

Seminar review

The study of professional Esports athlete incubation in Thailand

The seminar topic is quite interesting personally. As an online game player for a decade, I have collected various moments and interests in the Esports industry and always wondered how the Esports industry would grow further in Thailand. In complementary to the research paper, the paper is well constructed in a manner that is easy to understand such that the abstract is understandable with concise seminar content. For the following other parts, the content is fully described with various adjectives which produce a clear path of reading, rarely that would have struggled during the reading session. Moreover, the content is written well and grammatically correct. On the other hand, the tables and diagrams are well created that create a clear path in understanding in the first view.

However, I found various obstacles and defects during the reading as well. Starting with the abstract of the research paper, even though the abstract is well written in an understandable manner, I found that it is a little way too short for other people who are not interested in this industry which might not be attractive enough for drawing attention. By the way, in the content part there are numbers of redundant words such as mentioning about the country which seems too much for the reader. Moreover, in the problem statement, in my perspective the total income earned of the Esport player may not be enough to define the successful of the Esport industry, the factor that should be added are the number of the Esports athlete and numbers of tournament and prize pool in the country may also added the clean visualization for the indicator of successful Esports industry. Besides, many of the questions of in-depth interview can be acquired from various publishers and that includes numbers of video through Youtube and other online streaming platforms. Therefore the question could be more specific. In addition, regarding the social perspective of the PESTEL analysis, the content should emphasize more on how Thailand socially affected the incubation of Thailand Esports players. Else, in the PESTEL analysis, the Technological part that is mentioned is unable to define any importanceness on the technology that contributes to the incubation. Lastly in comment, even though the complement of diagrams is mentioned, there are some defects on icon linkage that create a little obstacle for comprehending, while the diagrams are gathering all together with no defined meaning and they also create barriers during reading.

In conclusion, with limited resources and the amount of time of research paper construction, the research paper is good and easy to understand, which at least is a great example of a research paper even though there are some obstructions during the path of reading and some factors that should be increased for clearly understanding.