

E-sports to get major push with new policy

‘Essential Tool For Connecting With Youth’

TIMES NEWS NETWORK

Athletes compete in ‘virtual’ games

Lucknow: Under its new sports policy, the state government is set to give a major push to e-sports, organised games played on the video or digital format, in UP.

Insisting that the activity is going to become significant in the future, the state government has set itself a target of creating an ecosystem to promote this sport.

Under the plan, an e-sports centre will be set up in the state while basic infrastructure will be provided to e-sports athletes in every district. They will be included under various beneficiary schemes. Schools and colleges will also be asked to promote e-sports.

“E-sports are being acknowledged as the future of sports on a global scale as the world becomes more digitised. It has drawn millions of players, spectators and enthusiasts. The International Olympic Committee and many other nations have recognized e-sports as regular sports as a result of its widespread popularity,” said a government spokesperson.

Saying that the government considers e-sports to be an essential tool for connecting with young people and a

These are competitive sports where gamers compete in certain genres of video games in a virtual and electronic environment. These are played on electronic devices. These are multiplayer games where athletes compete against each other individually, or as teams. Casual video games and fantasy games like rummy, poker and betting are not included in e-sports.

E-sports events can be played online and offline and are also recognized by the International Olympic Committee (IOC). The IOC had organised the Virtual Olympic Series before the Tokyo Olympics of 2020. E-sports were also included in the Asian Games of 2022 and the Asian Indoor and Martial Arts Games of 2021.

significant market for various businesses, game developers and sports organizations, the spokesperson added that including e-sports in the new sports policy will be a step towards creating a necessary ecosystem to support e-sports and gaming industries not only within the state, but also across the country.

“In order for children to see that it is more than just entertainment, an awareness programme will be held at the high school and college levels. The government will also encourage parents to recognize new opportunities being created in e-sports and gaming sectors and not view them as bad habits,” he said.

Among steps that the government intends to take, a talent search and skill deve-

lopment model will be created by studying the national and international e-sports ecosystem.

An e-sports centre will be set up in the state for which the support of private sector organisations will be taken to create dedicated infrastructure for e-sports. In addition to this, facilities that are provided to athletes in other sports will also be made available to e-sports players.

It further adds that an incentive and reward structure will also be put in place for e-sports athletes while provision has been made for skilling and training programmes for players and coaches.

The policy also provides for organising and hosting national and international level e-sports competitions in the state.