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World Cyber Games

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The World Cyber Games were an international competition akin to the Olympics of playing video games. The tournament was opened to the world, and it was funded by Samsung and Microsoft. WCG events attempted to emulate a traditional sporting tournament, such as the Olympic Games. They created memories and good times that anyone around the world may have enjoyed. eSports are the games played by professional gamers in a competitive environment. There are quite a few of these events around the world, and the events feature players combating each other in games that may require two or more players. There are quite a few players around the world who take part in tournaments on an annual basis, and they play games on their chosen console as experts. There may be players who play their games across multiple platforms, and they can become champions of their games on more than one platform. The most-current Nintendo, Sega, PlayStation, X-Box and online games were played at tournaments around the world, and the World Cyber Games brought all the different gaming systems into one room.

They want to build a gaming culture that shares information, and watching the World Cyber Games helps gamers learn how the best of the best work. They offered: DOTA, CS, FIFA etc.

There were quite a few contests that were posted online, and each new contest ensures spectators will see what it means for the world's best players to face off against one another.

These players know all the best tricks, and they are aware of how every game works when it is played to its maximum potential. Players who post their matches online offer insight into the world of gaming at the highest level and players may attempt to copy what they see online.

The best players in the world have been seen playing new games online, and it is quite important for players to have a look at what the newest games are like. The games released through the World Cyber Games were the best in the world at the time, and it is quite important that players are looking at proper previews of their favorite new games. The previews feature the best players in the world, and the games look much better when they are played by someone who is skilled in the art of gaming. Playing online video games is a skill that may be learned watching the World Cyber Games and their best players [1].

In 2001, the World Cyber Games held their first main event, hosted in Seoul, Korea, with a prize pool of \$600,000 USD. National preliminaries were held between March and September, with the main tournament running between 5 December to 9 December. The World Cyber Games quoted an attendance of 389,000 competitors in the preliminaries, with 430 players advancing to the final tournament; teams from 24 countries in total were involved in the tournament.

In 2014 February, the CEO Brad Lee announced the closing of WCG. Several partners described difficulty working with the CEO and the organization [2].

But the industry of WCG presented our world various kinds of video games with thousands of professional gamers who are fond of competing in video games at international arenas. And WCG also gave an idea to create world famous championships in many kinds of games, such as DOTA2, COUNTER STRIKE, WOT.

DOTA 2 and DotA

Defense of the Ancients (DotA) is a multiplayer online battle arena mod for the video game *Warcraft III: Reign of Chaos* and its expansion, *Warcraft III: The Frozen Throne*. The objective of the game is for each team to destroy their opponents' Ancient, a heavily guarded structure at the opposing corner of the map, which is based on the "Aeon of Strife" map for *StarCraft*. Players use powerful units known as heroes, and are assisted by allied teammates and AI-controlled fighters. As in role-playing games, players level up their heroes and use gold to buy equipment during the mission. *Defense of the Ancients* pits two teams of players against each other: the Sentinel and the Scourge. Players on the Sentinel team are based at the southwest corner of the map, and those on the Scourge team are based at the northeast corner. The International (TI) is an annual *Dota 2* eSports tournament hosted by Valve Corporation, the game's developer. The first tournament took place in Cologne, Germany at Gamescom in 2011 and was held shortly after the public reveal of *Dota 2*, with a total prize pot of \$1.6 million. The second International took place in 2012 at the Benaroya Hall in Seattle, and retained the same \$1.6 million prize structure. For the third International in 2013, again at Benaroya Hall, Valve introduced an interactive, digital "compendium" which fans could purchase to follow the event and contribute to the prize pool; which reached a \$2.8 million prize pool with \$1.2 million added from compendium purchases [3], [4].

Counter Strike

Counter Strike (officially abbreviated as *CS*) is a series of multiplayer first-person shooter video games, in which teams of terrorists and counter-terrorists battle to, respectively, perpetrate an act of terror (bombing, hostage-taking) and prevent it (bomb defusal, hostage rescue). On the 19th of June, 1999, the first beta of Counter-Strike was released as a free

mod for the original *Half-Life*. It was a modification designed by Minh "Gooseman" Le and Jess "Cliffe" Cliffe, before the rights to the game's intellectual property were acquired by Valve Corporation, the developers of *Half-Life*. For Le, the decision to create a game centered on the conflict between terrorist and counter-terrorist squads spawned from a personal interest in the subject. "There weren't a whole lot of games out there that dealt with that theme," Le said. Such a theme required a more realistic setting for the game he envisioned, which was the main reason why Le chose to mod *Half-Life* [5], [6].

References:

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