ESPOTS AND BASIC CONCEPTS<br>student Kudryavets D.E. scientific supervisor - lecturer Samusevich A.S.<br>Belarusian National University of Technology Minsk, Belarus

In the modern world a lot of people, especially students-programmers, are fond of computer games and of course they are interested in the professional side of this kind of hobby - esports (or cybersport). Let's start with a question: what is esports? Esports is a competition between teams in computer games. There are teams that participate in tournaments with the time of the creation of games and they are popular because there are ardent fans of their fellow citizen.

The most popular annual tournaments are international and Major for such games as DOTA 2, CS GO. The total prize fund is approximately $2000000 \$$, which is divided between the teams. The long-awaited BLAST.tv Paris Major 2023 tournament will be held soon in May.

How does the major tournament go? Each team-participant in the tournament has its own status and title. It very much depends on what stage the team went to in the previous tournament. This new format was announced in 2018 starting with ELEAGUE Major: Boston 2018.

The new format increased the number of participants in the final part to 24 teams (there were 16). And divided the entire final part into 3 stages:

The first one is The New Challengers Stage (The stage of new applicants with old ones). There is a struggle of 16 teams for 8 open places of the title "New Legends". 8 teams advance to the next stage "The Stage of new Legends". The second stage is The New Legends Stage (The stage of new contenders against "Legends"). In this stage, the 8 best teams of the previous Major (current Legends) are fighting with new contenders (winners of the first stage). The third
one - The New Champions Stage (The stage of new "Legends"). Playoffs from the grid for 8 teams. All teams are "Legends" of the Major, and for the next Major they have the right to participate immediately from the second stage The New Legends Stage (top 16) without passing the qualifiers and qualifications.

The teams play according to the Swiss grading system. The system consists of games with each other depending on the number of wins and losses. The choice of the first opponent will be random - based on the draw. Further, if the team win the first game, then it has a 1-0 statistic. And so up to 3 points (defeat or victory). Teams with 3 points advance to the playoff stage. And those who have 3 defeats obviously lose and cannot participate in this tournament.

So, we described above how the major actually takes place, the changes between the international and the major are in the post-qualifying stage - the group stage, in which 20 teams participate, divided into two groups. Here the competitions are held in a round-robin system: all teams in the group will play against each other in the best-of-two format - two games to a draw or a complete victory.

A lot of emotions from watching such dynamic games are guaranteed, as the atmosphere of such global tournaments is skillfully transferred to the viewer. And summing up, it should be noted that all esports are tied to players who strive for more, revealing their potential by 100 percent, the results of which are seen by the whole world.

## References

1. Majors CS:GO [Electronic resource]. - Mode of access: https://rus.egamersworld.com/counterstrike/events/tag/majors. - Date of access: 14.04.2023.
