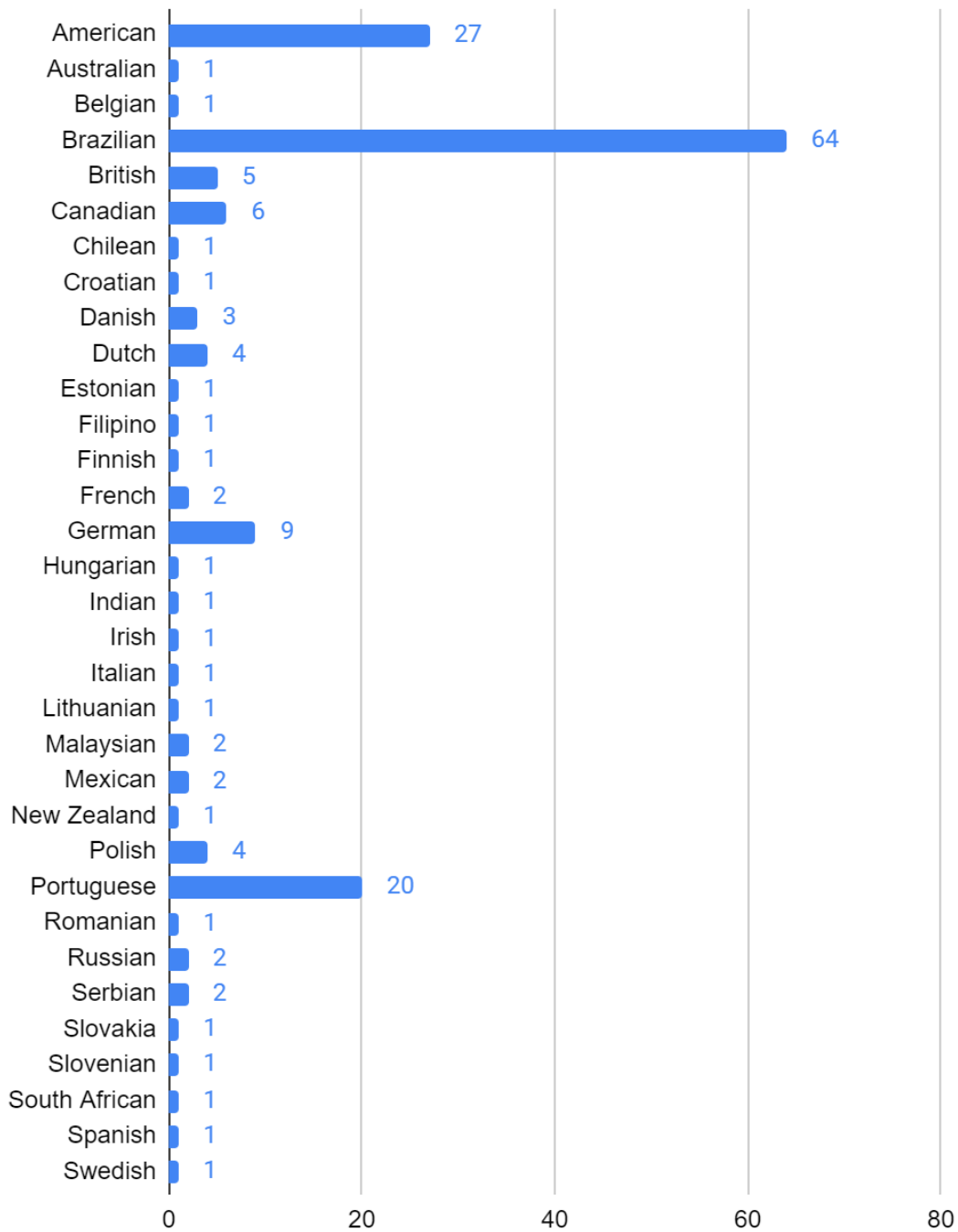


Figure 15. Count of participants divided by nationality for group B.

With 23 different favorite eSport games to spectate, group B is represented by a majority of League of Legends fans, with 39 participants, followed by Overwatch with 37, Street Fighter with 35, DOTA 2 with 20, and Heroes of the Storm with 13, those are the game titles with more than 10 participants (Figure 16).

Group B - Favorite Games

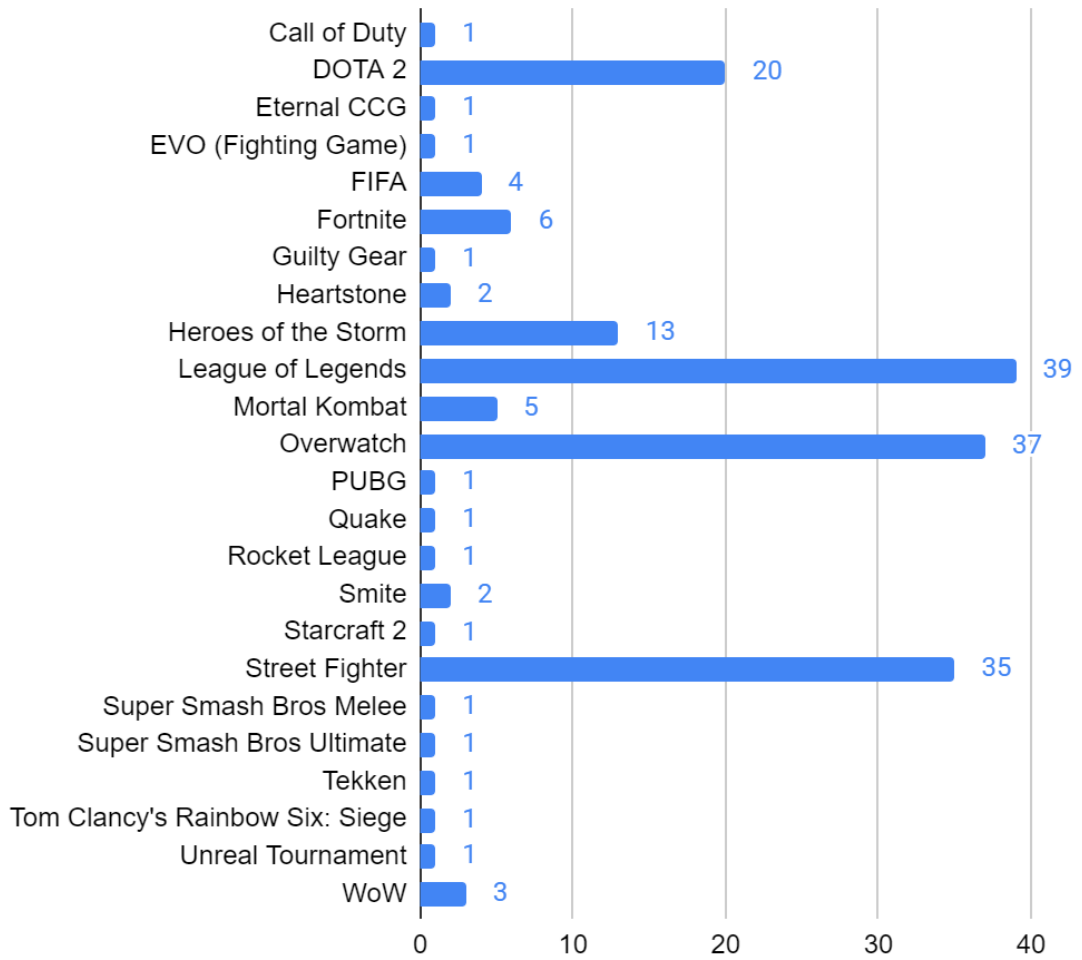


Figure 16. Count of participants divided by their favorites eSports for group B.

4.2 Data Analysis and Discussion

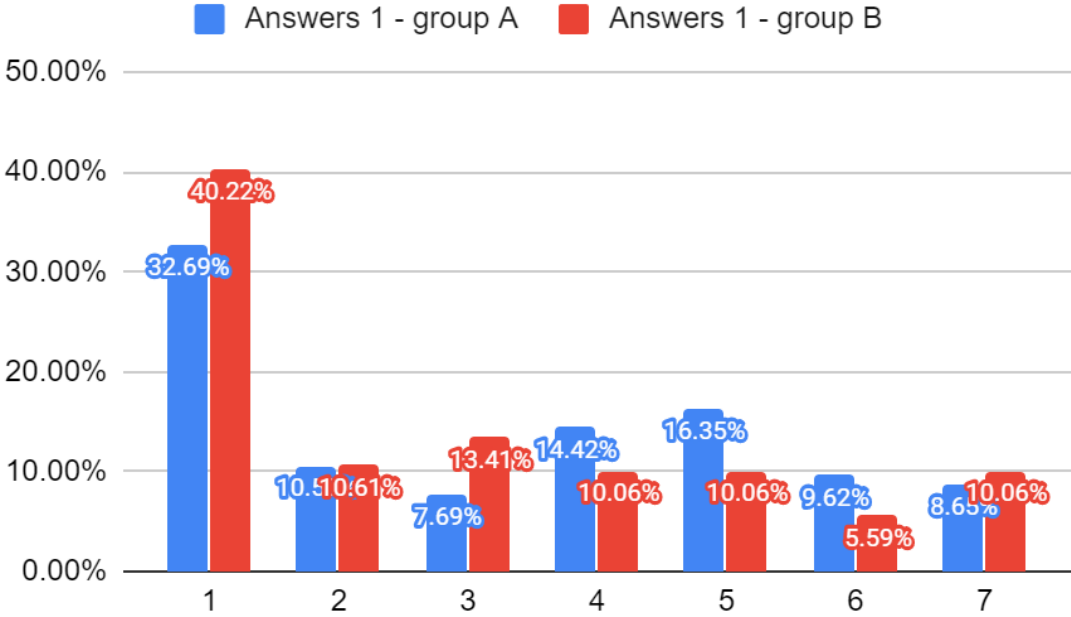


Figure 17. Comparing question 1 answers for groups A and B.

The first question of the digital survey, "I have watched a tournament due to its prize pool" had both groups answering with similar scores to the question, with the most common answer being the score of 1, which demonstrate that prize-pools alone doesn't appeal for the most spectators as the main reason for watching a tournament (Figure 17).

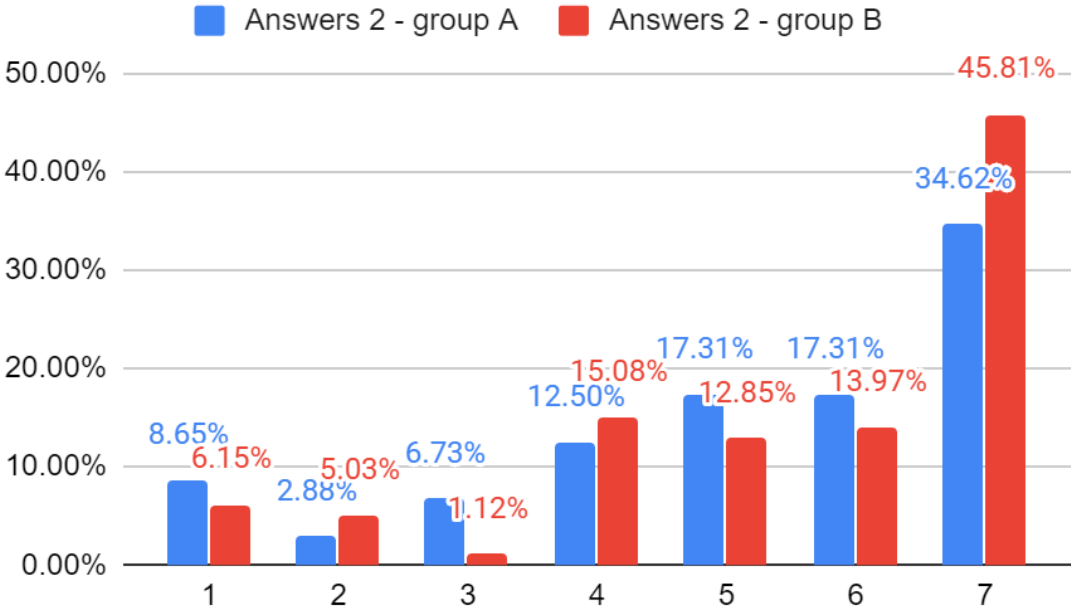


Figure 18. Comparing question 2 answers for groups A and B.

The second question of the Online survey, "I have already watched a tournament without relevant award for the teams", had the average of answers for Group A scoring 5.17 and the average of answers for group B scoring 5.49, demonstrating the biggest negative average of answers (average score of group A minus average score of group B), in the entire study. Which indicates that, compared to the other eSports fans and among all the questions asked, group A fans see value on relevant awards for the team on broadcasted competitions (Figure 18).

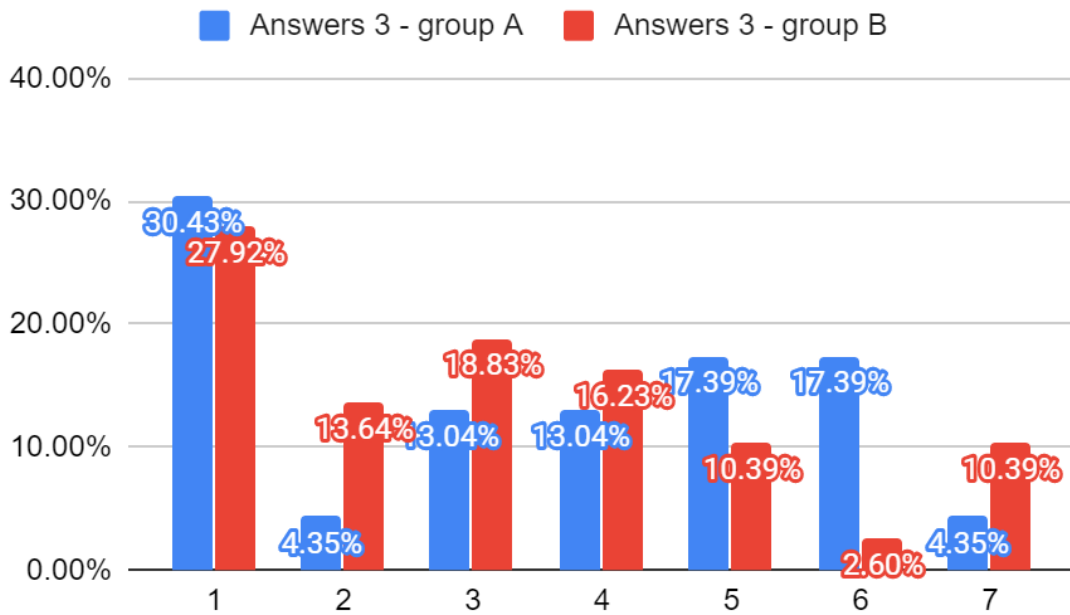


Figure 19. Comparing question 3 answers for groups A and B.

The third question "I'm constantly watching national tournaments (without the presence of foreign teams)" had a well spread amount of answers among all the scores, both groups don't give clear signs about being constantly watching national tournaments of their favorite eSports, but if we sum the answers of score 5, 6 and 7 for both groups, group A with 39.13% demonstrates more interest than group B with only 23.38%. And this is understandable since the eSport scene is constantly bringing together teams from all around the world to learn and compete (Figure 19).

On question 4, "I enjoy learning more about the life of the players I admire", starts to give hints about interest on knowing more about the life of a professional eSport seems to be something that the A group desire with 43.47% of the answers being scored as either 7 or 6, when compared with the 29.22% of the score of 7 or 6 from the B group (Figure 20), and group A having a sum of 4.35% for answers of score of 1 or 2, while group B had 22.08%.

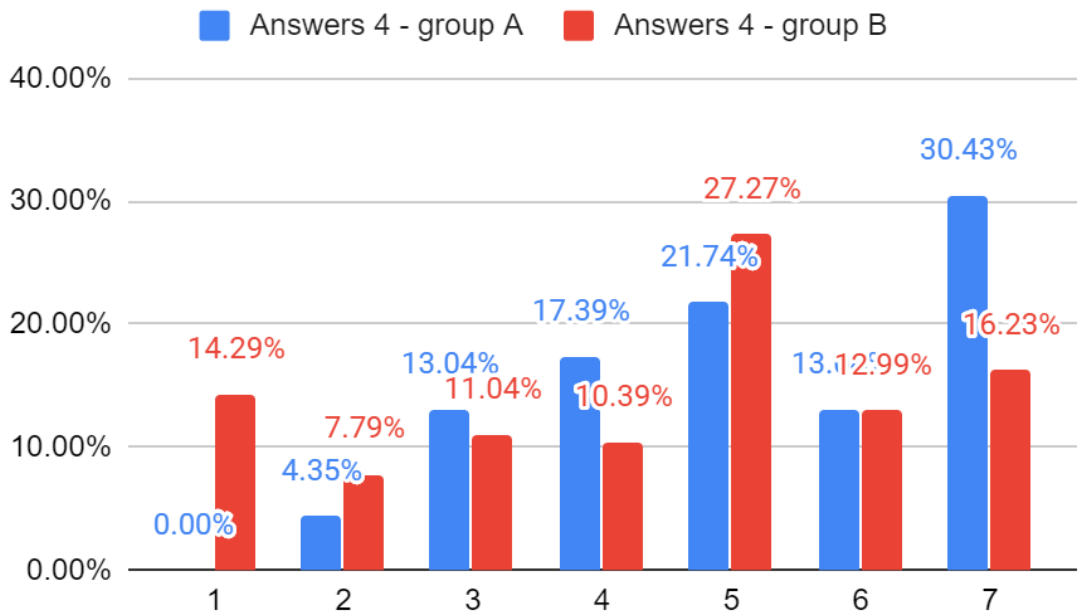


Figure 20. Comparing question 4 answers for groups A and B.

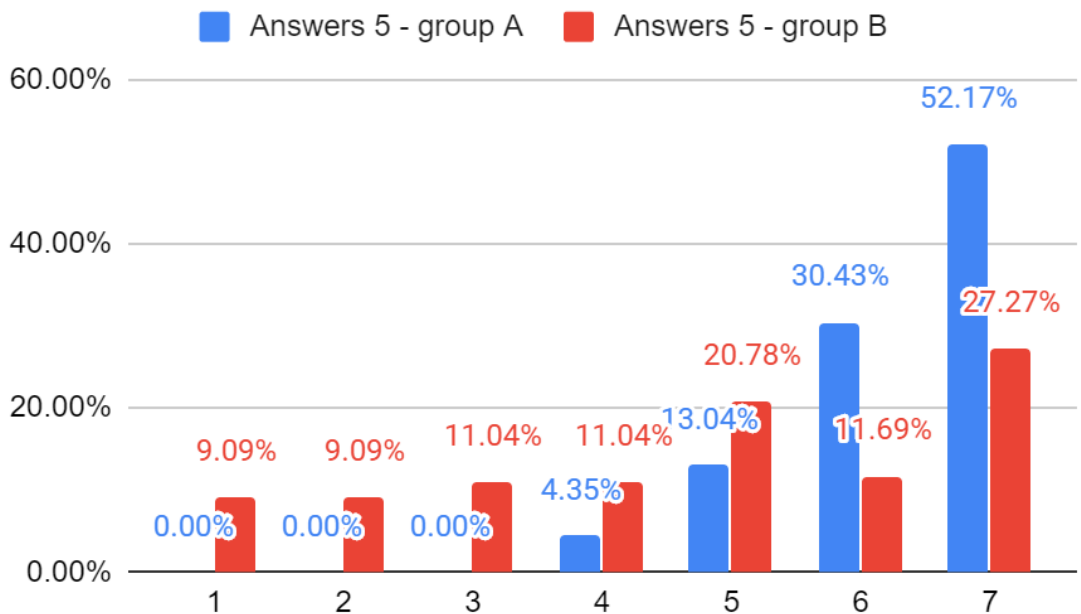


Figure 21. Comparing question 5 answers for groups A and B.

Question 5, “I’m constantly watching memorable moments of the history of my favorite eSport”, shows the data with the biggest difference between answers of both groups. group A spectators seems to be willing to constantly be re-watching memorable moments of the game that happened in the past (Figure 21).

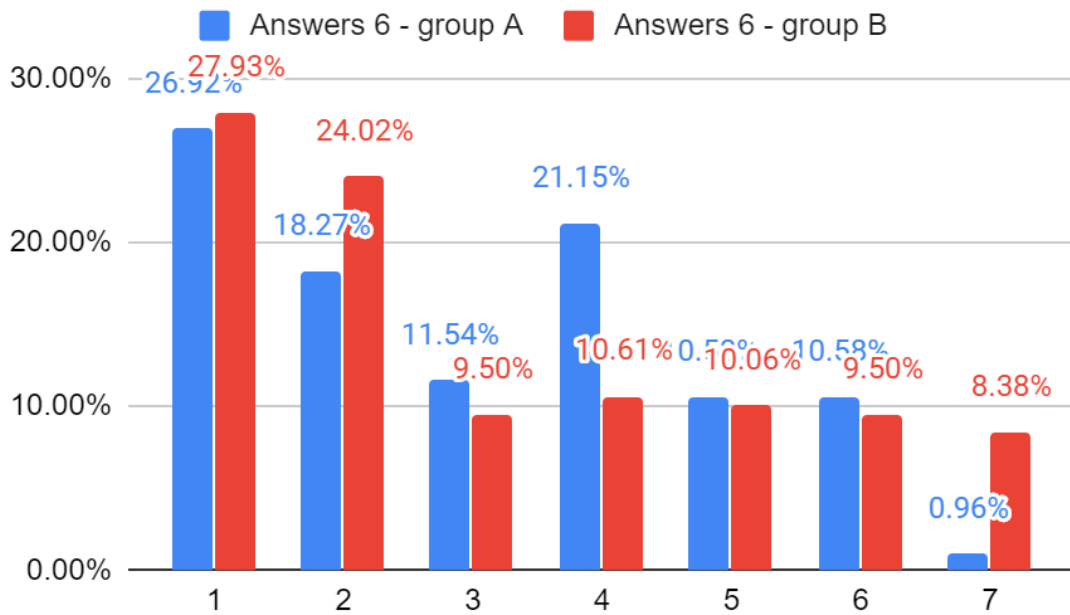


Figure 22. Comparing question 6 answers for groups A and B.

Question 6, "The average match time of my favorite eSport is too long" suggests that, in general, both groups disagree about their favorite game having too long match times in average, as you can see that both curves grow towards the score of 1. Besides that, group A seem to be hesitant about answering the question, by having 21.15% of the answers having a score of 4, almost the double percentage of answers for group B on the same score (Figure 22).

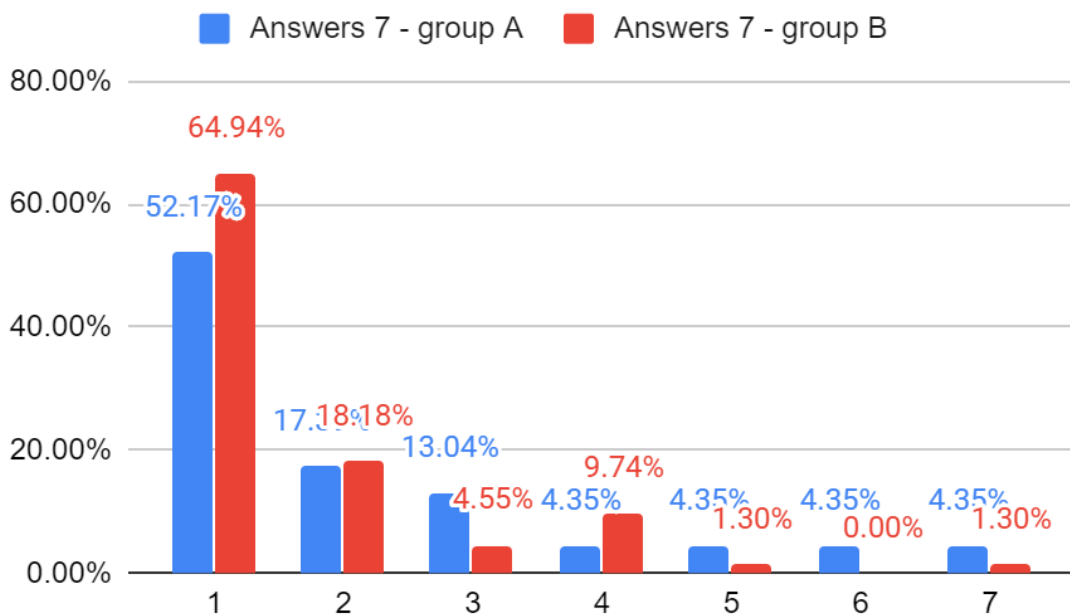


Figure 23. Comparing question 7 answers for groups A and B.

With the lowest average score of the whole study, question 7, "I wish my favorite eSport matches had more time pauses during a game", gives clear signs that the spectator community does not want more time pauses during the game. Group A had an average answer of 2.22 scores against 1.69 from group B. (Figure 23).

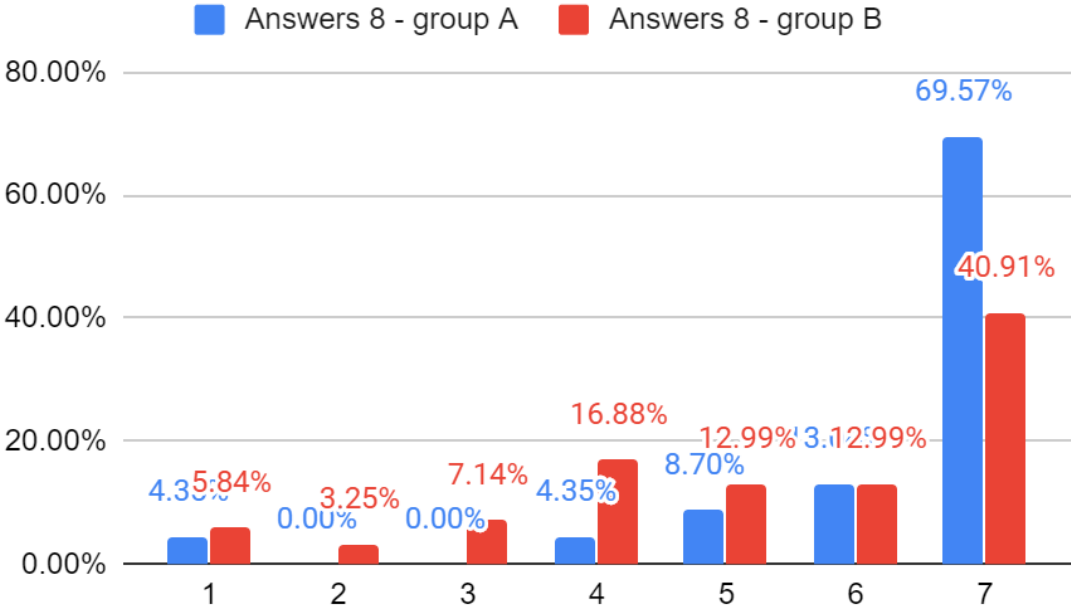


Figure 24. Comparing question 8 answers for groups A and B.

With a high variation of average scores, question 8, "Watching matches on live streams is better than in the spectator mode inside of the game", shows symptoms of a not efficient spectator mode inside Counter-Strike Global Offensive, according to 82,61% of the participants of group A that voted either on 7 or 6 scores, it is better to go watch a broadcasted match outside the game on a third party site than doing it inside the game using the spectator feature (Figure 24). For group B this percentage is smaller, with 53.9% of scores of either 6 or 7, but is still significant.

For question 9 "I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast" while 52.18% of the participants of group A answered with a score of either 6 or 7, only 37.01% of group B gave the same answer. According to the data collected, CS:GO fans in general find it easy to explain the rules of the game if we compare it to group B, that had a more flat distribution of answers.(Figure 25).

Question 10 "It surprises me when a pro-player isn't using a cosmetic item" had a much higher percentage of answers for the score 1 or 2 on the group B with 62.57%, against only 42.72% on group A, question 10, results could be interpreted as that both groups seem to disagree with the proposed affirmation of the question, however spectators of group A are expecting the professionals to wear cosmetic items more than the spectators on group B (Figure 26).

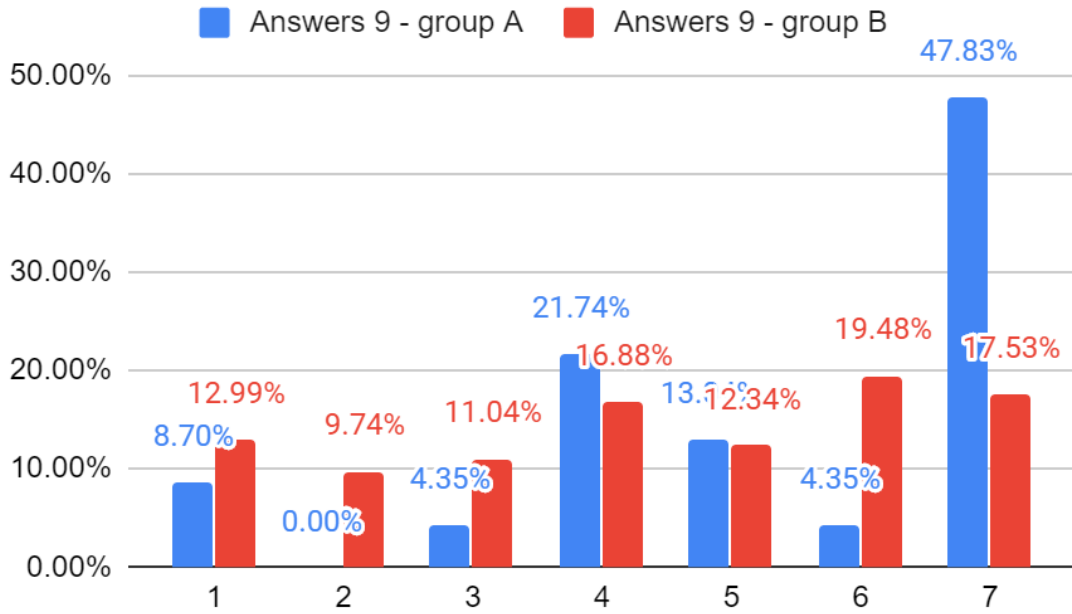


Figure 25. Comparing question 9 answers for groups A and B.

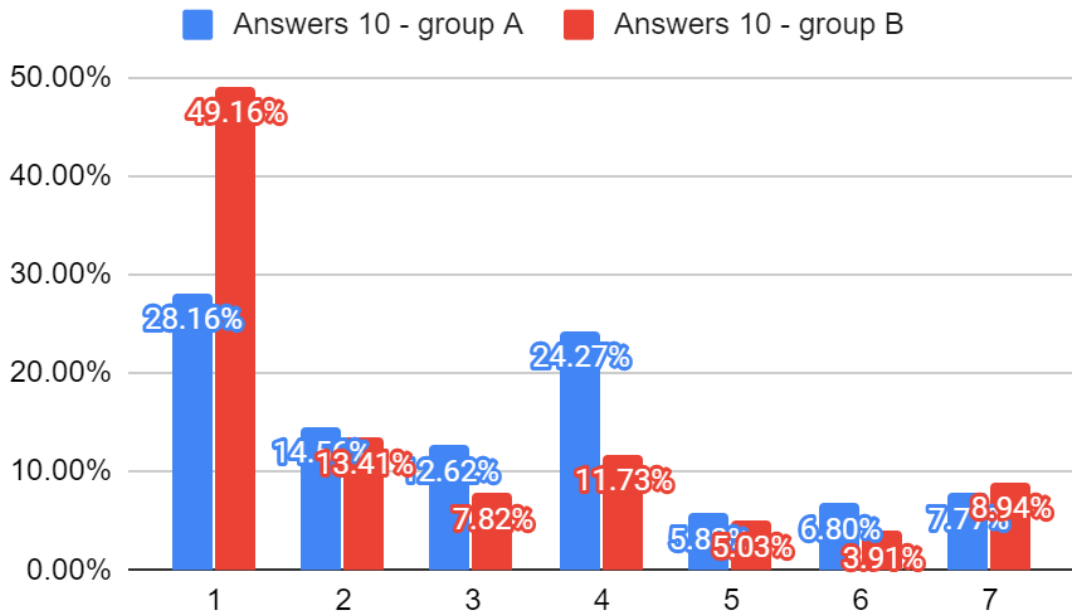


Figure 26. Comparing question 10 answers for groups A and B.

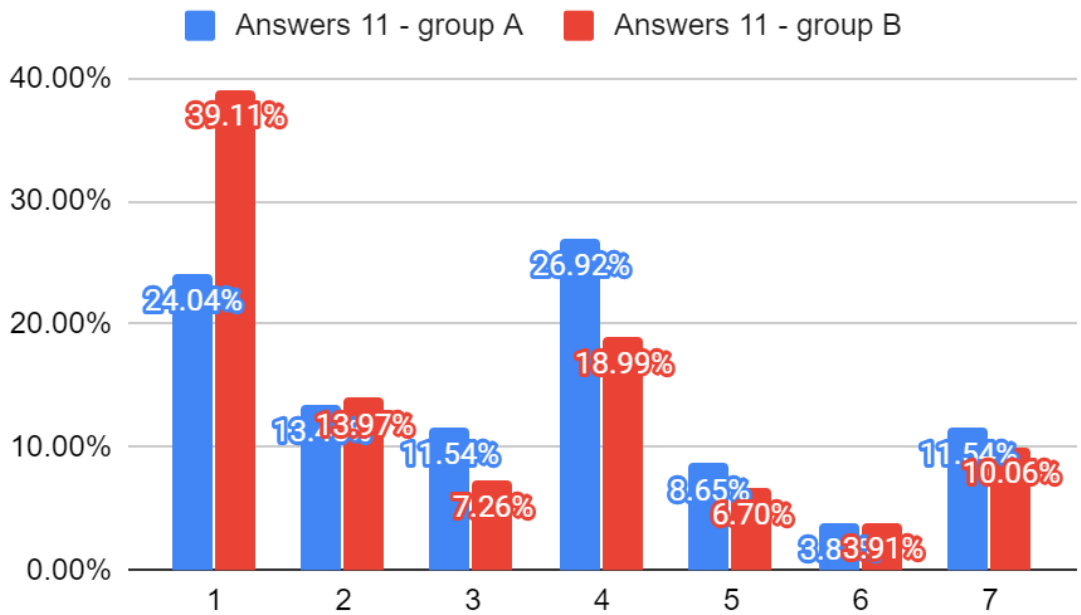


Figure 27. Comparing question 11 answers for groups A and B.

Question 11, "I like to watch a game with super rare cosmetic items", had the significant amount of participants of group B answering with a score of either 1 or 2, 53.08%, against 37.5% of answers from group A. That demonstrates less interest about watching games with super rare skins from group B, while group A is more hesitating. (Figure 27).

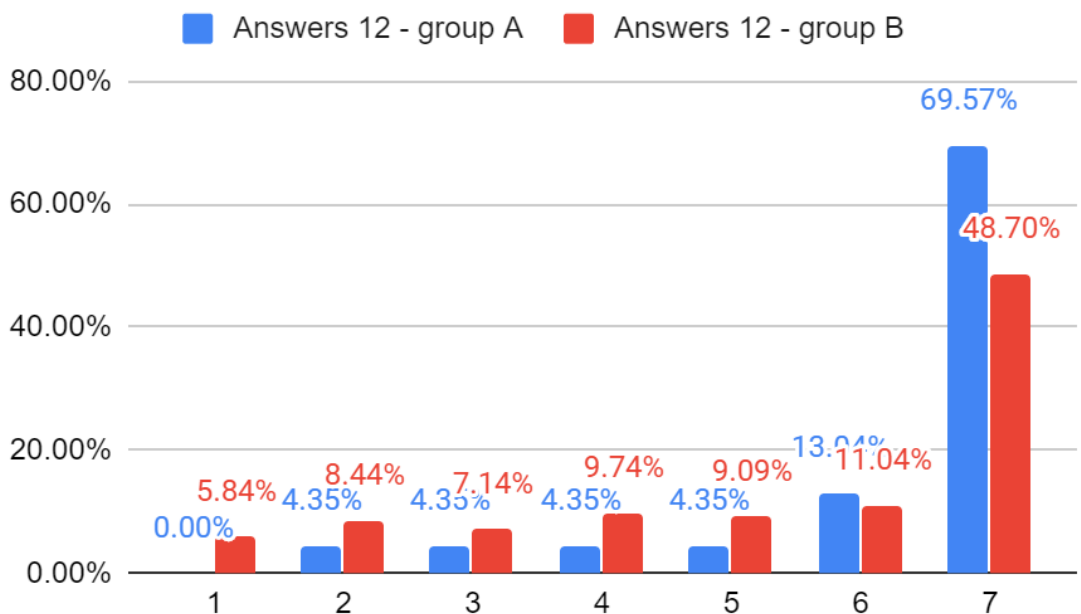


Figure 28. Comparing question 12 answers for groups A and B.

When comparing the average of answers of both groups for question 12, "I don't care about how the characters of my favorite eSport looks like (skin tone, gender, height, physical shape)", we can

see that the average of group A had an average score answer of 6.26, while group B had an average of 5.36 scores, having a difference of 0.9 scores higher for group A than for group B. Both groups chart demonstrate an absence of interest on the appearance of the characters inside the game, however, when comparing both groups, that could indicate a bigger concern on how the characters of the eSports looks like on the average answers of group B than for group A participants (Figure 28).

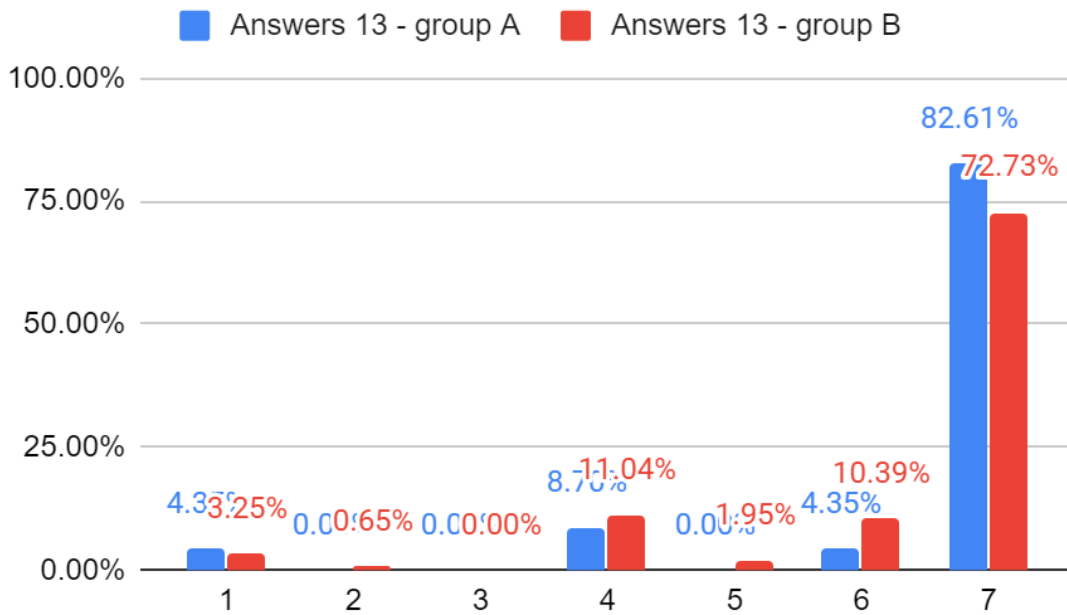


Figure 29. Comparing question 13 answers for groups A and B.

With 86.96% of the answers for group A and 83.12% of answers for group B being a score of either 6 or 7, question 13, "There would be no problem if the number of male and female characters were the same on my favorite eSport", both groups Agree Strongly on the opinion that the characters of their favorite eSports could be man and woman on the same proportion without any problems (Figure 29).

With the biggest peak of neutral score answers of the whole study, group A of the question 14, "I have felt represented by a few characters of the game" achieved 48.51% of the answers, giving clear signs that when compared to other spectators of other eSports, group A have a hesitating opinion about the given topic, and doesn't seem to be actively interested if a few characters are representing them or not. Group B had a more distributed opinion among the different scores, however 29.05% of the answers were also hesitant(Figure 30).

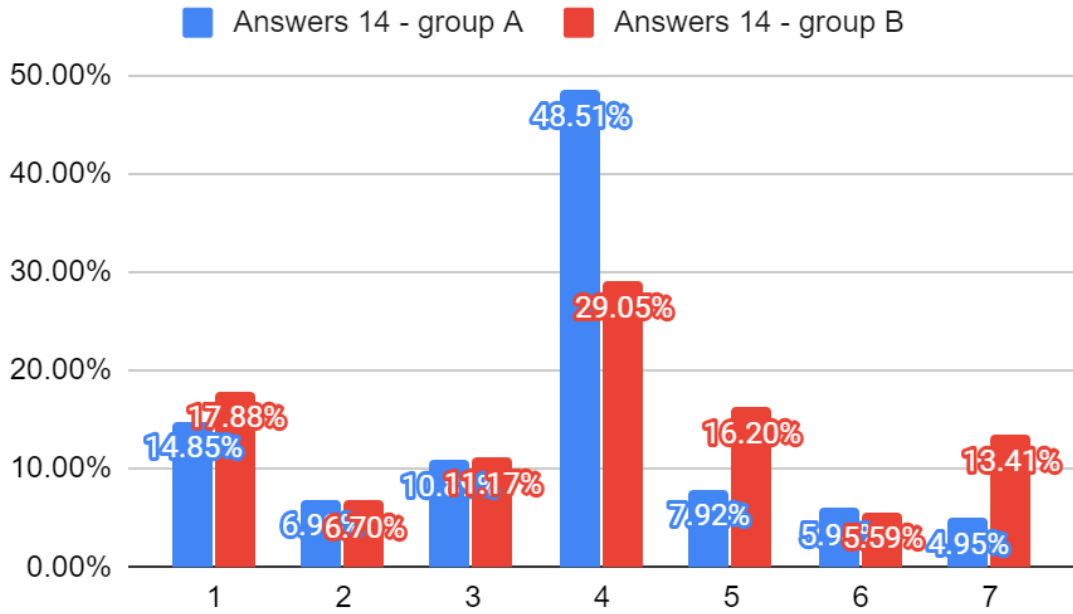


Figure 30. Comparing question 14 answers for groups A and B.

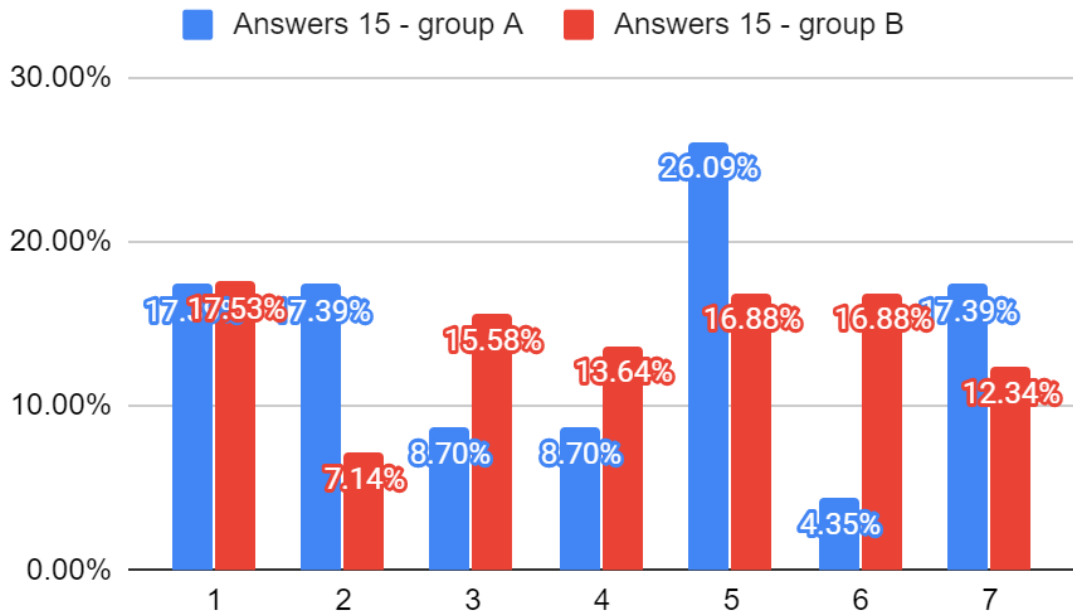


Figure 31. Comparing question 15 answers for groups A and B.

Chart of question 15, "When my favorite narrator is not broadcasting the game, I enjoy it less." shows an interesting characteristic which is both answers of score 1 and 7 are tied for group A, and the average of answers was 3.91, showing a neutral overall opinion about enjoying less the broadcast when the favorite narrator is not broadcasting (Figure 31).

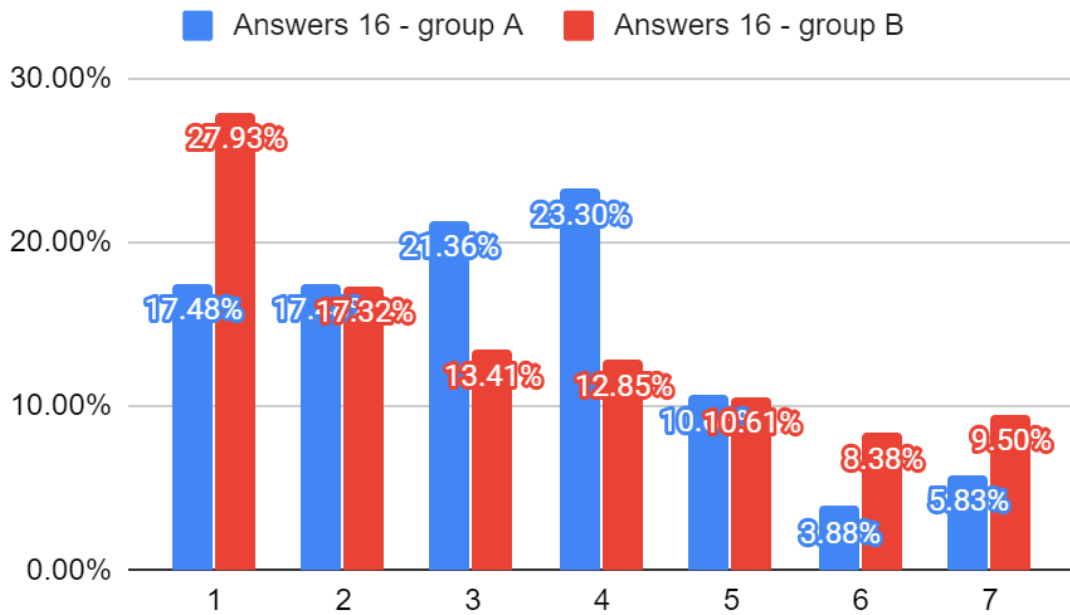


Figure 32. Comparing question 16 answers for groups A and B.

Even though the average of the scores for both groups were similar (3.27 scores for group A and 3.24 scores for group B) for question 16, "I felt like the number of maps/stages for professional games is low", with the difference being only 0.03 for average of group A minus average of group B, group A have more neutral thoughts concerning the number of maps for professional games with 23.3% of the participants choosing the score of 4, group B chart curve demonstrates a sign of disagreeing with the proposed affirmation, that could mean that they find adequate or exaggerated the number of maps used in professional games (Figure 32).

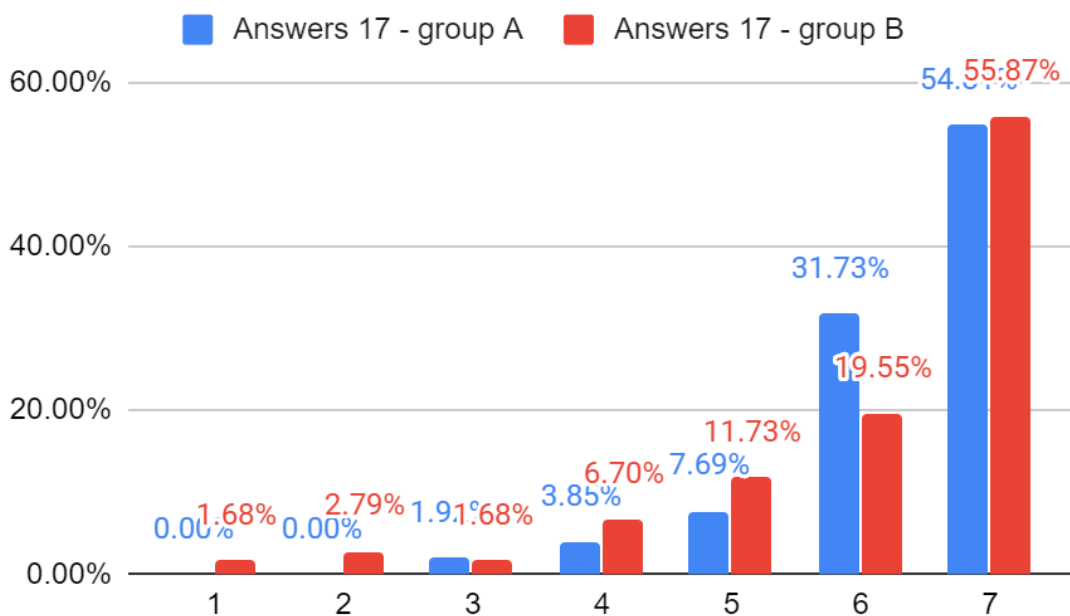


Figure 33. Comparing question 17 answers for groups A and B.

The answers for question 17 “A good caster or analysts have made a match fun/interesting to watch” had both groups A and B of answers with score of either 6 or 7 summed representing 86,54% and 75,42% respectively, denoting clear signs of the influence of a good team of casters and analysts in order to make the experience better for the spectators (Figure 33).

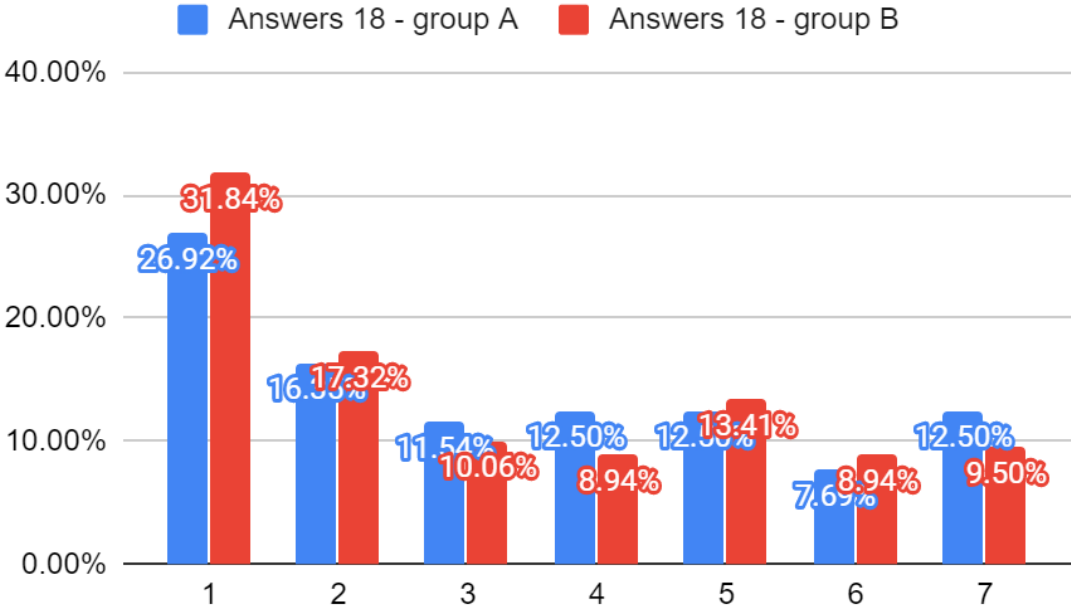


Figure 34. Comparing question 18 answers for groups A and B.

Question 18, "I often read/write on live chat during a game" brings an interesting data for both groups, even though the most scored answer was 1, disagreeing strongly, both groups had also a considerable amount of people voting for the score of 7. So, when it comes to reading and writing on the live chat during broadcasts, most spectators do not want to interact with the feature but there are some people really interested in doing so (Figure 34).

Question 19, "The most skilled the players are, the better it is to watch the match", showed that the biggest appealing factor among all the topics covered in the questions eSports fans is to watch skilled players displaying their skill. On the group A group not a single person stated neither an answer of score 1 nor 2 (Figure 35).

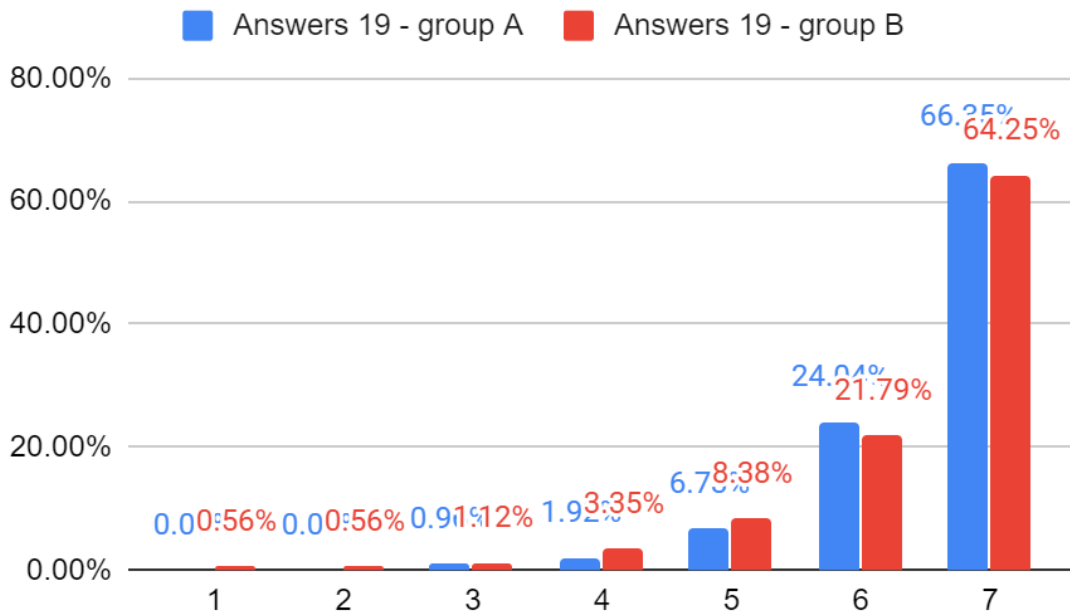


Figure 35. Comparing question 19 answers for groups A and B.

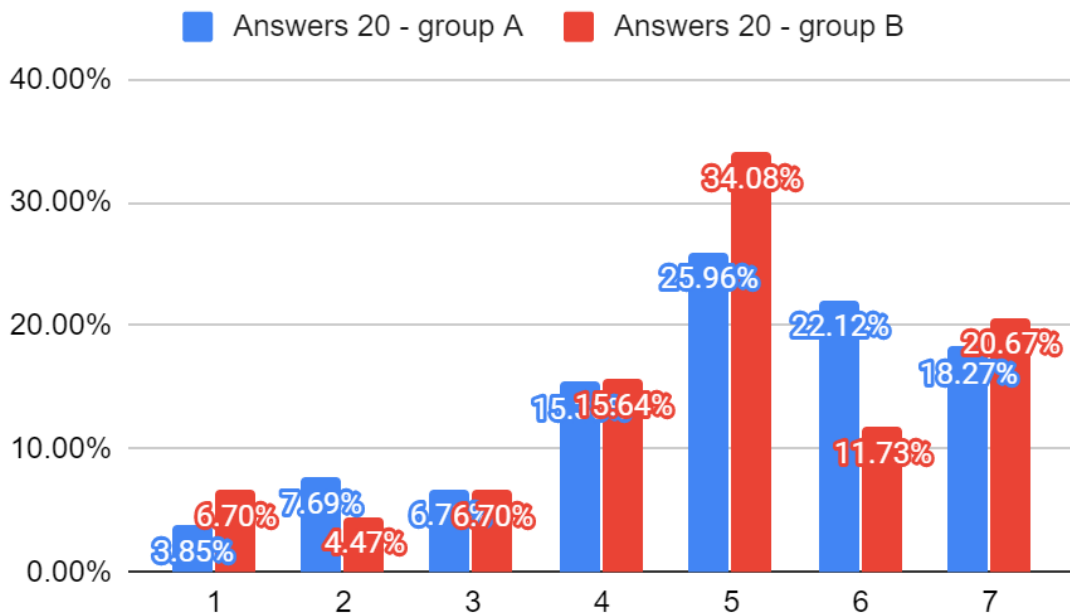


Figure 36. Comparing question 20 answers for groups A and B.

When asked about what frequencies the participant tries to mimic a play made by a professional player, both groups answered question 20, "I'm constantly trying to mimic plays that I watched on professional matches", most of the participants tend to Agree but not much, with the most scored answer being 5 by both groups with 25.96% on group A and even higher on group B with 34.08% of the answers (Figure 36).

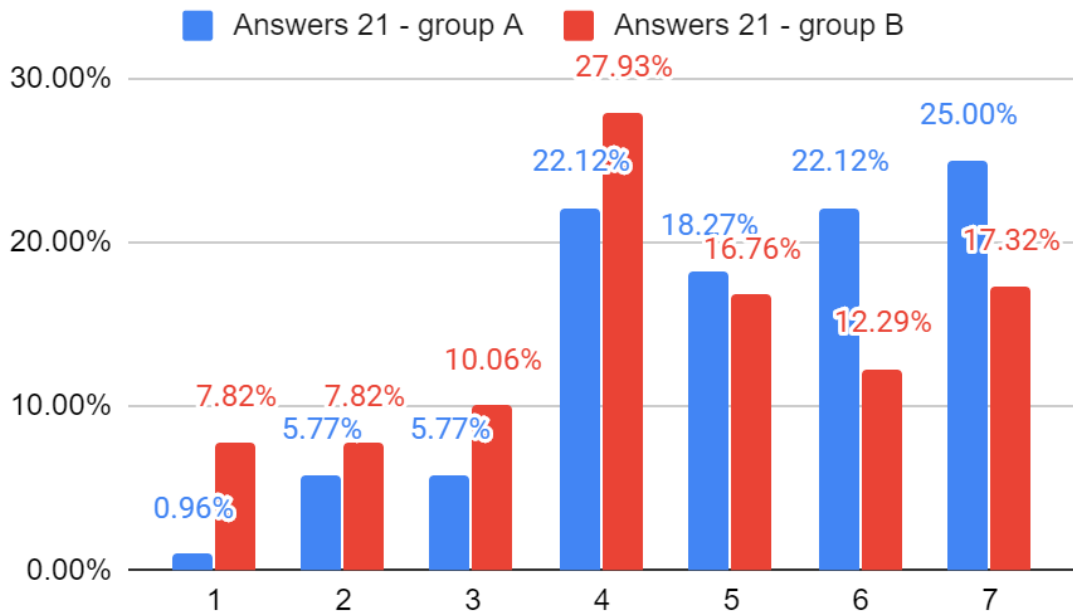


Figure 37. Comparing question 21 answers for groups A and B.

On question 21, "It's easy to follow and understand every item bought by all players in a professional game", the biggest score was 7 for group A with 25%, with the score of 4 and 6 tied in second and third place with 22.12%. When it comes to the group B, the answers were mostly 4, with 27.93% (Figure 37).

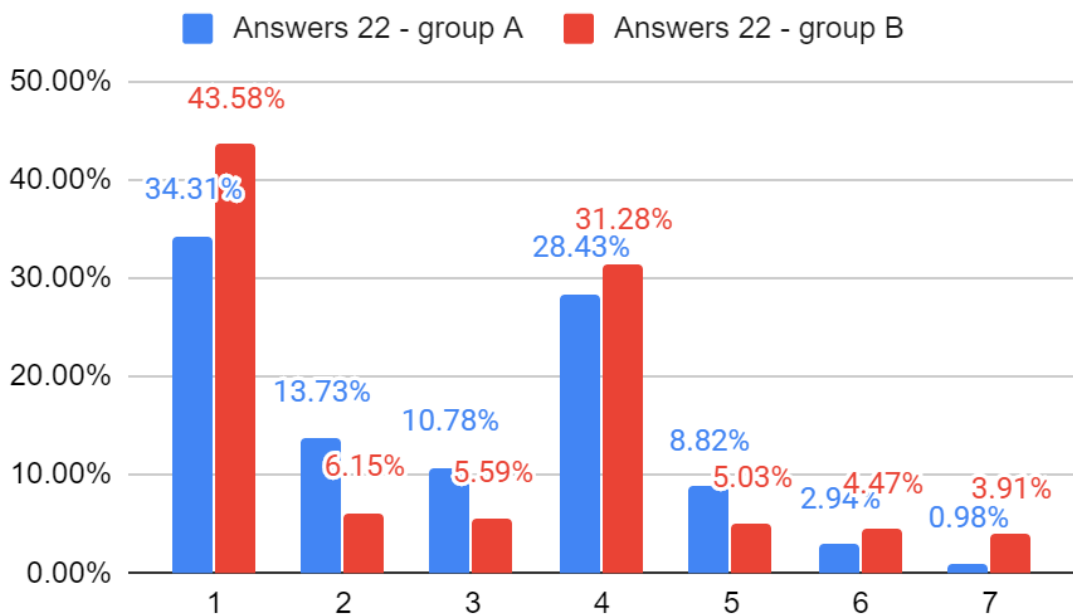


Figure 38. Comparing question 22 answers for groups A and B.

When comparing the averages of answers, question 22, "I wish there was more gameplay items available to be bought inside the match to make the character stronger", showed the smallest

variation of averages with 2.76% for A group and 2.77 for group B so the difference was just -0.01. With the most scored answer being 1 for both groups, followed by score of 4 in second. So it gives hints about the community of eSports fans either disagreeing with the proposed topic or being hesitant about it (Figure 38).

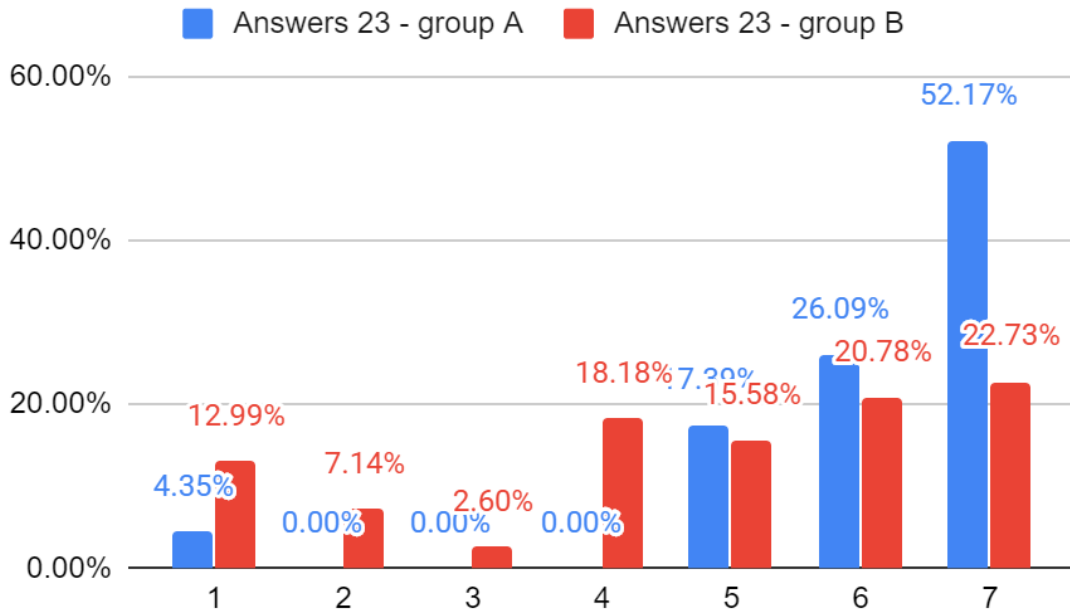


Figure 39. Comparing question 23 answers for groups A and B.

With the second largest positive average difference when comparing group A (Average score of 6.13) and group B (Average score of 4.69) groups, question 23, "I already felt tense, during a game, for knowing information about the game that the players did not know (team placements, hidden items, plays that are about to happen)", signs that the information asymmetry plays important role on building tension for the spectators during a broadcast, with the percentage of scores of 6 or 7 for the group A being 78.26% significantly higher percentage of the same scores for the group B group, representative of 43.51% (Figure 39).

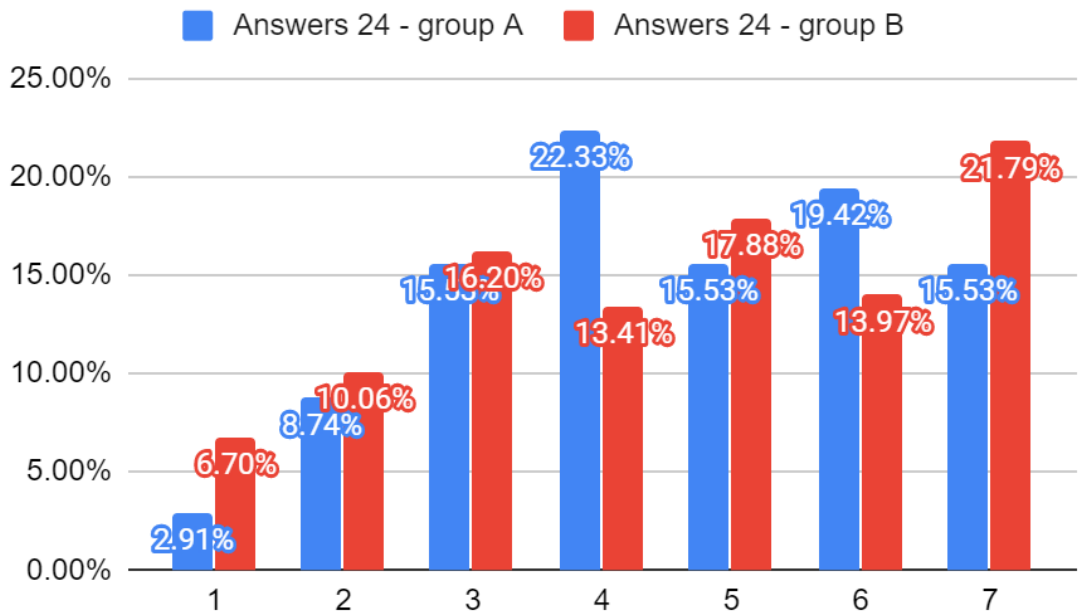


Figure 40. Comparing question 24 answers for groups A and B.

With the shortest peak of the entire study, question 24, "I have recently felt like the game developers doesn't listen to the community feedback", the most scored answer for group A was neutral with 22.33% voting the score of 4, and group B Agreed Strongly with the most scored answer being 7 with 21.79%. However neither one of the groups show a clear opinion about the given topic (Figure 40).

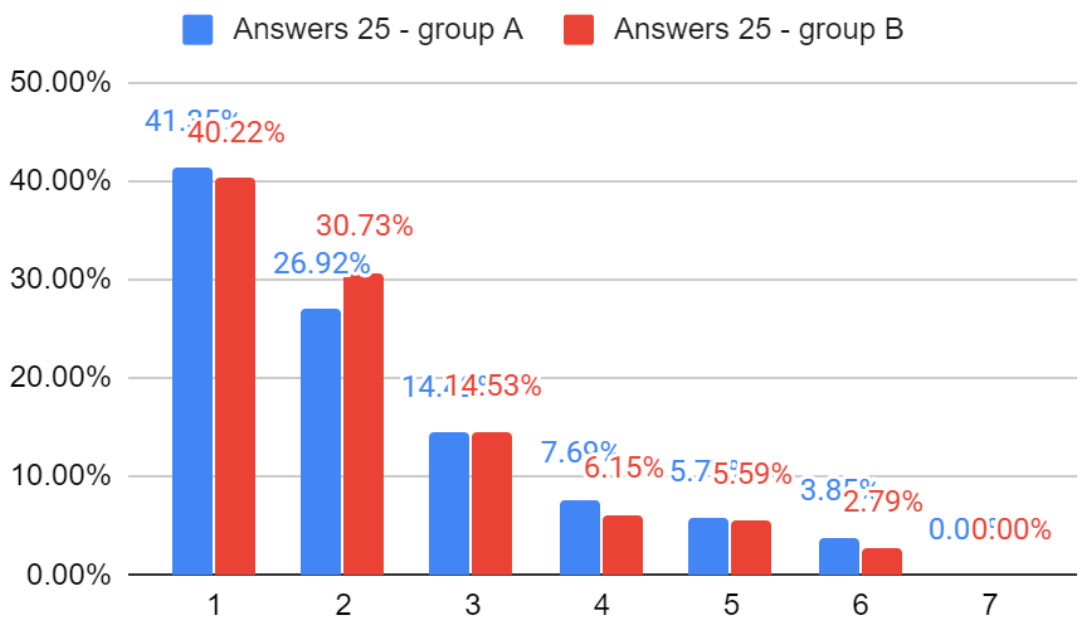


Figure 41. Comparing question 25 answers for groups A and B.

With literally zero answers on the score 7 for both groups, question 25, "I often feel lost about what is going on during a professional match" has over 40% of the participants Strongly Disagreeing and giving signs that their favorite eSports doesn't make them feel lost very often for both groups. So even if the games are played by professional players, the community give hints about not being lost often while watching the broadcast (Figure 41).

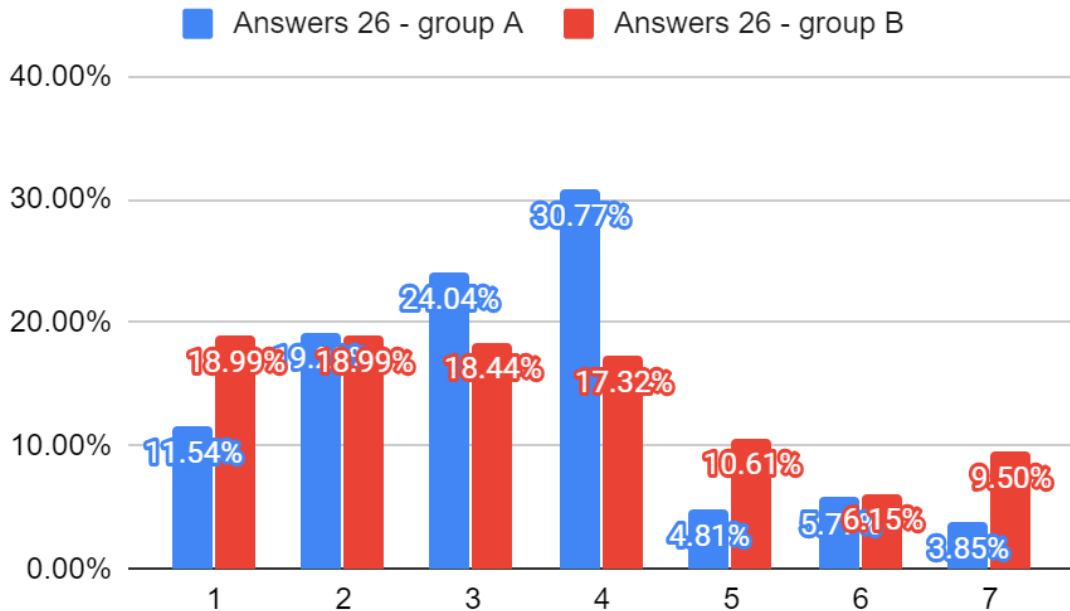


Figure 42. Comparing question 26 answers for groups A and B.

At the end of the digital survey, on question 26, "The game meta and balance changes too often", both groups gave mostly negative or neutral feedback, demonstrating and either disagreement or hesitation about the given topic (Figure 42).

4.3 Results and Research Questions

After analyzing the final data and comparing the results of both group A and with group B, we can bring back the Research Questions proposed earlier on Chapter 2 and discuss them with a lot more knowledge on the topics. On table IV.1 , we have the survey questions and what research questions they can be related to.

Table IV.1. Survey questions and its related research questions.

| List of Survey Questions | Related Research Questions |
|-------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 - I have watched a tournament due to its prize pool | <ul style="list-style-type: none"> R.Q. 5 - Does big tournament prize pools pay important role on attracting spectators for the CS:GO professionals broadcast? |
| 2 - I have already watched a tournament without | <ul style="list-style-type: none"> R.Q. 5 - Does big tournament prize pools pay important role on attracting spectators for the CS:GO professionals broadcast? |

| | |
|----------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| relevant award for the teams | |
| 3 - I am constantly watching national tournaments (without the presence of foreign teams) | <ul style="list-style-type: none"> • R.Q. 3- Are the CS:GO spectators attached to the game tradition and history? • R.Q. 5 - Does big tournament prize pools pay important role on attracting spectators for the CS:GO professionals broadcast? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |
| 4 - I enjoy learning more about the life of the players I admire | <ul style="list-style-type: none"> • R.Q. 3- Are the CS:GO spectators attached to the game tradition and history? |
| 5 – I am constantly watching memorable moments of the history of my favorite eSport | <ul style="list-style-type: none"> • R.Q. 3- Are the CS:GO spectators attached to the game tradition and history? • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? |
| 6 - The average match time of my favorite eSport is too long | <ul style="list-style-type: none"> • R.Q. 1- Are the CS:GO professional games duration already approved by the spectators? |
| 7 - I wish my favorite eSport matches had more time pauses during a game | <ul style="list-style-type: none"> • R.Q. 1- Are the CS:GO professional games duration already approved by the spectators? |
| 8 - Watching matches on live streams is better than in the spectator mode inside of the game | <ul style="list-style-type: none"> • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? |
| 9 - I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast | <ul style="list-style-type: none"> • R.Q. 2- Do the CS:GO spectators enjoy the constant changes concerning the maps available for competitive play and meta changes? • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |
| 10 - It surprises me when a pro-player is not using a cosmetic item | <ul style="list-style-type: none"> • R.Q. 6 - How important is the variety of cosmetic items to attract audience? |
| 11 - I like to watch a game with super rare cosmetic items | <ul style="list-style-type: none"> • R.Q. 6 - How important is the variety of cosmetic items to attract audience? |
| 12 - I do not care about how the characters of my favorite eSport looks like | <ul style="list-style-type: none"> • R.Q. 6 - How important is the variety of cosmetic items to attract audience? |

| | |
|----------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| (skin tone, gender, height, physical shape) | |
| 13 - There would be no problem if the number of male and female characters were the same on my favorite eSport | <ul style="list-style-type: none"> • R.Q. 6 - How important is the variety of cosmetic items to attract audience? |
| 14 - I have felt represented by a few characters of the game | <ul style="list-style-type: none"> • R.Q. 6 - How important is the variety of cosmetic items to attract audience? |
| 15 - When my favorite narrator is not broadcasting the game, I enjoy it less. | <ul style="list-style-type: none"> • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |
| 16 - I felt like the number of maps/stages for professional games is low | <ul style="list-style-type: none"> • R.Q. 2: Do the CS:GO spectators enjoy the constant changes concerning the maps available for competitive play and meta changes? |
| 17 - A good caster or analysts have made a match fun/interesting to watch | <ul style="list-style-type: none"> • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? |
| 18 - I often read/write on live chat during a game | <ul style="list-style-type: none"> • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? |
| 19 - The most skilled the players are, the better it is to watch the match | <ul style="list-style-type: none"> • R.Q. 3- Are the CS:GO spectators attached to the game tradition and history? • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? |
| 20 - I am constantly trying to mimic plays that I watched on professional matches | <ul style="list-style-type: none"> • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |
| 21 - It is easy to follow and understand every item bought by all players in a professional game | <ul style="list-style-type: none"> • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |

| | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 22 - I wish there was more gameplay items available to be bought inside the match to make the character stronger | <ul style="list-style-type: none"> • R.Q. 2- Do the CS:GO spectators enjoy the constant changes concerning the maps available for competitive play and meta changes? |
| 23 - I already felt tense, during a game, for knowing information about the game that the players did not know (team placements, hidden items, plays that are about to happen) | <ul style="list-style-type: none"> • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? |
| 24 - I have recently felt like the game developers does not listen to the community feedback | <ul style="list-style-type: none"> • R.Q. 2- Do the CS:GO spectators enjoy the constant changes concerning the maps available for competitive play and meta changes? |
| 25 - I often feel lost about what is going on during a professional match | <ul style="list-style-type: none"> • R.Q. 4 - Is there emotional value for the spectators to be aware of some piece of information that is missing for the player? • R.Q. 7 - Does the spectators see value on watching tournaments on live stream broadcasts or would they rather watch it inside the game spectator mode feature? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |
| 26 - The game meta and balance changes too often | <ul style="list-style-type: none"> • R.Q. 1- Are the CS:GO professional games duration already approved by the spectators? • R.Q. 2- Do the CS:GO spectators enjoy the constant changes concerning the maps available for competitive play and meta changes? • R.Q. 8 - Is it easy to understand what the professionals are doing during the broadcast of a game? |

Research Question 1: ARE THE CS:GO PROFESSIONAL GAMES DURATION ALREADY APPROVED BY THE SPECTATORS?

According to the ESL Pro League rulebook, the match settings are set for a best of 30 rounds and the round time is 1 minute and 55 seconds, with extra 20 seconds of preparation, called freeze time, before every round start, with a half time break of 2 minutes and 30 seconds, and besides that each team is allowed to call for a tactical pause of 30 seconds, 4 times, in between rounds, so the team and the coach can talk privately about strategies and prepare how they want to act on the following rounds (*ESL Pro League Rulebook, 2020*). It does not mean that all games last all 30 rounds, they can finish early if one of the teams wins by a big margin of rounds, with 16 to 0

being the biggest round difference possible. And not all rounds last up to 1 minute and 55 seconds, it is possible end a round faster, by killing all the members of a team, for example.

Question 26, “The game meta and balance changes too often”, relates to this Research Question because some balance changes on the game can either increase the average round time of a CS:GO match by adding longer freeze times, or allowing the teams to call for more tactical timeouts, for example.

Question 6, “The average match time of my favorite eSport is too long” answer gives us some signs that the CS:GO spectators do not think that the time duration of the game is too long, this could indicate a possible willingness on the group participants to spectate longer sessions. After comparing both groups, we can conclude that group B is willing to watch their favorite eSports for longer sessions.

However Question 7, “I wish my favorite eSport matches had more time pauses during a game”, analysis points out that having more time pauses during the game could make the experience worse for all eSports spectators. So if the eSports spectators are willing to watch longer match sessions of their favorite game, but they don’t want more pauses during the broadcast, a new research question is created for future works, which is: What kind of content are the eSports fans desiring to see during the professional broadcasts and what game design decisions could enhance the experience for the spectators and fulfill this desire for longer match sessions?

Research Question 2: DO THE CS:GO SPECTATORS ENJOY THE CONSTANT CHANGES CONCERNING THE MAPS AVAILABLE FOR COMPETITIVE PLAY AND META CHANGES?

The actual map pool available for professional matches are: Vertigo, Dust 2, Inferno, Mirage, Nuke, Overpass and Train. The most recent change to this map pool was the addition of Vertigo on March 29, 2019, which means that the professionals have been playing the same seven maps for over 13 months now (Professeur, 2019).

When it comes to numbers of maps available for professional competitions, CS:GO spectators were mostly neutral or negative when asked on question 16, “I felt like the number of maps/stages for professional games is low”, if the number of maps is low. So this could be because the rotation of maps already have 7 different maps and they all have unique names, strategies, positions, sizes and peculiarities.

Question 22, “I wish there was more gameplay items available to be bought inside the match to make the character stronger”, shows a lack of interest from the CS:GO fans on having more gameplay items added to the game in its current state. And CS:GO seems to be aware of that, because the last new weapon added to the game, was the MP5-SD, announced on the patch notes report of August 15 of 2018.

Having less items and maps being changed and added could help facilitate to explain the rules of CS:GO to someone who has never played it before. So that could be one of the reasons CS:GO fans answered questions 9, “I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast”, with such positive feedback.

Items and meta changes can also impact the way spectators see and enjoy the gameplay by changing the pacing of the combat on CS:GO. Question 26, “The game meta and balance changes too often”, showed that CS:GO fans overall does not agree with the statement of frequent meta changes.

Research Question 3: ARE THE CS:GO SPECTATORS INTERESTED ON THE GAME HISTORIC MEMORABLE MOMENTS AND PROFESSIONAL PLAYERS PERSONAL LIVES?

Questions 4, “I enjoy learning more about the life of the players I admire”, and 5, “I’m constantly watching memorable moments of the history of my favorite eSport” answers of group A hints towards a possibility of higher attachment of the participants of our studies to the story and traditions of CS:GO as well as interested on knowing more about the personal lives of the players they admire, than the overall average of others eSports fans.

It is noticeable that group B answers when asked about the interest on learning more about the personal lives of the players they admire, had a very flat curve having the most scored answer being 5, followed by 1. For the following question, when asked about the frequency they watch memorable moments on their favorite eSport however the answers showed a bigger agreement rate, with 7 being the most scored answer, followed by 5, but it is still flatter than the curve of group A answers.

Question 5, “I’m constantly watching memorable moments of the history of my favorite eSport”, showed the biggest average difference between groups of the whole study with CS:GO fans averaging a score of 6.3 and group B had an average score of 4.69. Such big difference of answers is interesting and could be in the future a topic to be explored more in depth.

Since 2015, Valve (the developer company of the game CS:GO) started doing videos about the personal lives of the professional players showing what was their path to become known by their skills in game. Those videos are shown during the main broadcast of the tournament bringing commotion to the community, and enriching the history of the game (CS, n.d.).

With hundreds of thousands of views, some of them even with over a million, those videos carry emotional and motivational messages. Every video spotlight a single professional player, and brings parents, teammates and colleagues to talk about this person.

Memorable plays during major CS:GO tournaments are also eternalized in a form of graffiti on the map wall, near where the play happened. So all the players will see it when they are playing their own matches inside the digital world.

Research Question 4: IS THERE EMOTIONAL VALUE FOR THE SPECTATORS TO BE AWARE OF SOME PIECE OF INFORMATION THAT IS MISSING FOR THE PLAYER?

According to the results of question 23, “I already felt tense, during a game, for knowing information about the game that the players did not know (team placements, hidden items, plays that are about to happen)”, for group A, while watching a match of CS:GO, tension is built on moments that the spectator knows what is about to happens, or where an item is placed, among other reasons.

When comparing the same answers with group B, it is noticeable how the information asymmetry affects the CS:GO spectators a lot more than the other eSports combined. There are some big factors to create this tension: the spectator have what is called “X-Ray vision” which means that they spectate the game in the point of view of the player, but only the crowd can see what is going on behind the walls and smoke grenades.

The spectators also know what are the financial situation of the both teams, so even in the first five seconds of the round, when the players are still inside their bases, the crowd already know with what kind of equipment both teams will be fighting with this whole round. And questions 21, “It’s easy to follow and understand every item bought by all players in a professional game”, shows that CS:GO fans find it easy to understand the items bought by all 10 players on the server.

Besides that, there is a mini-map that shows all the action in a top-down perspective, covering the whole map, this way the spectators are able to understand what the positioning strategies both teams are using, and, by doing so, they can judge both team coordination and predict what will be the outcome of the battle that will start soon. This mini-map feature could be one of the reasons that, according to answers for the question 25, “I often feel lost about what is going on during a professional match”, CS:GO spectators had a low score average, of only 2.21.

Sometimes the casters and analysts are the ones responsible for drawing attention for gameplay details such as the equipment bought by both teams or the strategic position adopted by both teams during the round, that could be one of the reasons question 17, “A good caster or analysts have made a match fun/interesting to watch” had such positive answers, of the participants agreeing with the proposed topic.

The results for question 19, “The most skilled the players are, the better it is to watch the match”, showed that both groups enjoy more when games have more skilled players performing, and when they are about to execute some strategy that the enemies are not aware, could also be one of the

reasons that tension is built for the spectators of CS:GO games, so this could be studied in the future, to understand if that hypothesis is actually true.

Research Question 5: DOES BIG TOURNAMENT PRIZE POOLS PAY IMPORTANT ROLE ON ATTRACTING SPECTATORS FOR THE CS:GO PROFESSIONALS BROADCAST?

Taking into consideration the answers of group A and comparing them with the answers of group B, for the questions 1, “I have watched a tournament due to its prize pool”, 2, “I have already watched a tournament without relevant award for the teams”, and 3, “I’m constantly watching national tournaments (without the presence of foreign teams)” we notice that overall both groups had very similar average answers for all three question. CS:GO fans seems to have watched more tournaments because it had a relevant prize pool than group B, when analyzing the average of answers for both groups. And CS:GO fans also seems to watch less tournaments with irrelevant award for the teams competing.

During Ferreira Rodrigues research, the spectators tend to support for the regional team in eSport competitions almost as much as during traditional sports broadcasts (Ferreira Rodrigues, 2019). But according to the answers of both group A and group B, when it comes to the eSports competitions, not very often the studied participants are watching an exclusively national tournament without foreign teams, with the majority of the answers having the score of 1 for both groups (30.43% for group A and 27.92% for group B).

Some of the tournaments do a national qualifier first, with a lesser prize pool and the winners proceed to an international part of the event, competing for the bigger prize at the final. When it comes to watching only national teams compete in a tournament, CS:GO spectators seems to do it less frequently when compared to the average eSports fan.

Research Question 6: HOW IMPORTANT IS THE VARIETY OF COSMETIC ITEMS TO ATTRACT AUDIENCE?

Some professional players have their own set of skins that they are known for using, so the CS:GO audience is already used to the game starts displaying rare customized weapons during broadcast. In general, both groups disagreed with the proposed topic for the question 10, “It surprises me when a pro-player isn’t using a cosmetic item”, and 11, “I like to watch a game with super rare cosmetic items”, but group A gives signs that, overall, enjoys more watching rare skins being displayed than the average of group B and are more surprised about the lack of skins used by a professional when the average of others eSports spectators.

But when it comes to character skin (how the character looks like, skin tone, gender, height, physical shape) most of the both groups agrees to do not care about how the character looks like with an average answer score of 6.26 for group A and 5.56 for group B. And 82.61% of the

participants for group A and 79.22% of participants for group B answered with scores of either 6 or 7 and would not mind of having the characters being divided into half male and half female.

It is also important to say that this study was made during a big update that introduced character skins for the game CS:GO. “It’s been seven years since Counter-Strike: Global Offensive launched. Seven years where players had to embody faceless terrorist and counter-terrorist characters. November 19th, 2019, that may change, Counter-Strike: Global Offensive’s Operation Shattered Web brings equippable agents to the game, as well as a bunch of other features and cosmetics for players to unlock.” (Broadley, 2019).

Research Question 7: DOES THE SPECTATORS SEE VALUE ON WATCHING TOURNAMENTS ON LIVE STREAM BROADCASTS OR WOULD THEY RATHER WATCH IT INSIDE THE GAME SPECTATOR MODE FEATURE?

Based on what the answers of questions 8, “Watching matches on live streams is better than in the spectator mode inside of the game”, demonstrates that, in general, most of the eSports fans prefer to watch games using live streams than inside the spectator mode on the game. In CS:GO case, inside the game spectating feature the spectator can only choose the option on having a spectator talking while watching during Major events and other big production tournaments.

About question 15, “When my favorite narrator is not broadcasting the game, I enjoy it less.” Both groups had very neutral score averages of answers (3.91 for group A and 4.05 for group B) showing that there still no clear preference about it, with CS:GO fans being more hesitant or neutral about their opinion on the topic.

However question 17, “A good caster or analysts have made a match fun/interesting to watch”, had both groups strongly agreeing that a good team of casters and analysts had already made the experience more fun or interesting to spectate. And question 18, “I often read/write on live chat during a game”, had both groups scoring low average scores, demonstrating a disagreement with the proposed topic, but CS:GO fans showing more interest on interacting with the live chat while watching a game, when compared to group B results. And it is important to note that the live chat feature inside CS:GO is a lot more limited than third party websites that cover the tournaments.

And in those live streaming sites, there are a lot bigger range of broadcasting channels competing for the audience with a big variety spoken languages and narration styles so the audience can easily navigate and choose whatever streamer they fill like watching during that game. The website hltv.org even offers a list of streamers for each of the live professional games being broadcasted at all times, like you can see on the right side of the Figure 43, underneath the “watch” section.

| Country | Broadcaster | Viewers |
|---------|----------------------|---------|
| Germany | zonixx | 3179 |
| USA | Vortex Entertainment | 2626 |
| USA | Maincast 3 | 963 |
| Germany | 99Damage | 513 |
| USA | Jose | 57 |
| USA | CappingTV | 26 |
| USA | Conkyyy | 0 |

Figure 43. List of available broadcasts and their nationalities.

Research Question 8: IS IT EASY TO UNDERSTAND WHAT THE PROFESSIONALS ARE DOING DURING THE BROADCAST OF A GAME?

Watching a very skilled person play sometimes can be confusing due to the advanced tactics and quick reflexes, but, according to question 9, “I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast”, answers, CS:GO spectators seems to be able to explain the rules of the game with a lot more ease to someone who has never played the game before than group B participants.

Like questions 19, “The most skilled the players are, the better it is to watch the match”, and 25, “I often feel lost about what is going on during a professional match” showed, even though group A members think that an advanced display of skill makes the match better to be watched, they do not seem to be frequently lost about what is going on during a professional match. That could possibly mean that even a very high level and advanced game in CS:GO is not enough to confuse the spectators very often.

Like Ferreira Rodrigues has stated, both eSports and traditional sports fans agree that they learn more from the narrator/analyst team than by just watching the visual dispute of both teams (Ferreira Rodrigues, 2019), so that points towards the fact that a good casting team together with the broadcast can enrich the spectators experience.

Also when it comes to learn and try to repeat plays from the professionals, question 20, “I’m constantly trying to mimic plays that I watched on professional matches”, had both groups average being very similar, with group A scoring 4.91 and group B 4.84. Which opens space for future studies about if people that tries to mimic plays seem on professional tournaments, actually have success on reproducing these plays on their own.

When asked if it is easy to understand all the items bought by the professionals during a game on question 21, most of the answers of both groups were positive being either a score of 4 or higher, but group A reached 47.12% of either 6 or 7 score answers. That is a hint that possibly spectators have less problems understanding CS:GO items than the spectators of other eSports. Part of this could be attributed by the fact that CS:GO has a very organized round with the first 20 seconds being the only moment of the game were you obtain an item and after that you either drop it, pick something on the ground that other players used to has or the item is lost because of the player went out of ammo or because you set the bomb up.

5 Conclusions and future work

After all these years playing eSports, going to events, talking to spectators and players from all around the world, reading articles and studying game design, this research is coming to an end with a variety of topics discussed inside the main theme and research questions debated. And now, with a lot bigger knowledge about eSports characteristics, we tried to understand what the thoughts and reactions of the audience both watching it live inside the tournament event but also through online spectating.

After analyzing the answers of both groups, some questions points out that interesting design decision makes CS:GO so thrilling to be watched, for example according to question 23, “I already felt tense, during a game, for knowing information about the game that the players did not know (team placements, hidden items, plays that are about to happen)”, participants CS:GO spectators seem to feel “tense” more frequently about some piece of information that they have but the players does not. This helps building tension and drama during the watch session so it could help make every round memorable.

CS:GO is intense and requires fast reflexes, millimetric hand-eye coordination, spatial knowledge and other multi layered player experiences. However, if we look at question 9 answers for “I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast”, explaining CS:GO rules to someone who has never played it seems to be easier than other eSports. So, even though someone has never played the game for hundreds or thousands of hours, understanding the rules easier could allow to enjoy the beauty of a well-played professional match. And also, comparing the answers of both groups for question 21 “It’s easy to follow and understand every item bought by all players in a professional game”, gives us a hint about CS:GO being easier to understand all the items the professionals are using.

The title CS:GO carries the legacy of its famous ancestors, Counter-Strike 1.6 and Counter-Strike Source, and because of that has a vast and rich history of events plays and players and after comparing the answers of both groups it is noticeable that one noticeable characteristic that differentiates CS:GO’s spectators of the others participants that have another preferences of eSports studied is the desire to know more about the history of the game and the fascination about the memorable moments of the eSport.

Valve treats all the good memories of the game very carefully by creating the weapon stickers with the signature of all players participating in the major tournaments, so the community can personalize their inventory with this small piece of history. By honoring the memorable plays of the major tournaments with a graffiti on the wall of the map, they are teaching about the history of the game to all players that plays the map and notice it. And celebrating the history of the players with the “Player Profile” videos, they shorten the distance between the casual players and the stars of the game that they admire.

When it comes to eSports in general, both groups showed a similar interest for high quality of players in term of skills, so it may be interesting to future researchers try to understand what exactly means being skilled in eSports context.

The possibilities of having the characters of their games being half male and half female seems to bother only a minority of the audiences, so maybe that could be a sign for game designers to work harder on making this idea a little more and aim for an equal percentage when it comes to the concepting and casting of the characters for their games.

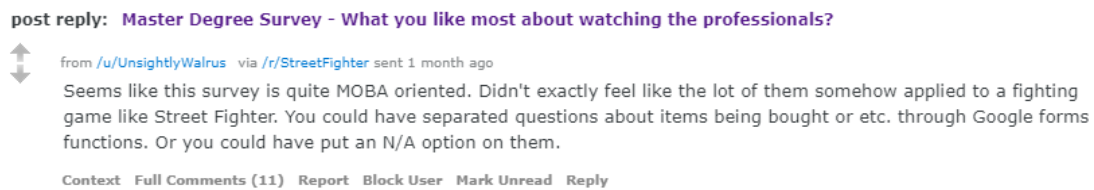


Figure 44. Feedback of a Street Fighter spectator about the online survey.

After reading the online feedback for posting the surveys on online communities and talking to some of the participants, like shown on Figure 44, after them had finished filling it, we have realized that not all the questions applies for all the eSports, so for future researches that want to research audiences on digital games, we would now advise to add a “N/A” or “Not Applicable” checkbox in case the game does not support whatever statement or question you ask the community. Even though we tried my best to have questions that fits all the eSports, sometimes it is hard, so maybe a next step would be comparing less games of the same genre and see how their audiences differentiates.

Based on the answers we got in this research, some spectator’s opinion about design aspects of CS:GO are different from the others eSports studied that I believe could be studied more in depth in order to obtain more conclusive answers about its causes and consequences. For example, what are the most common moments to fell tense as a spectator during a professional match and why does it happen. Or why exactly do CS:GO fans are constantly watching memorable moments of the history of CS:GO, maybe they do it to learn new tricks, or maybe in order to know more about the old champions and become fans of them.

Besides that, another future work approach would be to just like we did this research using CS:GO as a refence game and comparing to others eSports, some other game titles could use the same kind of exploration in order to understand what makes them unique. An amplified quantity of answers would be useful for bigger precision and reliability of the data.

The most important learning of this journey was to hear what the communities have to say and try to understand why they think that way. What design decisions made the audience react in such specific manner? Having a taste of all those different experiences, was a remarkable experience and I plan on continuing studying all those different eSport games and what make them unique.

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Appendix

Appendix I – Paper Survey EN

This appendix contains the Paper Survey used in English language.

E-mail:

Favorite eSport (only one):

Age:

Nationality:

Please answer the following survey based on your past experiences watching your favorite eSport:

| | Strongly Disagree | | | Neutral | | | Strongly Agree |
|-------------------------------------------------------------------------------------------------------------|-------------------|---|---|---------|---|---|----------------|
| Events | | | | | | | |
| I have watched a tournament due to its prize pool | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I have already watched a tournament without relevant award for the teams | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Match Time | | | | | | | |
| The average match time of my favourite eSport is too long | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Customization | | | | | | | |
| It surprises me when a pro-player isn't using a cosmetic item | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I like to watch a game with super rare cosmetic item | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Characters and maps | | | | | | | |
| The most different characters used on the event, the better to watch | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I felt like the number of maps/stages for professional games is low | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I have felt represented by a few characters of the game | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Stream and community | | | | | | | |
| A good caster or analysts have made a match fun/interesting to watch | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I often read/write on live chat during a game | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Gameplay | | | | | | | |
| The most skilled the players are, the better it is to watch the match | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I'm constantly trying to mimic plays that I watched on professional matches | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| It's easy to follow and understand every item bought by all players in a professional game | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I wish there was more gameplay items available to be bought inside the match to make the character stronger | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I have recently felt like the game developers doesn't listen to the community feedback | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| I often feel lost about what is going on during a professional match | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| The game meta and balance changes too often | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Appendix II – Paper Survey PT

This appendix contains the Paper Survey used in Portuguese language.

E-mail:

eSport favorito (apenas um):

Idade:

Nacionalidade:

Por favor responda às seguintes questões baseado nas suas experiências assistindo ao seu eSport favorito:

| | Descordo Fortemente | | Neutro | | Concordo Fortemente | |
|-------------------------------------------------------------------------------------------------------------------------------------|------------------------|---|--------|---|------------------------|-----|
| Eventos | | | | | | |
| Eu já assisti a um torneio por causa de sua premiação | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Eu já assisti a um torneio sem prêmios relevantes para as equipas | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Duração de partida | | | | | | |
| O tempo médio de jogo do meu eSport favorito é muito longo | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Customização | | | | | | |
| Eu fico espantado quando um jogador profissional não está usando um item cosmético raro | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Me agrada assistir a jogos com itens cosméticos super raros | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Personagens e mapas | | | | | | |
| Um evento com muitos personagens diferentes utilizados é melhor de assistir | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Eu sinto que o número de mapas/fases usados para jogos profissionais é baixo | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Eu me senti representado por poucos personagens do meu eSport favorito | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Transmissão e comunidade | | | | | | |
| Um bom narrador ou analista já fizeram um jogo interessante para ser assistido | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Eu frequentemente leio/escrevo no chat ao vivo durante um jogo | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Gameplay | | | | | | |
| Quanto mais habilidosos os jogadores, melhor é de assistir ao jogo | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Estou constantemente tentando imitar jogadas que assisti em partidas profissionais | 1 | 2 | 3 | 4 | 5 | 6 7 |
| É fácil acompanhar e entender todos os itens comprados por todos os jogadores durante um jogo profissional | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Eu gostaria que houvesse mais itens de gameplay disponíveis para serem comprados dentro do jogo para tornar o personagem mais forte | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Recentemente, senti que os desenvolvedores do jogo não escutam o feedback da comunidade | 1 | 2 | 3 | 4 | 5 | 6 7 |
| Frequentemente eu me sinto perdido sobre o que está acontecendo durante uma partida profissional | 1 | 2 | 3 | 4 | 5 | 6 7 |
| O balanceamento e o meta do jogo são alterados com muita frequência | 1 | 2 | 3 | 4 | 5 | 6 7 |

Appendix III – Digital Survey EN

This appendix contains the Digital Survey used in English language.

My favorite eSport

Please have your very favorite esport (only 1) to watch in mind before you answer.

* Required

How old are you *

Choose ▾

What is your nationality? *

Your answer _____

What gender do you identify with? *

Female

Male

Prefer not to answer

Other: _____

What is your favorite eSport to watch? *

CS:GO

League of Legends

Dota 2

FIFA

Overwatch

Fortnite

PUBG

Street Fighter

Heroes of the Storm

Mortal Kombat

Super Smash Bros Melee

Heartstone

Pro Evolution Soccer

Other: _____

I have watched a tournament due to its prize pool *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I have already watched a tournament without relevant award for the teams *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I'm constantly watching national tournaments (without the presence of foreign teams) *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I enjoy learning more about the life of the players I admire *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I'm constantly watching memorable moments of the history of my favorite eSport *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

The average match time of my favourite eSport is too long *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I wish my favorite eSport matches had more time pauses during a game *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

Watching matches on live streams is better than in the spectator mode inside of the game *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I find it easy to explain the rules of my favorite eSport to someone who has never played it, during a broadcast *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

It surprises me when a pro-player isn't using a cosmetic item *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I like to watch a game with super rare cosmetic items *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I don't care about how the characters of my favorite eSport looks like (skin tone, gender, height, physical shape) *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

There would be no problem if the number of male and female characters were the same on my favorite eSport *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I have felt represented by a few characters of the game *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

When my favorite narrator is not broadcasting the game, I enjoy it less. *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I felt like the number of maps/stages for professional games is low *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

A good caster or analysts have made a match fun/interesting to watch *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I often read/write on live chat during a game *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

The most skilled the players are, the better it is to watch the match *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I'm constantly trying to mimic plays that I watched on professional matches *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

It's easy to follow and understand every item bought by all players in a professional game *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I wish there was more gameplay items available to be bought inside the match to make the character stronger *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I already felt tense, during a game, for knowing information about the game that the players did not know (team placements, hidden items, plays that are about to happen) *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I have recently felt like the game developers doesn't listen to the community feedback *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

I often feel lost about what is going on during a professional match *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

The game meta and balance changes too often *

1 2 3 4 5 6 7

Strongly disagree Strongly agree

Appendix IV – Digital Survey PT

This appendix contains the Digital Survey used in Portuguese language.

Meu eSport favorito

Pense no eSport que você mais gosta (apenas 1) de assistir e responda as seguintes questões:

* Required

Qual a sua idade? *

Choose ▾

Qual a sua nacionalidade? *

Brasileira

Portuguesa

Other: _____

Qual seu gênero? *

Feminino

Masculino

Prefiro não dizer

Qual seu eSport favorito? *

CS:GO

League of Legends

Dota 2

FIFA

Overwatch

Fortnite

PUBG

Other:

Eu já assisti a um campeonato por causa da sua premiação *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu já assisti a um campeonato sem prêmios relevantes para as equipes *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu constantemente assisto a campeonatos nacionais (sem a presença de equipes estrangeiras) *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu gosto de aprender mais sobre a história de vida dos jogadores que admiro *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu constantemente assisto a momentos memoráveis do passado do meu eSport favorito. *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

O tempo médio de jogo do meu eSport favorito é muito longo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu gostaria que houvessem mais pausas durante um jogo do meu eSport favorito *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Assistir a jogos em streams é melhor do que no modo espectador dentro do jogo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

É fácil de explicar as regras do meu eSport favorito à pessoas que nunca jogaram antes, durante uma transmissão de jogo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu fico espantado quando um jogador profissional não está usando um item cosmético raro (skin) *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Me agrada assistir a jogos com itens cosméticos(skins) super raros *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Não me importa como os personagens do meu eSport favorito se parecem (cor de pele, gênero, altura, porte físico) *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Não haveria problemas se o número de personagens masculinos e femininos fossem o mesmo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu me senti representado por poucos personagens do meu eSport favorito *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Quando o meu narrador favorito não está transmitindo o jogo, eu me divirto menos. *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu sinto que o número de mapas/fases usados para jogos profissionais é baixo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Um bom narrador ou analista já fizeram um jogo interessante para ser assistido *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu frequentemente leio/escrevo no chat ao vivo durante um jogo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Quanto mais habilidosos os jogadores, melhor é de assistir ao jogo *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Estou constantemente tentando imitar jogadas que assisti em partidas profissionais *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

É fácil acompanhar e entender todos os itens comprados por todos os jogadores durante um jogo profissional *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu gostaria que houvesse mais itens de gameplay disponíveis para serem comprados dentro do jogo para tornar o personagem mais forte *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Eu já me senti tenso(a), durante uma partida, por saber de informações sobre o jogo que os jogadores não sabiam (posicionamentos dos times, itens escondidos, jogadas que estão para acontecer) *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Recentemente, senti que os desenvolvedores do jogo não escutam o feedback da comunidade *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Frequentemente eu me sinto perdido sobre o que está acontecendo durante uma partida profissional *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

O balanceamento e o meta do jogo são alterados com muita frequência *

1 2 3 4 5 6 7

Discordo fortemente Concordo Fortemente

Appendix V – Digital Survey PT results

This appendix contains the results of the Digital Survey used in Portuguese language.

| 2 | Timestamp | Qual a sua sua nacionalidade idade? | Qual seu gênero? | Qual seu esporte favorito? | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | | |
|----|---------------------|----------------------------------------------|------------------------|----------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|---|
| 3 | 10/27/2019 22:09:13 | 21-25 Brazilian | Male | CS:GO | 1 | 1 | 1 | 3 | 4 | 6 | 5 | 5 | 1 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | 1 | 7 | 7 | 7 | 7 | 4 | 7 | 7 | 4 | 7 | 1 | |
| 4 | 10/27/2019 22:19:26 | 16-20 Brazilian | Male | CS:GO | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 4 | 3 | 7 | 7 | 7 | 7 | 7 | 4 | 3 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 7 | 7 | 3 | 7 | |
| 5 | 10/27/2019 22:49:10 | 16-20 Brazilian | Male | CS:GO | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 2 | 6 | 5 | 2 | 7 | 7 | 1 | 5 | 4 | 6 | 4 | 7 | 6 | 7 | 3 | 7 | 3 | 1 | 3 | |
| 6 | 10/27/2019 23:03:16 | 21-25 Brazilian | Male | CS:GO | 7 | 2 | 3 | 4 | 6 | 3 | 1 | 7 | 4 | 4 | 1 | 3 | 7 | 7 | 3 | 7 | 2 | 5 | 3 | 7 | 6 | 4 | 2 | 7 | 2 | 2 | 2 | |
| 7 | 10/27/2019 23:04:30 | 21-25 Brazilian | Male | CS:GO | 1 | 5 | 3 | 3 | 6 | 6 | 4 | 7 | 5 | 5 | 6 | 6 | 6 | 6 | 2 | 7 | 5 | 6 | 1 | 7 | 6 | 4 | 2 | 7 | 5 | 4 | 3 | |
| 8 | 10/28/2019 0:58:54 | 21-25 Brazilian | Male | CS:GO | 1 | 1 | 1 | 7 | 7 | 4 | 1 | 7 | 7 | 1 | 7 | 7 | 7 | 7 | 1 | 2 | 7 | 7 | 1 | 7 | 7 | 7 | 7 | 4 | 1 | 2 | 1 | |
| 9 | 10/28/2019 2:37:02 | 26-30 Brazilian | Male | CS:GO | 3 | 2 | 1 | 7 | 7 | 1 | 1 | 6 | 7 | 1 | 3 | 5 | 7 | 7 | 4 | 1 | 1 | 4 | 1 | 7 | 7 | 7 | 7 | 2 | 1 | 1 | 4 | |
| 10 | 10/28/2019 12:44:48 | 11-15 Brazilian | Male | CS:GO | 1 | 1 | 1 | 5 | 6 | 4 | 7 | 5 | 4 | 1 | 3 | 7 | 7 | 7 | 4 | 1 | 7 | 3 | 4 | 1 | 6 | 5 | 1 | 1 | 7 | 6 | 1 | |
| 11 | 10/28/2019 13:25:52 | 16-20 Brazilian | Male | CS:GO | 1 | 7 | 6 | 7 | 5 | 6 | 2 | 7 | 1 | 1 | 4 | 7 | 7 | 7 | 7 | 2 | 2 | 4 | 1 | 7 | 3 | 6 | 6 | 2 | 5 | 3 | 1 | |
| 12 | 10/28/2019 17:00:33 | 16-20 Brazilian | Male | CS:GO | 4 | 5 | 6 | 6 | 6 | 5 | 3 | 1 | 4 | 3 | 6 | 7 | 7 | 7 | 1 | 5 | 3 | 2 | 4 | 6 | 6 | 6 | 2 | 7 | 3 | 1 | 5 | |
| 13 | 10/28/2019 19:46:33 | 26-30 Brazilian | Male | CS:GO | 1 | 5 | 5 | 7 | 7 | 4 | 1 | 7 | 7 | 3 | 7 | 7 | 7 | 7 | 1 | 5 | 7 | 7 | 1 | 7 | 7 | 7 | 1 | 7 | 5 | 3 | 1 | |
| 14 | 10/28/2019 19:46:33 | 26-30 Brazilian | Male | CS:GO | 4 | 7 | 2 | 7 | 7 | 7 | 6 | 3 | 7 | 7 | 4 | 6 | 7 | 7 | 4 | 6 | 4 | 7 | 7 | 7 | 6 | 5 | 1 | 7 | 5 | 2 | 2 | |
| 15 | 11/3/2019 18:09:22 | 16-20 Portuguese | Male | CS:GO | 1 | 7 | 5 | 6 | 6 | 4 | 1 | 7 | 4 | 6 | 7 | 7 | 7 | 7 | 6 | 2 | 1 | 7 | 1 | 7 | 5 | 7 | 1 | 6 | 6 | 4 | 3 | |
| 16 | 11/4/2019 1:20:44 | 16-20 Brazilian | Male | CS:GO | 6 | 4 | 7 | 4 | 2 | 3 | 1 | 7 | 4 | 7 | 7 | 7 | 7 | 7 | 3 | 7 | 7 | 1 | 6 | 7 | 7 | 7 | 4 | 6 | 5 | 7 | 2 | 4 |
| 17 | 11/4/2019 10:18:21 | 31-35 Portuguese | Male | CS:GO | 6 | 7 | 4 | 2 | 4 | 3 | 2 | 5 | 7 | 1 | 4 | 7 | 7 | 7 | 1 | 5 | 5 | 6 | 1 | 7 | 5 | 7 | 1 | 1 | 2 | 1 | 1 | 1 |
| 18 | 11/4/2019 13:09:20 | 21-25 Brazilian | Male | CS:GO | 1 | 7 | 5 | 3 | 7 | 7 | 2 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 1 | 1 | 1 | 4 |
| 19 | 11/4/2019 13:52:49 | 21-25 Portuguese | Female | CS:GO | 7 | 7 | 6 | 5 | 7 | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 7 | 7 | 5 | 5 | 2 | 7 | 7 | 7 | 7 | 7 | 4 | 5 | 6 | 6 | 1 | 4 |
| 20 | 10/27/2019 23:22:27 | 21-25 Brazilian | Male | DOTA2 | 2 | 1 | 1 | 6 | 4 | 4 | 1 | 1 | 7 | 3 | 5 | 4 | 7 | 7 | 4 | 1 | 2 | 6 | 2 | 7 | 3 | 6 | 3 | 6 | 3 | 3 | 4 | |
| 21 | 10/28/2019 11:30:06 | 21-25 Brazilian | Male | DOTA2 | 1 | 7 | 1 | 1 | 4 | 2 | 1 | 1 | 2 | 5 | 1 | 1 | 7 | 7 | 1 | 1 | 1 | 2 | 6 | 7 | 5 | 7 | 1 | 5 | 7 | 1 | 2 | |
| 22 | 11/3/2019 17:05:53 | 26-30 Brazilian | Male | DOTA2 | 7 | 7 | 2 | 5 | 7 | 5 | 1 | 6 | 2 | 5 | 7 | 3 | 7 | 7 | 1 | 6 | 1 | 1 | 7 | 7 | 5 | 7 | 1 | 5 | 4 | 1 | 2 | |
| 23 | 11/3/2019 17:06:07 | 21-25 Brazilian | Male | DOTA2 | 1 | 5 | 1 | 1 | 4 | 3 | 1 | 4 | 1 | 6 | 7 | 3 | 7 | 7 | 1 | 4 | 4 | 4 | 4 | 1 | 7 | 1 | 5 | 4 | 1 | 3 | 1 | |
| 24 | 11/3/2019 19:46:18 | 31-35 Brazilian | Male | DOTA2 | 1 | 1 | 1 | 6 | 3 | 3 | 1 | 1 | 1 | 3 | 1 | 1 | 1 | 7 | 7 | 1 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | 7 | 1 | 5 |
| 25 | 11/3/2019 19:48:10 | 26-30 Brazilian | Male | DOTA2 | 5 | 4 | 3 | 2 | 7 | 6 | 1 | 6 | 2 | 7 | 6 | 7 | 7 | 7 | 5 | 2 | 5 | 7 | 1 | 7 | 5 | 6 | 4 | 7 | 1 | 5 | 7 | |
| 26 | 10/27/2019 23:18:30 | 21-25 Brazilian | Male | Formie | 7 | 2 | 2 | 5 | 5 | 4 | 1 | 6 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | 7 | 7 | 1 | 7 | 5 | 7 | 1 | 7 | 3 | 1 | 5 | |
| 27 | 11/3/2019 22:44:47 | 16-20 Brazilian | Female | Formie | 7 | 4 | 4 | 4 | 4 | 3 | 4 | 4 | 4 | 1 | 1 | 7 | 7 | 7 | 4 | 1 | 3 | 4 | 4 | 5 | 7 | 5 | 5 | 4 | 7 | 3 | 2 | 4 |
| 28 | 11/6/2019 0:26:59 | 21-25 Brazilian | Male | Formie | 5 | 7 | 7 | 7 | 4 | 4 | 3 | 1 | 6 | 7 | 4 | 4 | 7 | 7 | 4 | 5 | 2 | 7 | 7 | 6 | 6 | 4 | 4 | 7 | 6 | 2 | 2 | 7 |
| 29 | 10/27/2019 22:52:16 | 21-25 Brazilian | Male | League of Legends | 1 | 7 | 1 | 5 | 3 | 4 | 1 | 5 | 4 | 1 | 1 | 5 | 5 | 7 | 4 | 7 | 4 | 4 | 7 | 5 | 5 | 7 | 3 | 6 | 6 | 5 | 1 | 6 |
| 30 | 10/27/2019 23:01:14 | 21-25 Brazilian | Male | League of Legends | 1 | 2 | 7 | 6 | 7 | 5 | 2 | 6 | 6 | 5 | 7 | 5 | 7 | 7 | 5 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 6 | 7 | 7 | 7 | 2 | 7 |
| 31 | 10/27/2019 23:13:06 | 21-25 Brazilian | Male | League of Legends | 5 | 2 | 5 | 5 | 6 | 5 | 3 | 7 | 2 | 1 | 2 | 6 | 7 | 7 | 2 | 6 | 6 | 7 | 2 | 2 | 2 | 2 | 4 | 6 | 4 | 6 | 5 | |
| 32 | 10/28/2019 2:31:34 | 21-25 Brazilian | Male | League of Legends | 4 | 7 | 1 | 5 | 3 | 6 | 1 | 7 | 1 | 1 | 1 | 5 | 7 | 7 | 4 | 7 | 1 | 5 | 7 | 4 | 4 | 5 | 1 | 6 | 1 | 1 | 2 | |
| 33 | 11/3/2019 17:07:26 | 21-25 Portuguese | Female | League of Legends | 6 | 7 | 2 | 4 | 5 | 6 | 2 | 7 | 4 | 1 | 1 | 7 | 7 | 7 | 4 | 5 | 5 | 7 | 7 | 5 | 5 | 4 | 6 | 7 | 6 | 2 | 6 | |

| 2 | Timesamp | Qual a sua sua nacionalidade? de? | Qual seu genero? | Qual seu esporte favorito? | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | | | |
|----|---------------------|-----------------------------------|------------------|----------------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|---|---|
| 34 | 11/3/2019 17:11:03 | 26-30 Brazilian | Male | League of Legends | 3 | 7 | 7 | 1 | 7 | 1 | 1 | 7 | 1 | 4 | 4 | 7 | 7 | 7 | 1 | 6 | 1 | 5 | 1 | 6 | 1 | 6 | 2 | 2 | 2 | 2 | 6 | | |
| 35 | 11/3/2019 18:01:31 | 21-25 Brazilian | Female | League of Legends | 2 | 7 | 5 | 3 | 3 | 5 | 1 | 5 | 6 | 7 | 7 | 7 | 7 | 7 | 5 | 4 | 7 | 1 | 7 | 7 | 7 | 5 | 5 | 7 | 3 | 1 | 5 | | |
| 36 | 11/3/2019 18:25:57 | 26-30 Brazilian | Male | League of Legends | 7 | 7 | 1 | 1 | 5 | 6 | 3 | 7 | 1 | 1 | 1 | 7 | 7 | 7 | 1 | 2 | 7 | 7 | 1 | 7 | 6 | 2 | 1 | 7 | 6 | 1 | 7 | | |
| 37 | 11/3/2019 19:35:29 | 11-15 Brazilian | Male | League of Legends | 3 | 5 | 5 | 4 | 3 | 7 | 1 | 7 | 7 | 1 | 1 | 7 | 7 | 7 | 1 | 1 | 1 | 7 | 7 | 7 | 1 | 3 | 1 | 7 | 5 | 2 | 7 | | |
| 38 | 11/3/2019 21:21:54 | 16-20 Brazilian | Male | League of Legends | 7 | 1 | 7 | 4 | 7 | 7 | 1 | 7 | 5 | 1 | 7 | 7 | 7 | 7 | 4 | 7 | 1 | 7 | 4 | 7 | 7 | 5 | 1 | 7 | 7 | 2 | 1 | | |
| 39 | 11/4/2019 01:50:03 | 31-35 Brazilian | Male | League of Legends | 5 | 7 | 7 | 6 | 6 | 1 | 2 | 2 | 3 | 1 | 1 | 7 | 7 | 7 | 4 | 6 | 2 | 7 | 4 | 6 | 5 | 3 | 4 | 5 | 3 | 4 | 3 | | |
| 40 | 11/4/2019 9:14:12 | 26-30 Brazilian | Male | League of Legends | 3 | 5 | 7 | 3 | 1 | 5 | 1 | 7 | 5 | 1 | 1 | 5 | 7 | 7 | 4 | 1 | 4 | 4 | 1 | 6 | 4 | 4 | 7 | 4 | 4 | 1 | 3 | | |
| 41 | 11/4/2019 13:45:37 | 16-20 Brazilian | Male | League of Legends | 5 | 4 | 7 | 1 | 1 | 7 | 1 | 1 | 1 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | | |
| 42 | 11/4/2019 15:51:00 | 31-35 Brazilian | Male | League of Legends | 6 | 4 | 1 | 3 | 6 | 1 | 1 | 3 | 1 | 1 | 3 | 6 | 4 | 4 | 4 | 5 | 5 | 5 | 7 | 6 | 7 | 6 | 3 | 7 | 7 | 1 | 7 | | |
| 43 | 11/4/2019 20:52:28 | 16-20 Brazilian | Male | League of Legends | 1 | 1 | 7 | 5 | 3 | 2 | 1 | 3 | 4 | 6 | 7 | 7 | 7 | 7 | 7 | 1 | 4 | 5 | 2 | 7 | 5 | 1 | 1 | 7 | 1 | 3 | 7 | | |
| 44 | 11/4/2019 22:09:06 | 21-25 Brazilian | Male | League of Legends | 4 | 4 | 7 | 2 | 2 | 6 | 1 | 7 | 7 | 1 | 4 | 7 | 7 | 7 | 7 | 1 | 6 | 7 | 2 | 7 | 4 | 5 | 4 | 2 | 7 | 2 | 2 | | |
| 45 | 11/7/2019 0:29:10 | 21-25 Brazilian | Male | League of Legends | 1 | 6 | 6 | 1 | 5 | 6 | 1 | 4 | 1 | 1 | 1 | 1 | 7 | 7 | 4 | 1 | 5 | 5 | 3 | 7 | 4 | 6 | 5 | 2 | 6 | 2 | 2 | | |
| 46 | 11/7/2019 18:07:31 | 26-30 Brazilian | Male | League of Legends | 7 | 7 | 2 | 5 | 5 | 7 | 5 | 7 | 2 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 1 | 1 | 5 | 7 | 4 | 7 | 4 | 7 | 1 | 1 | 7 | | |
| 47 | 11/11/2019 20:01:09 | 21-25 Brazilian | Male | League of Legends | 5 | 7 | 7 | 1 | 1 | 3 | 2 | 5 | 1 | 1 | 4 | 7 | 7 | 7 | 1 | 6 | 3 | 7 | 7 | 7 | 7 | 4 | 5 | 6 | 6 | 2 | 2 | 5 | |
| 48 | 11/11/2019 20:19:48 | 21-25 Brazilian | Male | League of Legends | 1 | 6 | 3 | 6 | 6 | 2 | 2 | 6 | 4 | 2 | 2 | 6 | 6 | 6 | 2 | 2 | 2 | 4 | 5 | 4 | 6 | 4 | 4 | 5 | 6 | 5 | 3 | 6 | |
| 49 | 11/11/2019 20:41:59 | 21-25 Brazilian | Male | League of Legends | 4 | 7 | 7 | 2 | 3 | 7 | 1 | 5 | 4 | 1 | 1 | 7 | 7 | 7 | 7 | 1 | 1 | 4 | 1 | 7 | 7 | 7 | 4 | 1 | 1 | 2 | 3 | 4 | |
| 50 | 11/13/2019 5:39:30 | 21-25 Brazilian | Male | League of Legends | 3 | 3 | 3 | 2 | 7 | 4 | 1 | 7 | 4 | 1 | 1 | 7 | 7 | 7 | 3 | 3 | 4 | 6 | 2 | 7 | 4 | 4 | 4 | 2 | 2 | 2 | 4 | 4 | |
| 51 | 11/3/2019 17:56:40 | 21-25 Chile | Female | Overwatch | 7 | 5 | 4 | 5 | 4 | 6 | 4 | 7 | 5 | 1 | 1 | 3 | 7 | 5 | 4 | 5 | 8 | 3 | 7 | 6 | 5 | 5 | 4 | 6 | 6 | 2 | 1 | | |
| 52 | 11/3/2019 17:58:01 | 21-25 Brazilian | Male | Overwatch | 4 | 7 | 6 | 1 | 4 | 1 | 2 | 7 | 1 | 1 | 1 | 7 | 1 | 7 | 7 | 3 | 7 | 2 | 7 | 3 | 7 | 3 | 4 | 1 | 6 | 7 | 1 | 1 | |
| 53 | 11/3/2019 17:59:19 | 16-20 Brazilian | Male | Overwatch | 7 | 4 | 1 | 1 | 1 | 3 | 2 | 2 | 6 | 1 | 3 | 7 | 7 | 7 | 7 | 4 | 3 | 5 | 1 | 6 | 1 | 6 | 1 | 5 | 5 | 5 | 7 | | |
| 54 | 11/3/2019 18:02:45 | 21-25 Brazilian | Male | Overwatch | 5 | 7 | 1 | 3 | 7 | 7 | 1 | 1 | 1 | 1 | 1 | 7 | 7 | 7 | 1 | 1 | 1 | 5 | 4 | 7 | 7 | 4 | 4 | 7 | 6 | 1 | 4 | | |
| 55 | 11/3/2019 18:11:27 | 16-20 Brazilian | Male | Overwatch | 4 | 1 | 1 | 3 | 5 | 5 | 1 | 5 | 1 | 1 | 4 | 2 | 5 | 5 | 5 | 6 | 6 | 1 | 6 | 7 | 5 | 1 | 6 | 7 | 5 | 5 | 6 | | |
| 56 | 11/3/2019 18:13:13 | 31-35 Brazilian | Male | Overwatch | 6 | 7 | 7 | 7 | 7 | 1 | 1 | 7 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 1 | 1 | 7 | 1 | 1 | 7 | |
| 57 | 11/3/2019 18:13:17 | 21-25 Brazilian | Female | Overwatch | 1 | 4 | 4 | 2 | 2 | 4 | 4 | 5 | 6 | 1 | 2 | 4 | 4 | 4 | 4 | 4 | 6 | 5 | 6 | 6 | 5 | 4 | 4 | 5 | 6 | 6 | 3 | 1 | |
| 58 | 11/3/2019 18:16:21 | 16-20 Brazilian | Male | Overwatch | 1 | 7 | 5 | 6 | 7 | 4 | 1 | 7 | 4 | 1 | 1 | 4 | 7 | 4 | 4 | 4 | 1 | 6 | 3 | 7 | 4 | 5 | 1 | 7 | 3 | 1 | 4 | 4 | |
| 59 | 11/3/2019 18:22:27 | 21-25 Brazilian | Male | Overwatch | 6 | 3 | 3 | 4 | 5 | 6 | 7 | 7 | 4 | 1 | 5 | 5 | 7 | 6 | 7 | 6 | 7 | 5 | 7 | 3 | 5 | 7 | 7 | 1 | 1 | 7 | 6 | 6 | |
| 60 | 11/3/2019 18:26:40 | 21-25 Brazilian | Female | Overwatch | 6 | 7 | 5 | 4 | 5 | 2 | 2 | 5 | 6 | 1 | 3 | 2 | 4 | 3 | 1 | 1 | 1 | 7 | 1 | 7 | 6 | 1 | 1 | 7 | 5 | 1 | 5 | 4 | |
| 61 | 11/3/2019 18:37:54 | 21-25 Brazilian | Male | Overwatch | 1 | 5 | 3 | 5 | 1 | 1 | 1 | 7 | 3 | 1 | 1 | 7 | 7 | 7 | 1 | 3 | 1 | 7 | 2 | 7 | 4 | 1 | 2 | 7 | 5 | 1 | 4 | 4 | |
| 62 | 11/3/2019 19:52:45 | 16-20 Brazilian | Male | Overwatch | 7 | 5 | 2 | 3 | 5 | 1 | 1 | 7 | 6 | 1 | 1 | 1 | 7 | 6 | 4 | 1 | 2 | 7 | 6 | 7 | 7 | 7 | 1 | 1 | 1 | 7 | 2 | 5 | |
| 63 | 11/3/2019 20:07:38 | 21-25 Brazilian | Male | Overwatch | 4 | 4 | 4 | 2 | 1 | 2 | 1 | 7 | 7 | 1 | 4 | 7 | 7 | 7 | 1 | 1 | 4 | 4 | 1 | 6 | 7 | 7 | 1 | 1 | 4 | 4 | 1 | 1 | 4 |
| 64 | 11/3/2019 20:10:39 | 21-25 Brazilian | Male | Overwatch | 6 | 4 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 1 | 1 | 6 | 7 | 7 | 3 | 6 | 6 | 7 | 4 | 6 | 6 | 6 | 4 | 3 | 5 | 5 | 5 | 3 | 2 |

| 2 | Qual a sua nacionalidade seu gênero? | Qual a sua nacionalidade seu gênero? | Qual seu esporte favorito? | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | |
|----|--------------------------------------|--------------------------------------|----------------------------|---------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|
| 65 | 11/3/2019 21:09:11 | 16 - 20 Brazilian | Male | Overmatch | 1 | 6 | 3 | 4 | 4 | 5 | 2 | 7 | 7 | 1 | 7 | 7 | 4 | 3 | 2 | 4 | 2 | 7 | 7 | 7 | 4 | 4 | 4 | 5 | 4 | 3 |
| 66 | 11/3/2019 21:22:06 | 16 - 20 Brazilian | Male | Overmatch | 1 | 5 | 1 | 1 | 4 | 2 | 1 | 1 | 5 | 1 | 7 | 7 | 5 | 1 | 2 | 2 | 1 | 7 | 7 | 7 | 5 | 4 | 4 | 3 | 1 | 4 |
| 67 | 11/3/2019 21:40:31 | 16 - 20 Brazilian | Male | Overmatch | 3 | 4 | 1 | 5 | 3 | 4 | 3 | 4 | 4 | 4 | 5 | 7 | 1 | 6 | 3 | 6 | 2 | 7 | 7 | 4 | 1 | 1 | 5 | 6 | 2 | 4 |
| 68 | 11/3/2019 21:44:54 | 16 - 20 Brazilian | Male | Overmatch | 1 | 1 | 1 | 1 | 7 | 1 | 1 | 6 | 1 | 1 | 7 | 7 | 1 | 3 | 1 | 2 | 1 | 7 | 7 | 4 | 1 | 7 | 7 | 1 | 1 | 2 |
| 69 | 11/3/2019 23:36:35 | 21 - 25 Brazilian | Female | Overmatch | 7 | 1 | 3 | 5 | 1 | 2 | 1 | 2 | 1 | 1 | 4 | 7 | 1 | 3 | 1 | 5 | 2 | 7 | 7 | 4 | 4 | 4 | 5 | 2 | 3 | 2 |
| 70 | 11/4/2019 13:53:19 | 21 - 25 Brazilian | Male | Overmatch | 1 | 7 | 1 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 7 | 7 | 4 | 1 | 2 | 2 | 2 | 7 | 7 | 2 | 4 | 4 | 5 | 2 | 3 | 2 |
| 71 | 11/4/2019 14:36:37 | 31 - 35 Brazilian | Male | Overmatch | 7 | 5 | 1 | 3 | 1 | 2 | 1 | 4 | 4 | 4 | 7 | 7 | 2 | 5 | 7 | 7 | 1 | 4 | 7 | 7 | 4 | 4 | 5 | 2 | 4 | 5 |
| 72 | 11/4/2019 16:48:23 | 21 - 25 Brazilian | Male | Overmatch | 3 | 7 | 4 | 3 | 7 | 6 | 1 | 4 | 4 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 7 | 7 | 1 | 1 |
| 73 | 11/6/2019 23:06:51 | 26 - 30 Brazilian | Female | Overmatch | 3 | 4 | 3 | 5 | 5 | 3 | 2 | 4 | 3 | 1 | 7 | 4 | 4 | 3 | 2 | 7 | 7 | 7 | 7 | 5 | 3 | 3 | 5 | 6 | 3 | 3 |
| 74 | 11/7/2019 4:22:12 | 21 - 25 Brazilian | Male | Overmatch | 1 | 7 | 1 | 1 | 4 | 7 | 4 | 4 | 4 | 1 | 2 | 7 | 5 | 3 | 6 | 5 | 5 | 5 | 4 | 4 | 5 | 4 | 5 | 5 | 6 | 4 |
| 75 | 11/7/2019 12:16:45 | 21 - 25 Brazilian | Male | Overmatch | 7 | 7 | 2 | 4 | 3 | 7 | 5 | 7 | 4 | 1 | 7 | 7 | 7 | 7 | 3 | 5 | 5 | 2 | 7 | 2 | 1 | 3 | 5 | 6 | 5 | 6 |
| 76 | 11/8/2019 14:42:55 | 21 - 25 Brazilian | Male | Rocket League | 4 | 2 | 2 | 3 | 7 | 2 | 1 | 7 | 7 | 7 | 7 | 7 | 4 | 4 | 1 | 7 | 1 | 7 | 7 | 5 | 5 | 4 | 7 | 4 | 1 | 4 |
| 77 | 11/9/2019 17:09:08 | 21 - 25 Portuguese | Male | Smile | 1 | 6 | 2 | 3 | 5 | 6 | 4 | 6 | 3 | 6 | 7 | 7 | 3 | 6 | 5 | 5 | 2 | 6 | 6 | 6 | 6 | 4 | 6 | 3 | 2 | 6 |
| 78 | 11/6/2019 2:09:57 | 21 - 25 Brazilian | Male | Smile | 5 | 7 | 4 | 2 | 1 | 6 | 4 | 7 | 2 | 1 | 7 | 7 | 4 | 4 | 4 | 7 | 7 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 2 | 4 |
| 79 | 11/3/2019 17:36:12 | 21 - 25 Brazilian | Male | Street Fighter | 1 | 7 | 3 | 1 | 7 | 2 | 1 | 6 | 6 | 1 | 2 | 7 | 7 | 3 | 6 | 1 | 7 | 3 | 7 | 5 | 4 | 1 | 1 | 5 | 2 | 1 |
| 80 | 11/3/2019 18:30:51 | 21 - 25 Brazilian | Male | Tom Clancy's Rainbow Six: Siege | 1 | 2 | 5 | 1 | 4 | 6 | 4 | 6 | 6 | 1 | 7 | 7 | 1 | 2 | 1 | 6 | 3 | 7 | 5 | 5 | 5 | 1 | 7 | 3 | 1 | 4 |
| 81 | 11/3/2019 17:29:42 | 26 - 30 Portuguese | Male | Urral tournament | 1 | 5 | 3 | 1 | 7 | 2 | 4 | 7 | 7 | 1 | 4 | 4 | 3 | 2 | 1 | 4 | 4 | 4 | 1 | 7 | 7 | 1 | 3 | 3 | 1 | 1 |
| 82 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Appendix VI – Digital Survey EN results

This appendix contains the results of the Digital Survey used in English language.

| 2 | Timestamp | How old are you? | What's your nationality? | What's your gender? | What do you identify with? | What is your favorite esports to watch? | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | | | | | | | | |
|----|--------------------|------------------|--------------------------|---------------------|----------------------------|-----------------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|---|---|---|---|---|---|---|
| 3 | 1/19/2020 16:21:45 | 16-20 | German | Male | CS:GO | CS:GO | 2 | 1 | 7 | 1 | 4 | 3 | 6 | 1 | 1 | 7 | 5 | 2 | 2 | 4 | 4 | 1 | 3 | 7 | 7 | 3 | 1 | 6 | 1 | 1 | 6 | 1 | 6 | | | | | | | |
| 4 | 1/19/2020 16:14:48 | 16-20 | Dutch | Male | CS:GO | CS:GO | 1 | 7 | 1 | 4 | 7 | 1 | 1 | 1 | 7 | 7 | 4 | 1 | 7 | 7 | 4 | 1 | 1 | 7 | 7 | 7 | 5 | 1 | 2 | 5 | 1 | 1 | 6 | | | | | | | |
| 5 | 1/19/2020 23:11:40 | 26-30 | German | Male | CS:GO | CS:GO | 1 | 7 | 4 | 4 | 7 | 1 | 1 | 1 | 7 | 5 | 2 | 1 | 7 | 7 | 3 | 2 | 2 | 7 | 2 | 7 | 6 | 7 | 1 | 6 | 1 | 2 | 2 | | | | | | | |
| 6 | 1/20/2020 1:11:36 | 16-20 | American | Male | CS:GO | CS:GO | 1 | 7 | 1 | 5 | 5 | 1 | 1 | 1 | 4 | 5 | 1 | 3 | 6 | 7 | 4 | 5 | 2 | 6 | 7 | 5 | 6 | 4 | 4 | 6 | 1 | 4 | 1 | | | | | | | |
| 7 | 1/20/2020 3:44:10 | 31-35 | American | Male | CS:GO | CS:GO | 5 | 4 | 6 | 7 | 7 | 1 | 5 | 6 | 6 | 3 | 6 | 4 | 4 | 4 | 4 | 4 | 1 | 7 | 5 | 7 | 5 | 7 | 1 | 6 | 1 | 1 | 1 | 1 | | | | | | |
| 8 | 1/20/2020 9:51:18 | 31-35 | Dutch | Male | CS:GO | CS:GO | 7 | 7 | 7 | 4 | 5 | 7 | 2 | 2 | 7 | 2 | 2 | 7 | 7 | 7 | 4 | 4 | 1 | 7 | 7 | 7 | 5 | 6 | 1 | 7 | 4 | 1 | 4 | 1 | | | | | | |
| 9 | 1/20/2020 22:51:32 | 21-25 | Dutch | Male | DOTA2 | DOTA2 | 4 | 1 | 1 | 3 | 3 | 1 | 2 | 2 | 7 | 4 | 7 | 2 | 1 | 1 | 7 | 5 | 1 | 6 | 1 | 7 | 5 | 7 | 1 | 2 | 4 | 1 | 1 | 4 | 1 | | | | | |
| 10 | 1/19/2020 23:37:14 | 21-25 | Italian | Male | DOTA2 | DOTA2 | 4 | 7 | 1 | 5 | 7 | 2 | 1 | 7 | 7 | 2 | 1 | 1 | 7 | 7 | 2 | 6 | 1 | 7 | 5 | 6 | 5 | 6 | 2 | 3 | 2 | 1 | 1 | 2 | 1 | | | | | |
| 11 | 1/19/2020 23:54:00 | 21-25 | Malaysian | Male | DOTA2 | DOTA2 | 1 | 7 | 1 | 7 | 7 | 1 | 1 | 7 | 7 | 1 | 1 | 7 | 7 | 7 | 1 | 1 | 1 | 7 | 1 | 7 | 7 | 5 | 1 | 4 | 6 | 2 | 2 | 2 | 2 | 2 | | | | |
| 12 | 1/20/2020 3:22:02 | 21-25 | Slovenia | Male | DOTA2 | DOTA2 | 7 | 6 | 5 | 2 | 3 | 1 | 1 | 5 | 3 | 3 | 3 | 4 | 6 | 6 | 3 | 5 | 2 | 7 | 1 | 6 | 5 | 3 | 4 | 6 | 2 | 2 | 2 | 2 | 2 | 2 | | | | |
| 13 | 1/20/2020 6:00:11 | 26-30 | Indian | Male | DOTA2 | DOTA2 | 7 | 2 | 1 | 4 | 5 | 1 | 1 | 1 | 3 | 7 | 1 | 4 | 6 | 7 | 7 | 1 | 5 | 1 | 7 | 5 | 7 | 7 | 7 | 1 | 7 | 7 | 1 | 1 | 1 | 1 | 1 | | | |
| 14 | 1/20/2020 9:22:52 | 21-25 | French | Female | DOTA2 | DOTA2 | 1 | 7 | 1 | 1 | 5 | 1 | 1 | 4 | 1 | 4 | 4 | 4 | 6 | 4 | 4 | 4 | 4 | 3 | 4 | 4 | 6 | 4 | 3 | 6 | 4 | 4 | 4 | 4 | 1 | 1 | 1 | | | |
| 15 | 1/20/2020 10:47:49 | 21-25 | Portuguese | Male | DOTA2 | DOTA2 | 6 | 6 | 3 | 6 | 7 | 1 | 1 | 1 | 7 | 6 | 6 | 4 | 4 | 7 | 7 | 4 | 6 | 5 | 5 | 7 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | | | |
| 16 | 1/20/2020 16:30:20 | 21-25 | Croatian | Male | DOTA2 | DOTA2 | 1 | 4 | 1 | 3 | 5 | 2 | 1 | 4 | 1 | 3 | 2 | 3 | 4 | 7 | 4 | 3 | 6 | 1 | 7 | 6 | 7 | 2 | 7 | 2 | 4 | 4 | 4 | 4 | 1 | 2 | 2 | | | |
| 17 | 1/20/2020 17:50:10 | 26-30 | German | Female | DOTA2 | DOTA2 | 6 | 7 | 1 | 1 | 2 | 1 | 1 | 5 | 2 | 2 | 2 | 3 | 6 | 7 | 4 | 4 | 3 | 7 | 2 | 6 | 5 | 5 | 1 | 7 | 4 | 4 | 1 | 1 | 4 | 1 | 4 | | | |
| 18 | 1/21/2020 5:02:47 | 16-20 | Australia | Male | DOTA2 | DOTA2 | 4 | 4 | 4 | 7 | 7 | 1 | 4 | 7 | 7 | 7 | 7 | 4 | 7 | 4 | 7 | 4 | 4 | 4 | 7 | 7 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 1 | 1 | 1 | 1 | | |
| 19 | 1/22/2020 2:43:53 | 16-20 | American | Male | DOTA2 | Eternal CCG | 1 | 7 | 7 | 1 | 1 | 1 | 1 | 6 | 3 | 1 | 1 | 1 | 3 | 1 | 1 | 3 | 1 | 1 | 7 | 1 | 7 | 1 | 7 | 1 | 1 | 7 | 1 | 1 | 7 | 1 | 1 | 1 | | |
| 20 | 1/19/2020 23:21:17 | 31-35 | British | Male | DOTA2 | Eternal CCG | 1 | 5 | 2 | 4 | 5 | 2 | 2 | 1 | 1 | 1 | 1 | 6 | 7 | 4 | 6 | 4 | 6 | 4 | 7 | 4 | 6 | 4 | 4 | 5 | 4 | 4 | 5 | 4 | 3 | 2 | 3 | 3 | | |
| 21 | 1/19/2020 21:10:18 | 16-20 | American | Male | DOTA2 | DOTA2 | 5 | 5 | 1 | 2 | 5 | 2 | 2 | 7 | 4 | 1 | 3 | 7 | 7 | 7 | 7 | 5 | 6 | 2 | 7 | 2 | 6 | 2 | 1 | 1 | 6 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | | |
| 22 | 1/19/2020 22:30:58 | 21-25 | American | Male | DOTA2 | Gully Gear | 1 | 7 | 2 | 2 | 6 | 2 | 2 | 7 | 7 | 3 | 2 | 2 | 3 | 7 | 7 | 7 | 4 | 4 | 7 | 5 | 7 | 5 | 2 | 1 | 1 | 6 | 2 | 2 | 1 | 1 | 4 | 4 | | |
| 23 | 1/19/2020 15:09:27 | 31-35 | American | Female | DOTA2 | Heroes of the Storm | 3 | 7 | 5 | 6 | 7 | 1 | 1 | 4 | 2 | 4 | 2 | 4 | 2 | 7 | 7 | 3 | 5 | 3 | 7 | 7 | 6 | 5 | 3 | 4 | 7 | 5 | 4 | 4 | 1 | 1 | 5 | 4 | | |
| 24 | 1/19/2020 15:21:08 | 26-30 | Danish | Male | DOTA2 | Heroes of the Storm | 2 | 2 | 2 | 2 | 5 | 1 | 1 | 1 | 7 | 5 | 1 | 5 | 2 | 7 | 1 | 5 | 7 | 7 | 7 | 6 | 5 | 4 | 7 | 1 | 5 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | | |
| 25 | 1/19/2020 15:22:47 | 26-30 | Senegalese | Male | DOTA2 | Heroes of the Storm | 3 | 5 | 2 | 2 | 5 | 2 | 1 | 4 | 4 | 4 | 1 | 1 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 1 | 6 | 1 | 2 | 1 | 2 | 1 | 2 | 2 | | |
| 26 | 1/19/2020 15:42:50 | 21-25 | American | Male | DOTA2 | Heroes of the Storm | 2 | 7 | 6 | 7 | 2 | 5 | 2 | 1 | 7 | 5 | 1 | 1 | 2 | 2 | 7 | 1 | 2 | 7 | 3 | 7 | 5 | 3 | 4 | 7 | 5 | 3 | 1 | 6 | 1 | 2 | 2 | 2 | | |
| 27 | 1/19/2020 15:42:50 | 21-25 | American | Male | DOTA2 | Heroes of the Storm | 5 | 2 | 6 | 5 | 1 | 1 | 2 | 4 | 4 | 3 | 2 | 6 | 2 | 6 | 2 | 6 | 2 | 7 | 4 | 6 | 6 | 4 | 6 | 2 | 3 | 4 | 4 | 2 | 2 | 2 | 2 | 2 | 2 | |
| 28 | 1/19/2020 15:58:19 | 31-35 | Dutch | Male | DOTA2 | Heroes of the Storm | 2 | 6 | 1 | 7 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 7 | 4 | 6 | 2 | 7 | 1 | 7 | 4 | 6 | 4 | 4 | 4 | 4 | 4 | 2 | 2 | 2 | 2 | | |
| 29 | 1/19/2020 16:17:54 | 21-25 | Russian | Male | DOTA2 | Heroes of the Storm | 1 | 7 | 4 | 5 | 4 | 2 | 1 | 1 | 5 | 2 | 1 | 1 | 2 | 7 | 1 | 3 | 3 | 6 | 6 | 7 | 2 | 7 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 30 | 1/19/2020 16:25:40 | 21-25 | Danish | Male | DOTA2 | Heroes of the Storm | 1 | 7 | 3 | 4 | 2 | 2 | 1 | 1 | 4 | 5 | 1 | 1 | 6 | 7 | 3 | 7 | 1 | 7 | 2 | 7 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 31 | 1/19/2020 16:56:23 | 26-30 | German | Male | DOTA2 | Heroes of the Storm | 5 | 7 | 3 | 5 | 7 | 1 | 2 | 6 | 6 | 2 | 2 | 7 | 7 | 3 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 32 | 1/19/2020 17:10:03 | 16-20 | American | Male | DOTA2 | Heroes of the Storm | 1 | 7 | 5 | 1 | 5 | 2 | 4 | 4 | 3 | 7 | 4 | 3 | 7 | 7 | 4 | 5 | 2 | 7 | 6 | 3 | 5 | 2 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 33 | 1/19/2020 17:39:12 | 21-25 | German | Male | DOTA2 | Heroes of the Storm | 1 | 7 | 3 | 2 | 3 | 1 | 1 | 7 | 7 | 1 | 1 | 4 | 1 | 7 | 7 | 1 | 4 | 1 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 34 | 1/19/2020 18:38:53 | 21-25 | American | Male | DOTA2 | Heroes of the Storm | 1 | 6 | 4 | 4 | 5 | 5 | 4 | 5 | 4 | 5 | 2 | 6 | 4 | 7 | 7 | 4 | 2 | 6 | 3 | 7 | 4 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 35 | 1/19/2020 19:24:37 | 40+ | South African | Male | DOTA2 | Heroes of the Storm | 1 | 7 | 1 | 5 | 7 | 1 | 1 | 7 | 7 | 4 | 6 | 1 | 4 | 4 | 7 | 7 | 1 | 7 | 2 | 6 | 3 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 36 | 1/19/2020 16:01:20 | 31-35 | Swedish | Female | DOTA2 | League of Legends | 2 | 4 | 2 | 5 | 5 | 5 | 2 | 5 | 4 | 4 | 2 | 2 | 3 | 7 | 4 | 6 | 6 | 7 | 1 | 6 | 4 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 37 | 1/19/2020 16:34:46 | 31-35 | German | Female | DOTA2 | League of Legends | 1 | 7 | 4 | 6 | 2 | 2 | 1 | 7 | 7 | 2 | 2 | 2 | 2 | 4 | 4 | 5 | 2 | 7 | 1 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 38 | 1/19/2020 16:54:40 | 16-20 | Canadian | Male | DOTA2 | League of Legends | 1 | 7 | 4 | 6 | 2 | 2 | 1 | 7 | 7 | 2 | 2 | 2 | 2 | 4 | 4 | 5 | 2 | 7 | 1 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 39 | 1/19/2020 16:55:16 | 16-20 | German | Male | DOTA2 | League of Legends | 1 | 7 | 4 | 6 | 2 | 2 | 1 | 7 | 7 | 1 | 1 | 4 | 7 | 7 | 4 | 6 | 1 | 7 | 7 | 1 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| 40 | 1/19/2020 17:59:19 | 21-25 | American | Female | DOTA2 | League of Legends | 1 | 5 | 4 | 5 | 3 | 4 | 1 | 7 | 7 | 1 | 1 | 1 | 7 | 7 | 4 | 4 | 1 | 7 | 7 | 5 | 7 | 6 | 7 | 5 | 7 | 6 | 7 | 5 | 7 | 5 | 7 | 5 | 7 | |
| 41 | 1/19/2020 18:37:47 | 26-30 | American | Female | DOTA2 | League of Legends | 1 | 1 | 5 | 4 | 1 | 1 | 1 | 7 | 7 | 6 | 2 | 1 | 1 | 7 | 7 | 4 | 6 | 2 | 4 | 6 | 2 | 7 | 3 | 3 | 2 | 5 | 2 | 1 | 1 | 2 | 1 | 2 | 1 | |
| 42 | 1/19/2020 19:00:33 | 16-20 | German | Male | DOTA2 | League of Legends | 2 | 7 | 3 | 5 | 5 | 1 | 1 | 6 | 7 | 3 | 3 | | | | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----|--------------------------|-------------|-----------|---------------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 87 | 1/20/2020 17:37:55 16-20 | American | Male | Street Fighter | 1 | 5 | 5 | 7 | 7 | 1 | 1 | 1 | 1 | 3 | 5 | 1 | 1 | 3 | 7 | 7 | 4 | 4 | 1 | 1 | 4 | 3 | 1 | 4 | 4 | |
| 88 | 1/20/2020 17:43:03 16-20 | Mexican | Male | Street Fighter | 1 | 7 | 5 | 5 | 7 | 1 | 1 | 1 | 4 | 2 | 5 | 7 | 7 | 4 | 1 | 7 | 7 | 7 | 7 | 1 | 7 | 7 | 4 | 1 | 4 | 5 |
| 89 | 1/20/2020 23:43:52 26-30 | Mexican | Male | Street Fighter | 1 | 4 | 7 | 4 | 7 | 5 | 1 | 3 | 7 | 1 | 1 | 7 | 4 | 1 | 1 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 4 | 7 |
| 90 | 1/21/2020 6:01:18 21-25 | English | Male | Street Fighter | 3 | 5 | 4 | 5 | 6 | 1 | 1 | 7 | 7 | 1 | 2 | 4 | 5 | 6 | 3 | 7 | 4 | 6 | 2 | 6 | 1 | 3 | 7 | 2 | 3 | |
| 91 | 1/21/2020 6:02:13 16-20 | American | Male | Street Fighter | 1 | 7 | 4 | 6 | 7 | 1 | 1 | 6 | 6 | 1 | 1 | 7 | 7 | 4 | 2 | 7 | 5 | 7 | 1 | 4 | 5 | 7 | 1 | 4 | 5 | |
| 92 | 1/21/2020 9:43:09 31-35 | British | Male | Street Fighter | 1 | 6 | 3 | 5 | 7 | 1 | 1 | 5 | 7 | 2 | 1 | 7 | 7 | 4 | 2 | 7 | 6 | 7 | 6 | 5 | 2 | 6 | 7 | 1 | 3 | |
| 93 | 1/22/2020 21:54:32 21-25 | Mexican | Male | Street Fighter | 1 | 5 | 1 | 5 | 7 | 1 | 2 | 7 | 7 | 3 | 5 | 7 | 7 | 6 | 7 | 6 | 7 | 5 | 4 | 1 | 5 | 6 | 1 | 5 | 5 | |
| 94 | 2/3/2020 20:45:45 16-20 | Mexican | Male | Street Fighter | 4 | 4 | 5 | 4 | 5 | 3 | 2 | 3 | 4 | 3 | 3 | 5 | 7 | 4 | 5 | 3 | 6 | 5 | 4 | 5 | 4 | 5 | 4 | 3 | 5 | |
| 95 | 1/20/2020 23:10:13 16-20 | American | Male | Super Smash Bros Melee | 3 | 7 | 2 | 7 | 7 | 2 | 1 | 7 | 4 | 4 | 4 | 7 | 7 | 3 | 1 | 7 | 3 | 2 | 7 | 1 | 4 | 2 | 7 | 2 | 1 | |
| 96 | 1/19/2020 21:21:20 16-20 | Ultimate | Male | Super Smash Bros Ultimate | 5 | 6 | 3 | 7 | 6 | 3 | 4 | 4 | 6 | 3 | 4 | 4 | 4 | 6 | 7 | 1 | 5 | 5 | 4 | 4 | 4 | 2 | 7 | 2 | 4 | |
| 97 | 1/19/2020 18:37:04 36-40 | Belten | Male | Wov | 1 | 7 | 4 | 2 | 2 | 1 | 1 | 5 | 1 | 1 | 1 | 1 | 1 | 5 | 1 | 6 | 5 | 6 | 5 | 4 | 1 | 1 | 7 | 6 | 1 | |
| 98 | 1/19/2020 15:14:15 40+ | American | Male | Wov | 1 | 7 | 4 | 1 | 1 | 4 | 5 | 4 | 7 | 6 | 1 | 1 | 7 | 5 | 2 | 1 | 2 | 7 | 5 | 2 | 1 | 1 | 6 | 2 | 1 | |
| 99 | 1/19/2020 15:20:22 26-30 | Wov | Male | Wov | 1 | 7 | 1 | 1 | 4 | 5 | 4 | 7 | 6 | 1 | 1 | 7 | 7 | 5 | 7 | 7 | 7 | 7 | 5 | 4 | 1 | 1 | 6 | 2 | 1 | |
| 100 | 1/19/2020 15:13:04 21-25 | Canadian | Male | Wov | 2 | 4 | 2 | 5 | 6 | 2 | 1 | 7 | 7 | 4 | 7 | 7 | 5 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | |
| 101 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 45 | 1/20/2020 0:32:36 16-20 | Canadian | Female | League of Legends | 1 | 5 | 4 | 7 | 6 | 3 | 2 | 6 | 6 | 6 | 6 | 6 | 6 | 3 | 7 | 7 | 5 | 3 | 3 | 4 | 1 | 3 | 4 | 1 | 3 | |
| 46 | 1/19/2020 16:40:42 21-25 | Russian | Male | Mortal Komat | 1 | 7 | 4 | 4 | 4 | 1 | 1 | 7 | 1 | 1 | 2 | 3 | 5 | 7 | 7 | 5 | 6 | 3 | 7 | 5 | 7 | 5 | 6 | 7 | 1 | |
| 47 | 1/19/2020 18:09:03 16-20 | American | Male | Mortal Komat | 1 | 5 | 1 | 5 | 2 | 1 | 1 | 7 | 6 | 5 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 5 | 6 | 1 | 1 | 1 | 1 | |
| 48 | 1/19/2020 19:58:39 21-25 | Portuguese | Female | Mortal Komat | 5 | 7 | 2 | 6 | 5 | 2 | 1 | 7 | 5 | 1 | 7 | 7 | 6 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 1 | 1 | 1 | 4 | 3 | |
| 49 | 1/19/2020 22:34:37 16-20 | Slovenian | Male | Mortal Komat | 1 | 7 | 1 | 1 | 1 | 1 | 1 | 4 | 1 | 1 | 1 | 7 | 7 | 1 | 7 | 7 | 1 | 7 | 7 | 1 | 1 | 1 | 1 | 1 | 1 | |
| 50 | 1/20/2020 2:22:07 16-20 | Filipino | Male | Mortal Komat | 4 | 7 | 3 | 5 | 7 | 7 | 4 | 6 | 5 | 2 | 3 | 6 | 5 | 4 | 6 | 3 | 7 | 5 | 7 | 1 | 1 | 1 | 1 | 1 | 6 | |
| 51 | 1/19/2020 15:35:36 16-20 | American | Male | Overwatch | 3 | 6 | 2 | 1 | 1 | 5 | 2 | 6 | 2 | 1 | 1 | 5 | 7 | 2 | 7 | 2 | 7 | 5 | 4 | 1 | 5 | 4 | 2 | 2 | 5 | |
| 52 | 1/19/2020 15:59:11 21-25 | Canadian | Male | Overwatch | 1 | 5 | 2 | 2 | 2 | 4 | 4 | 6 | 4 | 4 | 4 | 4 | 6 | 3 | 3 | 5 | 2 | 6 | 6 | 4 | 4 | 6 | 4 | 2 | 4 | |
| 53 | 1/19/2020 16:14:01 11-15 | American | Male | Overwatch | 1 | 7 | 1 | 7 | 7 | 5 | 2 | 3 | 6 | 1 | 1 | 7 | 7 | 2 | 1 | 3 | 6 | 7 | 7 | 3 | 4 | 7 | 7 | 5 | 2 | |
| 54 | 1/19/2020 17:15:03 26-30 | Finnish | Male | Overwatch | 4 | 7 | 1 | 1 | 7 | 2 | 1 | 3 | 3 | 6 | 1 | 1 | 5 | 6 | 4 | 4 | 5 | 1 | 6 | 4 | 4 | 6 | 7 | 3 | 2 | |
| 55 | 1/19/2020 17:52:17 16-20 | American | Male | Overwatch | 1 | 7 | 1 | 6 | 6 | 1 | 1 | 7 | 7 | 1 | 1 | 7 | 7 | 1 | 2 | 5 | 7 | 3 | 5 | 6 | 5 | 3 | 3 | 2 | 2 | |
| 56 | 1/19/2020 19:03:52 26-30 | British | Female | Overwatch | 3 | 6 | 3 | 5 | 2 | 2 | 4 | 3 | 7 | 7 | 1 | 2 | 5 | 6 | 6 | 6 | 6 | 6 | 3 | 4 | 1 | 5 | 1 | 1 | 2 | |
| 57 | 1/19/2020 19:58:42 16-20 | Female | Overwatch | 2 | 6 | 3 | 5 | 6 | 3 | 5 | 6 | 3 | 5 | 2 | 1 | 7 | 5 | 5 | 4 | 2 | 5 | 5 | 7 | 4 | 1 | 1 | 6 | 3 | 2 | |
| 58 | 1/20/2020 16:50:54 21-25 | American | Nonbinary | Overwatch | 7 | 1 | 1 | 6 | 5 | 4 | 7 | 1 | 4 | 6 | 5 | 4 | 7 | 7 | 4 | 4 | 7 | 7 | 4 | 1 | 1 | 7 | 4 | 5 | 3 | |
| 59 | 1/19/2020 17:15:06 26-30 | American | Male | PUBG | 1 | 4 | 3 | 7 | 7 | 4 | 2 | 1 | 4 | 5 | 3 | 4 | 7 | 7 | 7 | 7 | 7 | 3 | 2 | 6 | 2 | 6 | 4 | 5 | 3 | |
| 60 | 1/20/2020 3:53:32 16-20 | Danish | Female | Starcraft 2 | 1 | 7 | 3 | 7 | 6 | 1 | 1 | 4 | 5 | 1 | 1 | 7 | 5 | 7 | 7 | 7 | 7 | 6 | 7 | 7 | 7 | 7 | 1 | 1 | 4 | |
| 61 | 1/19/2020 16:16:38 40+ | American | Male | Street Fighter | 3 | 6 | 4 | 7 | 7 | 2 | 1 | 6 | 6 | 3 | 2 | 4 | 6 | 6 | 4 | 3 | 3 | 6 | 4 | 4 | 3 | 5 | 1 | 4 | 7 | |
| 62 | 1/19/2020 16:28:50 16-20 | Dutch | Male | Street Fighter | 1 | 5 | 3 | 3 | 5 | 4 | 3 | 4 | 6 | 3 | 1 | 6 | 5 | 4 | 3 | 6 | 4 | 4 | 3 | 5 | 3 | 4 | 7 | 2 | 3 | |
| 63 | 1/19/2020 16:30:54 31-35 | Brazilian | Male | Street Fighter | 2 | 7 | 3 | 4 | 5 | 1 | 2 | 7 | 4 | 3 | 1 | 4 | 4 | 1 | 5 | 1 | 6 | 1 | 5 | 5 | 4 | 1 | 1 | 6 | 4 | 2 |
| 64 | 1/19/2020 16:48:47 21-25 | Dutch | Male | Street Fighter | 1 | 7 | 4 | 6 | 7 | 1 | 1 | 7 | 6 | 1 | 1 | 7 | 7 | 5 | 1 | 6 | 6 | 6 | 5 | 7 | 1 | 4 | 7 | 1 | 5 | |
| 65 | 1/19/2020 16:59:40 21-25 | Canadian | Male | Street Fighter | 1 | 7 | 5 | 5 | 6 | 2 | 1 | 4 | 4 | 5 | 4 | 4 | 2 | 7 | 5 | 1 | 3 | 7 | 1 | 5 | 3 | 4 | 4 | 3 | 2 | |
| 66 | 1/19/2020 17:04:16 21-25 | Canadian | Male | Street Fighter | 3 | 6 | 5 | 7 | 7 | 1 | 1 | 4 | 6 | 5 | 2 | 6 | 4 | 2 | 7 | 7 | 4 | 2 | 7 | 4 | 4 | 4 | 6 | 7 | 1 | |
| 67 | 1/19/2020 17:07:29 16-20 | American | Male | Street Fighter | 1 | 4 | 2 | 5 | 5 | 1 | 1 | 6 | 5 | 3 | 2 | 7 | 6 | 7 | 3 | 1 | 5 | 2 | 4 | 5 | 4 | 4 | 4 | 2 | 3 | |
| 68 | 1/19/2020 17:08:57 21-25 | Dutch | Male | Street Fighter | 1 | 7 | 4 | 3 | 2 | 3 | 2 | 4 | 5 | 4 | 4 | 6 | 6 | 4 | 3 | 5 | 7 | 2 | 6 | 1 | 4 | 1 | 4 | 1 | 7 | |
| 69 | 1/19/2020 17:11:16 21-25 | Malaysia | Male | Street Fighter | 1 | 4 | 7 | 7 | 7 | 4 | 1 | 5 | 1 | 7 | 7 | 7 | 2 | 7 | 7 | 5 | 7 | 7 | 5 | 1 | 4 | 7 | 1 | 1 | 7 | |
| 70 | 1/19/2020 17:51:35 26-30 | Brazilian | Male | Street Fighter | 1 | 2 | 3 | 3 | 3 | 2 | 1 | 7 | 3 | 2 | 1 | 6 | 6 | 2 | 5 | 5 | 6 | 3 | 5 | 1 | 2 | 5 | 2 | 3 | 3 | |
| 71 | 1/19/2020 17:51:35 26-30 | Lithuanian | Male | Street Fighter | 5 | 7 | 2 | 5 | 7 | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 5 | 7 | 7 | 1 | 7 | 5 | 7 | 7 | 5 | 7 | 4 | 5 | 1 | |
| 72 | 1/19/2020 18:19:51 26-30 | American | Male | Street Fighter | 1 | 7 | 1 | 7 | 7 | 4 | 2 | 7 | 7 | 7 | 7 | 4 | 4 | 5 | 3 | 4 | 7 | 3 | 7 | 7 | 3 | 7 | 7 | 5 | 4 | |
| 73 | 1/19/2020 18:45:46 26-30 | Irish | Male | Street Fighter | 2 | 4 | 4 | 5 | 3 | 2 | 3 | 5 | 4 | 3 | 3 | 6 | 1 | 6 | 5 | 4 | 1 | 4 | 6 | 5 | 4 | 1 | 4 | 6 | 2 | |
| 74 | 1/19/2020 18:51:01 36-40 | Hungarian | Male | Street Fighter | 3 | 7 | 5 | 7 | 2 | 1 | 2 | 4 | 7 | 3 | 3 | 2 | 7 | 6 | 6 | 2 | 7 | 5 | 7 | 5 | 4 | 1 | 4 | 6 | 5 | |
| 75 | 1/19/2020 19:08:11 31-35 | Hungarian | Male | Street Fighter | 4 | 6 | 4 | 6 | 7 | 1 | 1 | 4 | 3 | 4 | 3 | 4 | 6 | 4 | 3 | 3 | 7 | 3 | 7 | 3 | 4 | 4 | 5 | 3 | 4 | |
| 76 | 1/19/2020 19:22:19 26-30 | Estonian | Male | Street Fighter | 6 | 4 | 1 | 4 | 3 | 1 | 1 | 6 | 5 | 2 | 4 | 4 | 6 | 5 | 3 | 1 | 5 | 1 | 6 | 5 | 4 | 4 | 3 | 6 | 3 | |
| 77 | 1/19/2020 20:42:49 21-25 | American | Male | Street Fighter | 1 | 7 | 1 | 4 | 3 | 1 | 1 | 7 | 7 | 1 | 4 | 7 | 7 | 4 | 4 | 7 | 3 | 7 | 7 | 4 | 4 | 4 | 4 | 3 | 1 | |
| 78 | 1/19/2020 20:46:26 26-30 | American | Male | Street Fighter | 3 | 6 | 7 | 7 | 7 | 2 | 1 | 3 | 4 | 6 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 2 | 7 |
| 79 | 1/19/2020 20:46:46 26-30 | American | Male | Street Fighter | 2 | 6 | 4 | 5 | 4 | 2 | 2 | 3 | 1 | 1 | 4 | 4 | 2 | 5 | 6 | 6 | 2 | 5 | 6 | 2 | 1 | 1 | 4 | 4 | 3 | |
| 80 | 1/19/2020 21:55:49 36-40 | Serbian | Male | Street Fighter | 2 | 6 | 4 | 4 | 1 | 1 | 4 | 6 | 1 | 5 | 1 | 4 | 5 | 4 | 5 | 4 | 4 | 5 | 4 | 1 | 1 | 1 | 6 | 2 | 2 | |
| 81 | 1/19/2020 22:07:04 31-35 | Spanish | Male | Street Fighter | 4 | 4 | 4 | 5 | 7 | 3 | 1 | 4 | 4 | 1 | 1 | 3 | 4 | 1 | 1 | 6 | 5 | 7 | 5 | 4 | 4 | 1 | 1 | 5 | 4 | |
| 82 | 1/19/2020 23:57:21 31-35 | English | Male | Street Fighter | 3 | 6 | 3 | 4 | 5 | 6 | 1 | 5 | 6 | 5 | 1 | 5 | 6 | 5 | 1 | 7 | 7 | 6 | 3 | 2 | 7 | 1 | 7 | 5 | 2 | |
| 83 | 1/20/2020 0:11:38 36-40 | American | Male | Street Fighter | 2 | 7 | 4 | 6 | 5 | 1 | 1 | 7 | 7 | 1 | 1 | 4 | 7 | 7 | 4 | 7 | 7 | 4 | 7 | 5 | 2 | 5 | 6 | 2 | 1 | |
| 84 | 1/20/2020 0:23:45 26-30 | New Zealand | Male | Street Fighter | 7 | 7 | 7 | 4 | 6 | 1 | 1 | 6 | 7 | 1 | 1 | 4 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 4 | 1 |
| 85 | 1/20/2020 3:37:32 21-25 | American | Male | Street Fighter | 5 | 4 | 5 | 7 | 7 | 7 | 1 | 6 | 4 | 4 | 4 | 4 | 3 | 7 | 7 | 6 | 4 | 5 | 1 | 6 | 1 | 4 | 5 | 1 | 2 | 2 |
| 86 | 1/20/2020 10:00:57 21-25 | Romanian | Male | Street Fighter | 1 | 7 | 7 | 7 | 7 | 4 | 1 | 1 | 1 | 1 | 1 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 1 | 4 |

Appendix VII – Tables of answers

This appendix contains the table of results of all answers divided by group A and B.

Table VII.1. Answers for question 1.

| Table of Data - Question 1 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 34 | 32.69% | 72 | 40.22% |
| | 2 | 11 | 10.58% | 19 | 10.61% |
| | 3 | 8 | 7.69% | 24 | 13.41% |
| Neutral | 4 | 15 | 14.42% | 18 | 10.06% |
| | 5 | 17 | 16.35% | 18 | 10.06% |
| | 6 | 10 | 9.62% | 10 | 5.59% |
| Strongly Agree | 7 | 9 | 8.65% | 18 | 10.06% |
| Average | | 3.35 | | 2.96 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.2. Answers for question 2.

| Table of Data - Question 2 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 9 | 8.65% | 11 | 6.15% |
| | 2 | 3 | 2.88% | 9 | 5.03% |
| | 3 | 7 | 6.73% | 2 | 1.12% |
| Neutral | 4 | 13 | 12.50% | 27 | 15.08% |
| | 5 | 18 | 17.31% | 23 | 12.85% |
| | 6 | 18 | 17.31% | 25 | 13.97% |
| Strongly Agree | 7 | 36 | 34.62% | 82 | 45.81% |
| Average | | 5.17 | | 5.49 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.3. Answers for question 3.

| Table of Data - Question 3 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 7 | 30.43% | 43 | 27.92% |
| | 2 | 1 | 4.35% | 21 | 13.64% |
| | 3 | 3 | 13.04% | 29 | 18.83% |
| Neutral | 4 | 3 | 13.04% | 25 | 16.23% |
| | 5 | 4 | 17.39% | 16 | 10.39% |
| | 6 | 4 | 17.39% | 4 | 2.60% |
| Strongly Agree | 7 | 1 | 4.35% | 16 | 10.39% |
| Average | | 3.52 | | 3.17 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.4. Answers for question 4.

| Table of Data - Question 4 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 0 | 0.00% | 22 | 14.29% |
| | 2 | 1 | 4.35% | 12 | 7.79% |
| | 3 | 3 | 13.04% | 17 | 11.04% |
| Neutral | 4 | 4 | 17.39% | 16 | 10.39% |
| | 5 | 5 | 21.74% | 42 | 27.27% |
| | 6 | 3 | 13.04% | 20 | 12.99% |
| Strongly Agree | 7 | 7 | 30.43% | 25 | 16.23% |
| Average | | 5.17 | | 4.32 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.5. Answers for question 5.

| Table of Data - Question 5 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 0 | 0.00% | 14 | 9.09% |
| | 2 | 0 | 0.00% | 14 | 9.09% |
| | 3 | 0 | 0.00% | 17 | 11.04% |
| Neutral | 4 | 1 | 4.35% | 17 | 11.04% |
| | 5 | 3 | 13.04% | 32 | 20.78% |
| | 6 | 7 | 30.43% | 18 | 11.69% |
| Strongly Agree | 7 | 12 | 52.17% | 42 | 27.27% |
| Average | | 6.30 | | 4.69 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.6. Answers for question 6.

| Table of Data - Question 6 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 28 | 26.92% | 50 | 27.93% |
| | 2 | 19 | 18.27% | 43 | 24.02% |
| | 3 | 12 | 11.54% | 17 | 9.50% |
| Neutral | 4 | 22 | 21.15% | 19 | 10.61% |
| | 5 | 11 | 10.58% | 18 | 10.06% |
| | 6 | 11 | 10.58% | 17 | 9.50% |
| Strongly Agree | 7 | 1 | 0.96% | 15 | 8.38% |
| Average | | 3.06 | | 3.13 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.7. Answers for question 7.

| Table of Data - Question 7 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 12 | 52.17% | 100 | 64.94% |
| | 2 | 4 | 17.39% | 28 | 18.18% |
| | 3 | 3 | 13.04% | 7 | 4.55% |
| Neutral | 4 | 1 | 4.35% | 15 | 9.74% |
| | 5 | 1 | 4.35% | 2 | 1.30% |
| | 6 | 1 | 4.35% | 0 | 0.00% |
| Strongly Agree | 7 | 1 | 4.35% | 2 | 1.30% |
| Average | | 2.22 | | 1.69 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.8. Answers for question 8.

| Table of Data - Question 8 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 1 | 4.35% | 9 | 5.84% |
| | 2 | 0 | 0.00% | 5 | 3.25% |
| | 3 | 0 | 0.00% | 11 | 7.14% |
| Neutral | 4 | 1 | 4.35% | 26 | 16.88% |
| | 5 | 2 | 8.70% | 20 | 12.99% |
| | 6 | 3 | 13.04% | 20 | 12.99% |
| Strongly Agree | 7 | 16 | 69.57% | 63 | 40.91% |
| Average | | 6.30 | | 5.31 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.9. Answers for question 9.

| Table of Data - Question 9 | | | | | |
|----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 2 | 8.70% | 20 | 12.99% |
| | 2 | 0 | 0.00% | 15 | 9.74% |
| | 3 | 1 | 4.35% | 17 | 11.04% |
| Neutral | 4 | 5 | 21.74% | 26 | 16.88% |
| | 5 | 3 | 13.04% | 19 | 12.34% |
| | 6 | 1 | 4.35% | 30 | 19.48% |
| Strongly Agree | 7 | 11 | 47.83% | 27 | 17.53% |
| Average | | 5.35 | | 4.34 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.10. Answers for question 10.

| Table of Data - Question 10 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 29 | 28.16% | 88 | 49.16% |
| | 2 | 15 | 14.56% | 24 | 13.41% |
| | 3 | 13 | 12.62% | 14 | 7.82% |
| Neutral | 4 | 25 | 24.27% | 21 | 11.73% |
| | 5 | 6 | 5.83% | 9 | 5.03% |
| | 6 | 7 | 6.80% | 7 | 3.91% |
| Strongly Agree | 7 | 8 | 7.77% | 16 | 8.94% |
| Average | | 3.17 | | 2.58 | |
| Number of answers | | 103 | | 179 | |
| Total answers | | 282 | | | |

Table VII.11. Answers for question 11.

| Table of Data - Question 11 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 25 | 24.04% | 70 | 39.11% |
| | 2 | 14 | 13.46% | 25 | 13.97% |
| | 3 | 12 | 11.54% | 13 | 7.26% |
| Neutral | 4 | 28 | 26.92% | 34 | 18.99% |
| | 5 | 9 | 8.65% | 12 | 6.70% |
| | 6 | 4 | 3.85% | 7 | 3.91% |
| Strongly Agree | 7 | 12 | 11.54% | 18 | 10.06% |
| Average | | 3.40 | | 2.92 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.12. Answers for question 12.

| Table of Data - Question 12 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 0 | 0.00% | 9 | 5.84% |
| | 2 | 1 | 4.35% | 13 | 8.44% |
| | 3 | 1 | 4.35% | 11 | 7.14% |
| Neutral | 4 | 1 | 4.35% | 15 | 9.74% |
| | 5 | 1 | 4.35% | 14 | 9.09% |
| | 6 | 3 | 13.04% | 17 | 11.04% |
| Strongly Agree | 7 | 16 | 69.57% | 75 | 48.70% |
| Average | | 6.26 | | 5.36 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.13. Answers for question 13.

| Table of Data - Question 13 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 1 | 4.35% | 5 | 3.25% |
| | 2 | 0 | 0.00% | 1 | 0.65% |
| | 3 | 0 | 0.00% | 0 | 0.00% |
| Neutral | 4 | 2 | 8.70% | 17 | 11.04% |
| | 5 | 0 | 0.00% | 3 | 1.95% |
| | 6 | 1 | 4.35% | 16 | 10.39% |
| Strongly Agree | 7 | 19 | 82.61% | 112 | 72.73% |
| Average | | 6.43 | | 6.30 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.14. Answers for question 14.

| Table of Data - Question 14 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 15 | 14.85% | 32 | 17.88% |
| | 2 | 7 | 6.93% | 12 | 6.70% |
| | 3 | 11 | 10.89% | 20 | 11.17% |
| Neutral | 4 | 49 | 48.51% | 52 | 29.05% |
| | 5 | 8 | 7.92% | 29 | 16.20% |
| | 6 | 6 | 5.94% | 10 | 5.59% |
| Strongly Agree | 7 | 5 | 4.95% | 24 | 13.41% |
| Average | | 3.65 | | 3.89 | |
| Number of answers | | 101 | | 179 | |
| Total answers | | 280 | | | |

Table VII.15. Answers for question 15.

| Table of Data - Question 15 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 4 | 17.39% | 27 | 17.53% |
| | 2 | 4 | 17.39% | 11 | 7.14% |
| | 3 | 2 | 8.70% | 24 | 15.58% |
| Neutral | 4 | 2 | 8.70% | 21 | 13.64% |
| | 5 | 6 | 26.09% | 26 | 16.88% |
| | 6 | 1 | 4.35% | 26 | 16.88% |
| Strongly Agree | 7 | 4 | 17.39% | 19 | 12.34% |
| Average | | 3.91 | | 4.05 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.16. Answers for question 16.

| Table of Data - Question 16 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 18 | 17.48% | 50 | 27.93% |
| | 2 | 18 | 17.48% | 31 | 17.32% |
| | 3 | 22 | 21.36% | 24 | 13.41% |
| Neutral | 4 | 24 | 23.30% | 23 | 12.85% |
| | 5 | 11 | 10.68% | 19 | 10.61% |
| | 6 | 4 | 3.88% | 15 | 8.38% |
| Strongly Agree | 7 | 6 | 5.83% | 17 | 9.50% |
| Average | | 3.27 | | 3.24 | |
| Number of answers | | 103 | | 179 | |
| Total answers | | 282 | | | |

Table VII.17. Answers for question 17.

| Table of Data - Question 17 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 0 | 0.00% | 3 | 1.68% |
| | 2 | 0 | 0.00% | 5 | 2.79% |
| | 3 | 2 | 1.92% | 3 | 1.68% |
| Neutral | 4 | 4 | 3.85% | 12 | 6.70% |
| | 5 | 8 | 7.69% | 21 | 11.73% |
| | 6 | 33 | 31.73% | 35 | 19.55% |
| Strongly Agree | 7 | 57 | 54.81% | 100 | 55.87% |
| Average | | 6.34 | | 6.06 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.18. Answers for question 18.

| Table of Data - Question 18 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 28 | 26.92% | 57 | 31.84% |
| | 2 | 17 | 16.35% | 31 | 17.32% |
| | 3 | 12 | 11.54% | 18 | 10.06% |
| Neutral | 4 | 13 | 12.50% | 16 | 8.94% |
| | 5 | 13 | 12.50% | 24 | 13.41% |
| | 6 | 8 | 7.69% | 16 | 8.94% |
| Strongly Agree | 7 | 13 | 12.50% | 17 | 9.50% |
| Average | | 3.40 | | 3.20 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.19. Answers for question 19.

| Table of Data - Question 19 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 0 | 0.00% | 1 | 0.56% |
| | 2 | 0 | 0.00% | 1 | 0.56% |
| | 3 | 1 | 0.96% | 2 | 1.12% |
| Neutral | 4 | 2 | 1.92% | 6 | 3.35% |
| | 5 | 7 | 6.73% | 15 | 8.38% |
| | 6 | 25 | 24.04% | 39 | 21.79% |
| Strongly Agree | 7 | 69 | 66.35% | 115 | 64.25% |
| Average | | 6.53 | | 6.41 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.20. Answers for question 20.

| Table of Data - Question 20 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 4 | 3.85% | 12 | 6.70% |
| | 2 | 8 | 7.69% | 8 | 4.47% |
| | 3 | 7 | 6.73% | 12 | 6.70% |
| Neutral | 4 | 16 | 15.38% | 28 | 15.64% |
| | 5 | 27 | 25.96% | 61 | 34.08% |
| | 6 | 23 | 22.12% | 21 | 11.73% |
| Strongly Agree | 7 | 19 | 18.27% | 37 | 20.67% |
| Average | | 4.91 | | 4.84 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.21. Answers for question 21.

| Table of Data - Question 21 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 1 | 0.96% | 14 | 7.82% |
| | 2 | 6 | 5.77% | 14 | 7.82% |
| | 3 | 6 | 5.77% | 18 | 10.06% |
| Neutral | 4 | 23 | 22.12% | 50 | 27.93% |
| | 5 | 19 | 18.27% | 30 | 16.76% |
| | 6 | 23 | 22.12% | 22 | 12.29% |
| Strongly Agree | 7 | 26 | 25.00% | 31 | 17.32% |
| Average | | 5.17 | | 4.44 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.22. Answers for question 22.

| Table of Data - Question 22 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 35 | 34.31% | 78 | 43.58% |
| | 2 | 14 | 13.73% | 11 | 6.15% |
| | 3 | 11 | 10.78% | 10 | 5.59% |
| Neutral | 4 | 29 | 28.43% | 56 | 31.28% |
| | 5 | 9 | 8.82% | 9 | 5.03% |
| | 6 | 3 | 2.94% | 8 | 4.47% |
| Strongly Agree | 7 | 1 | 0.98% | 7 | 3.91% |
| Average | | 2.76 | | 2.77 | |
| Number of answers | | 102 | | 179 | |
| Total answers | | 281 | | | |

Table VII.23. Answers for question 23.

| Table of Data - Question 23 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 1 | 4.35% | 20 | 12.99% |
| | 2 | 0 | 0.00% | 11 | 7.14% |
| | 3 | 0 | 0.00% | 4 | 2.60% |
| Neutral | 4 | 0 | 0.00% | 28 | 18.18% |
| | 5 | 4 | 17.39% | 24 | 15.58% |
| | 6 | 6 | 26.09% | 32 | 20.78% |
| Strongly Agree | 7 | 12 | 52.17% | 35 | 22.73% |
| Average | | 6.13 | | 4.69 | |
| Number of answers | | 23 | | 154 | |
| Total answers | | 177 | | | |

Table VII.24. Answers for question 24.

| Table of Data - Question 24 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 3 | 2.91% | 12 | 6.70% |
| | 2 | 9 | 8.74% | 18 | 10.06% |
| | 3 | 16 | 15.53% | 29 | 16.20% |
| Neutral | 4 | 23 | 22.33% | 24 | 13.41% |
| | 5 | 16 | 15.53% | 32 | 17.88% |
| | 6 | 20 | 19.42% | 25 | 13.97% |
| Strongly Agree | 7 | 16 | 15.53% | 39 | 21.79% |
| Average | | 4.59 | | 4.55 | |
| Number of answers | | 103 | | 179 | |
| Total answers | | 282 | | | |

Table VII.25. Answers for question 25.

| Table of Data - Question 25 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 43 | 41.35% | 72 | 40.22% |
| | 2 | 28 | 26.92% | 55 | 30.73% |
| | 3 | 15 | 14.42% | 26 | 14.53% |
| Neutral | 4 | 8 | 7.69% | 11 | 6.15% |
| | 5 | 6 | 5.77% | 10 | 5.59% |
| | 6 | 4 | 3.85% | 5 | 2.79% |
| Strongly Agree | 7 | 0 | 0.00% | 0 | 0.00% |
| Average | | 2.21 | | 2.15 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Table VII.26. Answers for question 26.

| Table of Data - Question 26 | | | | | |
|-----------------------------|---|-------------|--------|-------------|--------|
| Answer groups | | group A | | group B | |
| Strongly Disagree | 1 | 12 | 11.54% | 34 | 18.99% |
| | 2 | 20 | 19.23% | 34 | 18.99% |
| | 3 | 25 | 24.04% | 33 | 18.44% |
| Neutral | 4 | 32 | 30.77% | 31 | 17.32% |
| | 5 | 5 | 4.81% | 19 | 10.61% |
| | 6 | 6 | 5.77% | 11 | 6.15% |
| Strongly Agree | 7 | 4 | 3.85% | 17 | 9.50% |
| Average | | 3.31 | | 3.38 | |
| Number of answers | | 104 | | 179 | |
| Total answers | | 283 | | | |

Appendix VIII – Paper Survey Results

This appendix contains the Results of the Paper Survey used in Both languages.

| 2 | Age | Nationality | Favorite Sport | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | | |
|----|-------|-------------|----------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|--|--|
| 3 | 21-25 | Austrian | CS:GO | 5 | 7 | | | | | 4 | | | | 4 | 2 | | | | | | | | | | | | | | | |
| 4 | 21-25 | Austrian | CS:GO | 5 | 6 | | | | | 2 | | | | 4 | 5 | | | | | | | | | | | | | | | |
| 5 | 21-25 | Austrian | CS:GO | 6 | 6 | | | | | 2 | | | | 6 | 4 | | | | | | | | | | | | | | | |
| 6 | 26-30 | Austrian | CS:GO | 1 | 1 | | | | | 2 | | | | 3 | 1 | | | | | | | | | | | | | | | |
| 7 | 26-30 | Brazilian | CS:GO | 1 | 3 | | | | | 5 | | | | 1 | 2 | | | | | | | | | | | | | | | |
| 8 | 26-30 | Brazilian | CS:GO | 7 | 4 | | | | | 4 | | | | 5 | 3 | | | | | | | | | | | | | | | |
| 9 | 21-25 | Estonian | CS:GO | 2 | 5 | | | | | 4 | | | | 1 | 1 | | | | | | | | | | | | | | | |
| 10 | 21-25 | Estonian | CS:GO | 1 | 6 | | | | | 1 | | | | 3 | 1 | | | | | | | | | | | | | | | |
| 11 | 21-25 | Estonian | CS:GO | 2 | 5 | | | | | 2 | | | | 6 | 5 | | | | | | | | | | | | | | | |
| 12 | 21-25 | Finland | CS:GO | 5 | 6 | | | | | 1 | | | | 3 | 1 | | | | | | | | | | | | | | | |
| 13 | 21-25 | Finland | CS:GO | 3 | 4 | | | | | 3 | | | | 2 | 3 | | | | | | | | | | | | | | | |
| 14 | 16-20 | German | CS:GO | 1 | 4 | | | | | 1 | | | | 4 | 1 | | | | | | | | | | | | | | | |
| 15 | 16-20 | German | CS:GO | 1 | 3 | | | | | 1 | | | | 2 | 2 | | | | | | | | | | | | | | | |
| 16 | 26-30 | Polish | CS:GO | 5 | 5 | | | | | 2 | | | | 3 | 3 | | | | | | | | | | | | | | | |
| 17 | 21-25 | Polish | CS:GO | 2 | 5 | | | | | 4 | | | | 2 | 3 | | | | | | | | | | | | | | | |
| 18 | 16-20 | Ukrainian | CS:GO | 1 | 7 | | | | | 2 | | | | 4 | 3 | | | | | | | | | | | | | | | |
| 19 | 21-25 | Brazilian | CS:GO | 1 | 1 | | | | | 4 | | | | 1 | 1 | | | | | | | | | | | | | | | |
| 20 | 21-25 | Brazilian | CS:GO | 2 | 2 | | | | | 2 | | | | 4 | 2 | | | | | | | | | | | | | | | |
| 21 | 21-25 | Brazilian | CS:GO | 6 | 7 | | | | | 7 | | | | 7 | 4 | | | | | | | | | | | | | | | |
| 22 | 21-25 | Brazilian | CS:GO | 2 | 4 | | | | | 2 | | | | 2 | 3 | | | | | | | | | | | | | | | |
| 23 | 26-30 | Brazilian | CS:GO | 5 | 7 | | | | | 7 | | | | 7 | 2 | | | | | | | | | | | | | | | |
| 24 | 26-30 | Finnish | CS:GO | 1 | 7 | | | | | 1 | | | | 1 | 2 | | | | | | | | | | | | | | | |
| 25 | 16-20 | Finnish | CS:GO | 1 | 7 | | | | | 4 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 26 | 16-20 | American | CS:GO | 1 | 7 | | | | | 2 | | | | 3 | 2 | | | | | | | | | | | | | | | |
| 27 | 16-20 | German | CS:GO | 1 | 7 | | | | | 3 | | | | 1 | 1 | | | | | | | | | | | | | | | |
| 28 | 21-25 | German | CS:GO | 4 | 4 | | | | | 4 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 29 | 21-25 | German | CS:GO | 5 | 5 | | | | | 4 | | | | 4 | 2 | | | | | | | | | | | | | | | |
| 30 | 16-20 | Polish | CS:GO | 3 | 7 | | | | | 4 | | | | 4 | 2 | | | | | | | | | | | | | | | |
| 31 | 16-20 | Polish | CS:GO | 5 | 3 | | | | | 2 | | | | 4 | 2 | | | | | | | | | | | | | | | |
| 32 | 16-20 | Polish | CS:GO | 2 | 7 | | | | | 4 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 33 | 16-20 | Polish | CS:GO | 4 | 4 | | | | | 2 | | | | 5 | 5 | | | | | | | | | | | | | | | |
| 34 | 16-20 | Polish | CS:GO | 4 | 7 | | | | | 2 | | | | 2 | 5 | | | | | | | | | | | | | | | |
| 35 | 26-30 | Polish | CS:GO | 6 | 1 | | | | | 4 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 36 | 26-30 | Polish | CS:GO | 5 | 3 | | | | | 4 | | | | 3 | 2 | | | | | | | | | | | | | | | |
| 37 | 16-20 | Polish | CS:GO | 5 | 4 | | | | | 4 | | | | 5 | 5 | | | | | | | | | | | | | | | |
| 38 | 16-20 | Polish | CS:GO | 4 | 6 | | | | | 4 | | | | 4 | 6 | | | | | | | | | | | | | | | |
| 39 | 16-20 | Polish | CS:GO | 3 | 5 | | | | | 1 | | | | 1 | 7 | | | | | | | | | | | | | | | |
| 40 | 16-20 | Polish | CS:GO | 6 | 1 | | | | | 6 | | | | 1 | 1 | | | | | | | | | | | | | | | |
| 41 | 26-30 | Polish | CS:GO | 4 | 7 | | | | | 2 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 42 | 26-30 | Polish | CS:GO | 2 | 7 | | | | | 2 | | | | 2 | 2 | | | | | | | | | | | | | | | |
| 43 | 21-25 | Polish | CS:GO | 5 | 6 | | | | | 5 | | | | 4 | 4 | | | | | | | | | | | | | | | |
| 44 | 21-25 | Polish | CS:GO | 1 | 5 | | | | | 2 | | | | 2 | 1 | | | | | | | | | | | | | | | |
| 45 | 26-30 | Brazilian | CS:GO | 6 | 6 | | | | | 7 | | | | 6 | 7 | | | | | | | | | | | | | | | |
| 46 | 26-30 | Brazilian | CS:GO | 4 | 6 | | | | | 2 | | | | 5 | 5 | | | | | | | | | | | | | | | |

| 2 | Age | Nationality | Favorite esport | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | |
|----|-------|-------------|-------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|
| 47 | 21-25 | Brazilian | CS:GO | 2 | 4 | 7 | 4 | 4 | 3 | 4 | 1 | 1 | 1 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 7 | 4 | 7 | 6 | 4 | 4 | 6 | 3 | 3 | |
| 48 | 21-25 | Brazilian | CS:GO | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 7 | 1 | 1 | 1 | 1 | 2 | 2 | 4 | 4 | 4 | 6 | 5 | 6 | 6 | 5 | 3 | 3 | 3 | 4 | |
| 49 | 21-25 | Brazilian | CS:GO | 2 | 6 | 6 | 6 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 4 | 4 | 4 | 4 | 4 | 7 | 4 | 6 | 6 | 5 | 3 | 3 | 3 | 4 | |
| 50 | 16-20 | German | CS:GO | 4 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 6 | 4 | 6 | 6 | 5 | 4 | 1 | 2 | 4 | |
| 51 | 16-20 | German | CS:GO | 2 | 7 | 7 | 7 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 6 | 3 | 6 | 6 | 2 | 2 | |
| 52 | 16-20 | German | CS:GO | 5 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 2 | 5 | 5 | 4 | 4 | 3 | 2 | 4 | |
| 53 | 16-20 | German | CS:GO | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 7 | 1 | 7 | 4 | 5 | 4 | 4 | 2 | 4 | |
| 54 | 40+ | Hungarian | CS:GO | 7 | 7 | 7 | 7 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 5 | 5 | 5 | 4 | 4 | 7 | 5 | 1 | |
| 55 | 21-25 | Portuguese | CS:GO | 5 | 2 | 2 | 2 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 3 | 3 | 3 | 3 | 7 | 7 | 3 | 6 | 6 | 5 | 4 | 3 | 3 | 4 | |
| 56 | 16-20 | Portuguese | CS:GO | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 5 | 3 | 7 | 5 | 6 | 4 | 7 | 1 | 3 | |
| 57 | 16-20 | Portuguese | CS:GO | 5 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 7 | 2 | 7 | 2 | 7 | 1 | 3 | 1 | 4 | |
| 58 | 21-25 | Portuguese | CS:GO | 3 | 6 | 6 | 6 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 7 | 1 | 7 | 5 | 3 | 1 | 7 | 3 | 1 | |
| 59 | 21-25 | Portuguese | CS:GO | 4 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 4 | 4 | 4 | 3 | 7 | 7 | 1 | 7 | 1 | 7 | 2 | 1 | 2 | |
| 60 | 16-20 | Portuguese | CS:GO | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 7 | 7 | 7 | 7 | 4 | 4 | 1 | 1 | 4 | |
| 61 | 11-15 | Portuguese | CS:GO | 4 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 7 | 5 | 7 | 7 | 4 | 7 | 6 | 4 | 4 | |
| 62 | 21-25 | Portuguese | CS:GO | 1 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 1 | 1 | 1 | 5 | 6 | 3 | 7 | 7 | 4 | 7 | 1 | 1 | 3 | |
| 63 | 21-25 | Portuguese | CS:GO | 4 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 7 | 6 | 4 | 1 | 3 | 3 | |
| 64 | 21-25 | Portuguese | CS:GO | 4 | 4 | 4 | 4 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 6 | 5 | 7 | 5 | 6 | 4 | 1 | 1 | 4 | |
| 65 | 21-25 | Portuguese | CS:GO | 5 | 5 | 5 | 5 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 1 | 7 | 4 | 6 | 6 | 7 | 1 | 4 | 1 | 4 | |
| 66 | 21-25 | Portuguese | CS:GO | 1 | 5 | 5 | 5 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 2 | 7 | 6 | 5 | 5 | 7 | 5 | 1 | 1 | 2 | |
| 67 | 21-25 | Portuguese | CS:GO | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 2 | 2 | 2 | 2 | 5 | 6 | 2 | 7 | 6 | 3 | 1 | 1 | 2 | 4 | |
| 68 | 16-20 | Portuguese | CS:GO | 1 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 6 | 6 | 6 | 6 | 4 | 6 | 2 | 7 | 5 | 4 | 4 | 1 | 2 | 3 | |
| 69 | 16-20 | Portuguese | CS:GO | 1 | 7 | 7 | 7 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 7 | 7 | 7 | 7 | 4 | 7 | 1 | 7 | 7 | 4 | 4 | 1 | 7 | 2 | 3 |
| 70 | 11-15 | Portuguese | CS:GO | 5 | 5 | 5 | 5 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 3 | 3 | 3 | 3 | 2 | 6 | 6 | 6 | 7 | 7 | 1 | 1 | 4 | 7 | |
| 71 | 16-20 | Portuguese | CS:GO | 1 | 7 | 7 | 7 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 3 | 3 | 7 | 6 | 7 | 5 | 3 | 4 | 2 | 1 | 7 | |
| 72 | 16-20 | Argolian | CS:GO | 6 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 7 | 4 | 4 | 4 | 4 | 2 | 4 | |
| 73 | 21-25 | Portuguese | CS:GO | 6 | 6 | 6 | 6 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 4 | 4 | 4 | 3 | 6 | 3 | 7 | 4 | 7 | 1 | 1 | 5 | 3 | |
| 74 | 31-35 | Portuguese | CS:GO | 3 | 6 | 6 | 6 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 6 | 7 | 7 | 4 | 5 | 5 | 6 | 5 | 7 | |
| 75 | 26-30 | Portuguese | CS:GO | 7 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 4 | 4 | 4 | 4 | 4 | 4 | 7 | 5 | 7 | 2 | 4 | 2 | 4 | 6 | 5 | |
| 76 | 26-30 | Portuguese | CS:GO | 7 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 6 | 4 | 4 | 7 | 7 | 7 | 1 | 3 | 1 | 3 | |
| 77 | 21-25 | Portuguese | CS:GO | 1 | 1 | 1 | 1 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 4 | 6 | 1 | 7 | 5 | 6 | 4 | 3 | 3 | 6 | |
| 78 | 21-25 | Portuguese | CS:GO | 3 | 6 | 6 | 6 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 6 | 6 | 6 | 7 | 5 | 5 | 5 | 3 | 2 | 4 |
| 79 | 21-25 | Portuguese | CS:GO | 4 | 6 | 6 | 6 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 4 | 4 | 4 | 4 | 4 | 3 | 5 | 4 | 6 | 6 | 6 | 5 | 3 | 4 | 4 | |
| 80 | 21-25 | Portuguese | CS:GO | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 6 | 5 | 4 | 5 | 3 | 4 | 4 | 4 | 4 | |
| 81 | 16-20 | Portuguese | CS:GO | 2 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 6 | 6 | 6 | 6 | 6 | 5 | 6 | 2 | 6 | 6 | 5 | 6 | 6 | 4 | 5 | 5 |
| 82 | 21-25 | Portuguese | CS:GO | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 7 | 6 | 1 | 7 | 5 | 7 | 4 | 2 | 6 | 6 |
| 83 | 21-25 | Portuguese | CS:GO | 1 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | 4 | 4 | 4 | 5 | 5 | 4 | 4 | 3 | 4 |
| 84 | 16-20 | Portuguese | COD | 4 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 1 | 1 | 1 | 1 | 2 | 7 | 4 | 7 | 5 | 3 | 4 | 4 | 3 | 4 | |
| 85 | 26-30 | Brazilian | DOTA2 | 7 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 2 | 2 | 2 | 2 | 2 | 6 | 5 | 2 | 7 | 6 | 6 | 4 | 2 | 1 | 7 | |
| 86 | 21-25 | French | DOTA2 | 1 | 6 | 6 | 6 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 7 | 5 | 2 | 6 | 2 | 3 | 4 | 2 | 2 | 7 |
| 87 | 21-25 | Brazilian | DOTA2 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 4 | 4 | 4 | 2 | 7 | 1 | 7 | 6 | 3 | 1 | 1 | 7 | |
| 88 | 21-25 | Brazilian | EVO Fighting Game | 1 | 7 | 7 | 7 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | 1 | 1 | 1 | 1 | 4 | 7 | 4 | 7 | 7 | 3 | 1 | 1 | 6 | 1 | 3 |
| 89 | 26-30 | Polish | FIFA | 4 | 5 | 5 | 5 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 3 | 5 | 4 | 4 | 7 | 3 | 5 | 5 | 1 | 3 | 3 |
| 90 | 21-25 | Polish | FIFA | 3 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 2 | 6 | 6 | 1 | 6 | 6 | 4 | 4 | 1 | 1 | 3 |

| 2 | Age | Nationality | Favorite sport | Question 1 | Question 2 | Question 3 | Question 4 | Question 5 | Question 6 | Question 7 | Question 8 | Question 9 | Question 10 | Question 11 | Question 12 | Question 13 | Question 14 | Question 15 | Question 16 | Question 17 | Question 18 | Question 19 | Question 20 | Question 21 | Question 22 | Question 23 | Question 24 | Question 25 | Question 26 | | | |
|-----|---------|-------------|-------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|---|---|--|
| 90 | 21 - 25 | Polish | FIFA | 1 | 3 | 5 | | | 2 | | | | | 6 | 5 | | 5 | 2 | 2 | 6 | 6 | 1 | 6 | 4 | 7 | 6 | | 4 | 1 | 3 | | |
| 91 | 21 - 25 | Portuguese | FIFA | 1 | 4 | | | | 1 | | | | | 2 | 5 | | 4 | 1 | 5 | 6 | 3 | 6 | 5 | 5 | 5 | 4 | | 5 | 2 | 2 | | |
| 92 | 16 - 20 | Portuguese | FIFA | 2 | 6 | | | | 5 | | | | | 1 | 3 | | 2 | 2 | 2 | 3 | 1 | 7 | 7 | 5 | 4 | 1 | | 2 | 3 | 3 | | |
| 93 | 16 - 20 | Portuguese | Football | 5 | 7 | | | | 4 | | | | | 4 | 4 | | 4 | 4 | 1 | 7 | 3 | 7 | 5 | 4 | 4 | 4 | | 3 | 3 | 7 | | |
| 94 | 21 - 25 | Portuguese | Football | 4 | 6 | | | | 3 | | | | | 4 | 4 | | 4 | 4 | 6 | 6 | 2 | 7 | 6 | 5 | 5 | 3 | | 4 | 2 | 7 | | |
| 95 | 21 - 25 | Portuguese | Hearthstone | 1 | 7 | | | | 4 | | | | | 5 | 2 | | 5 | 2 | 4 | 7 | 5 | 7 | 5 | 5 | 4 | 4 | | 5 | 2 | 2 | | |
| 96 | 26 - 30 | Portuguese | Hearthstone | 7 | 7 | | | | 5 | | | | | 1 | 3 | | 2 | 4 | 4 | 6 | 6 | 6 | 3 | 5 | 6 | 4 | | 5 | 3 | 3 | | |
| 97 | 21 - 25 | Brazilian | League of Legends | 3 | 6 | | | | 5 | | | | | 7 | 7 | | 3 | 7 | 6 | 7 | 5 | 5 | 4 | 7 | 3 | | 7 | 1 | 3 | 5 | | |
| 98 | 21 - 25 | Brazilian | League of Legends | 3 | 7 | | | | 6 | | | | | 7 | 6 | | 3 | 7 | 7 | 7 | 5 | 6 | 6 | 7 | 2 | 5 | | 6 | 2 | 5 | | |
| 99 | 21 - 25 | German | League of Legends | 2 | 4 | | | | 2 | | | | | 5 | 5 | | 3 | 3 | 6 | 6 | 3 | 5 | 5 | 7 | 7 | 2 | | 2 | 5 | 1 | 2 | |
| 100 | 16 - 20 | Polish | League of Legends | 2 | 7 | | | | 2 | | | | | 2 | 2 | | 2 | 2 | 2 | 7 | 6 | 6 | 5 | 4 | 6 | 3 | | 3 | 1 | 2 | 6 | |
| 101 | 21 - 25 | Portuguese | League of Legends | 5 | 4 | | | | 6 | | | | | 2 | 3 | | 4 | 5 | 5 | 6 | 4 | 7 | 6 | 6 | 6 | 3 | | 4 | 3 | 6 | 4 | |
| 102 | 16 - 20 | Portuguese | League of Legends | 4 | 7 | | | | 6 | | | | | 1 | 1 | | 3 | 3 | 2 | 6 | 1 | 7 | 7 | 1 | 6 | 7 | | 2 | 2 | 4 | 4 | |
| 103 | 21 - 25 | Portuguese | League of Legends | 7 | 7 | | | | 6 | | | | | 1 | 1 | | 6 | 6 | 4 | 4 | 4 | 4 | 7 | 2 | 6 | 5 | | 4 | 3 | 6 | 6 | |
| 104 | 16 - 20 | Portuguese | Overwatch | 3 | 6 | | | | 4 | | | | | 1 | 5 | | 4 | 4 | 2 | 6 | 2 | 7 | 5 | 4 | 4 | 2 | | 3 | 4 | 5 | 2 | |
| 105 | 16 - 20 | Portuguese | Overwatch | 1 | 1 | | | | 2 | | | | | 4 | 4 | | 4 | 2 | 2 | 7 | 1 | 7 | 5 | 5 | 5 | 1 | | 4 | 3 | 2 | 5 | |
| 106 | 21 - 25 | Portuguese | Overwatch | 5 | 4 | | | | 2 | | | | | 4 | 5 | | 5 | 5 | 3 | 3 | 2 | 7 | 6 | 5 | 5 | 1 | | 3 | 3 | 5 | 5 | |
| 107 | 21 - 25 | Portuguese | Overwatch | 2 | 2 | | | | 3 | | | | | 3 | 2 | | 4 | 4 | 1 | 7 | 7 | 6 | 5 | 5 | 5 | 1 | | 4 | 4 | 5 | 5 | |
| 108 | 21 - 25 | Polish | Quake | 4 | 6 | | | | 7 | | | | | 1 | 1 | | 2 | 2 | 7 | 7 | 1 | 5 | 4 | 2 | 2 | 1 | | 7 | 1 | 1 | 1 | |
| 109 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |