

Online game (Kat)

I'm the one who is playing many video games both online and offline, therefore I choose this seminar paper to comment. In my opinion, I think that the model is easily understood and the factors that Kat is studying for both dependent and independent variables are associated with the impact of being the E-sports players. The conclusion part that tells about the outcomes of which one are the E-sport athletes or the normal players. I'm not wondering about the outcomes since I am the player and the outcome is similar to me.