INFLUENTIAL FACTORS IN BECOMING AN ESPORTS ATHLETE

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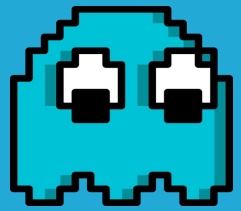
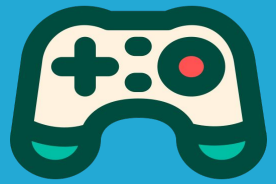
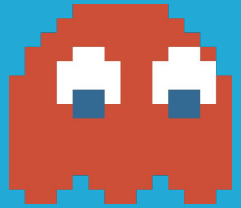




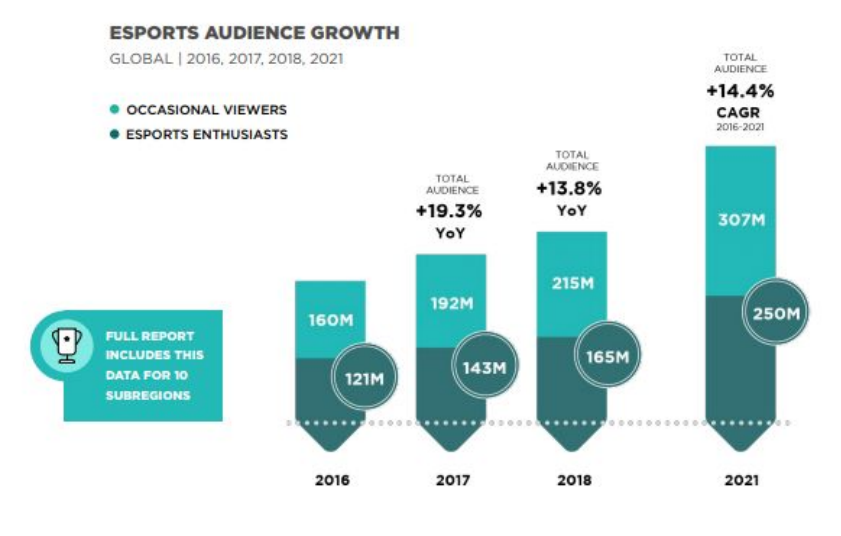


TOPIC : **THE INFLUENTIAL FACTORS IN BECOMING AN ESPORTS ATHLETES**

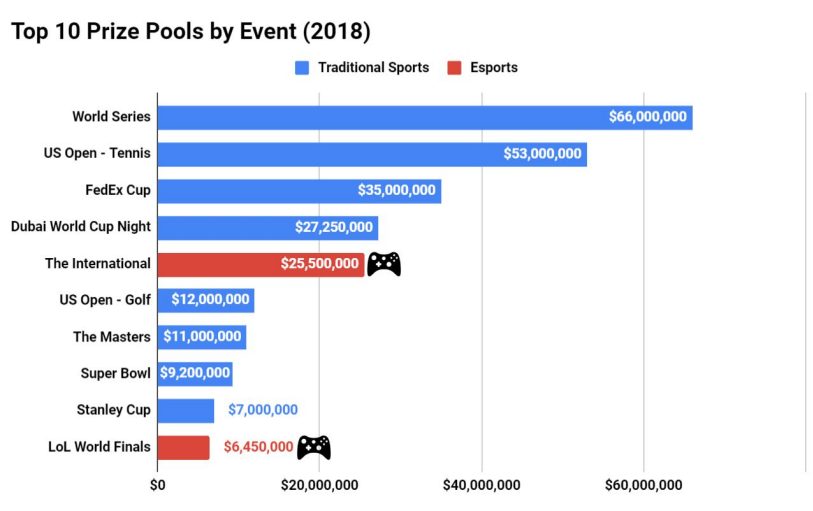
RESEARCH QUESTION : 1. Does family have influence in becoming eSports athlete? How much influence does family have?
2. Does friend have influence in becoming eSports athlete? How much influence does friend have?
3. What are the common traits and characteristics among eSports athletes and non-eSports athletes?

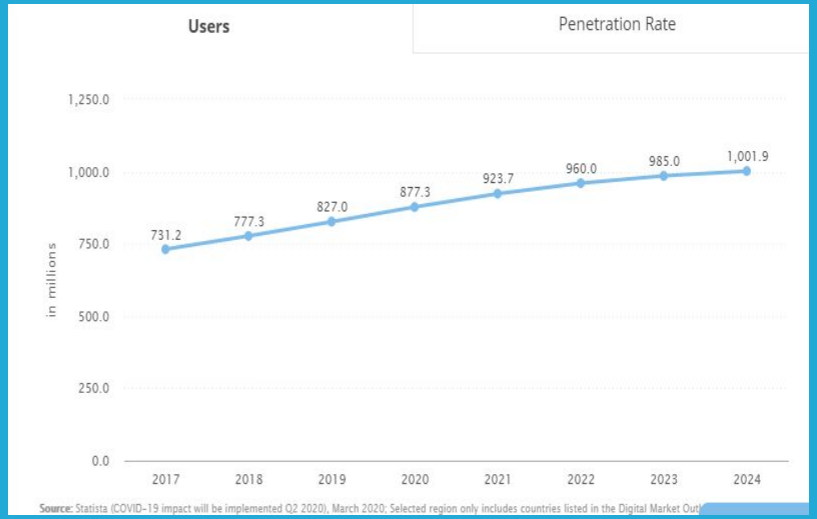
eSports or electronic sports is an organized and competitive gaming with a specific goal at the end of a game where single players or teams compete against each other (Khromov et al. 2018)

- The global esports audience numbered 380.2 million in 2018 and has tended to grow up to 557 million by 2021.



“Dream job for the youth” (The strait Times, 2015)





In this research we define an athlete as a professional player with a work contract with a professional eSports team . A player is a person without the eSports contract while having relevant game skills or status.

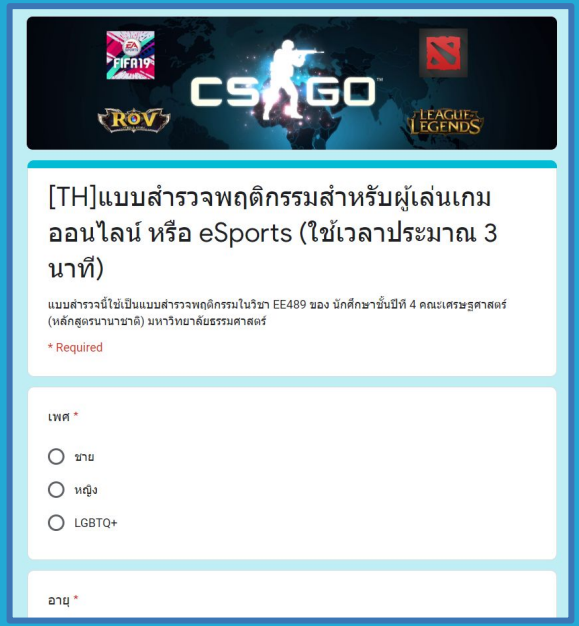
DATA

1. Data

Data were collected by a self-report questionnaire from both eSports athletes and eSports players.

The questionnaire include with 22 questions for eSports athletes and 18 questions for eSports players, covers demographic, personality traits and influences.

The population of this study are eSport athletes and eSport players which combine to 308 samples.



VARIABLES EXPLANATION

Factor	Variable	Definition
Dependent variable (Y)		
eSports athlete	ATHL	Being an eSports athlete (If yes = 1, no = 0)
Independent variables (Xi)		
Demographic variables		
Gender	BOY GIRL LGBTQ	Male gender (If yes = 1, otherwise = 0) Female gender (If yes =1, otherwise = 0) LGBTQ gender (If yes = 1, otherwise = 0)
Age	AGE	Current age of the participant (year)

VARIABLES EXPLANATION

Factor	Variable	Definition
Independent variables (Xi)		
Demographic variables		
Education	EDU	Highest education level of participant PRI_EDU : Primary education or lower (If yes = 1, no = 0) SEC_EDU : Secondary education (If yes =1, no = 0) BACH_EDU : Bachelor degree (If yes =1, no = 0) MAS_EDU : Master degree (If yes = 1, no = 0) PHD_EDU : Doctorate degree or higher (If yes = 1, no = 0)
Personality trait variables		
Fame	FAME	Opinion toward fame from becoming an athlete (If desire = 1, otherwise = 0)

VARIABLES EXPLANATION

Factor	Variable	Definition
Independent variables (Xi)		
Personality trait variables		
Follower	FOLLOWER	Number of social media followers of participant to determine fame seeking behavior FOLL0 : Lower than 1,000 followers (If yes = 1, no = 0) FOLL1 : 1,000 - 3,999 followers (If yes =1, no = 0) FOLL2 : 4,000 - 6,999 followers (If yes =1, no = 0) FOLL3 : 7,000 - 9,999 followers (If yes = 1, no = 0) FOLL4 : 10,000 followers or higher (If yes = 1, no = 0)
Discipline	DISC	Discipline of each participant in hours spent in training regimen DISC0 : Less than 1 hour per day (If yes = 1, no = 0) DISC1 : 1 - 3 hours per day (If yes = 1, no = 0) DISC2 : 4 - 6 hours per day (If yes = 1, no = 0) DISC3 : More than 6 hours per day (If yes = 1, no = 0)

VARIABLES EXPLANATION

Factor	Variable	Definition
Independent variables (Xi)		
Personality trait variables		
Risk	RISK	The willingness to take risk in each participant RISK0 : Risk averse (If yes = 1, no = 0) RISK1 : Neutral (If yes =1, no = 0) RISK2 : Risk seeking (If yes =1, no = 0)
Influences		
Family support	FSUPPORT	Family support of participant in pursuing eSports athlete as a career (If yes = 1, no =0)
Family influences	FAM	Participant who have sibling that also interested in game (If yes = 1, no =0)

VARIABLES EXPLANATION

Factor	Variable	Definition
Influences		
Peer pressure	FRIEND	Participant being among friends who have interest in game (If yes = 1, no =0)
Expose age	EXP_AGE	Age in which participant was introduced to video game (year)
Family status	FSTATUS	The level of monthly family income of participant FSTATUS0 : Less than ฿15,000 (If yes = 1, no =0) FSTATUS1 : ฿15,000 - ฿30,000 (If yes = 1, no =0) FSTATUS2 : ฿30,001 - ฿45,000 (If yes = 1, no =0) FSTATUS3 : ฿45,001 - ฿60,000 (If yes = 1, no =0) FSTATUS4 : ฿60,001 - ฿75,000 (If yes = 1, no =0) FSTATUS5 : ฿75,001 - ฿90,000 (If yes = 1, no =0) FSTATUS6 : ฿90,001 - ฿105,000 (If yes = 1, no =0) FSTATUS7 : More than ฿105,000 (If yes = 1, no =0)

STATISTICAL TREATMENT OF DATA

Probit regression analysis on STATA

Regression model :

$$ATH = \square_0 + \delta_0 boy + \delta_1 girl + \square_1 age + \delta_2 fame + \square_2 follower + \delta_3 sec\_edu + \delta_4 bach\_edu + \delta_5 fstatus2 + \delta_6 fstatus3 + \delta_7 fstatus4 + \delta_8 fstatus5 + \delta_9 fstatus6 + \delta_{10} fstatus7 + \square_3 exp\_age + \delta_{11} fam + \delta_{12} disc1 + \delta_{13} disc2 + \delta_{14} disc3 + \square_4 risk + \delta_{15} friend + \delta_{16} fsupport + u$$

Where $\square$ represent continuous variable and δ represent dummy variable.

FULL PROBIT MODEL

Marginal effects after probit
y = Pr(athl) (predict)
0.14051398

variable	dy/dx	Std. Err.	z	P>z	[95% C.I.]	X	
boy*	0.1858308	0.12306	1.51	0.131	-.055364 .427026	0.616883	
girl*	-0.0297297	0.14268	-0.21	0.835	-.309372 .249912	0.334416	
age	0.0111292	0.01328	0.84	0.402	-.014906 .037165	21.8571	
fame*	0.0579202	0.06496	0.89	0.373	-.06939 .18523	0.743506	
follower	0.0617222	0.05505	1.12	0.262	-.046175 .169619	0.405844	
sec_edu*	0.8699951	0.14123	6.16	0	.593188 1.1468	0.168831	SIGNIFICANT
bach_edu*	0.2966924	0.0833	3.56	0	.133429 .459956	0.775974	SIGNIFICANT
fstatus2*	0.1198536	0.23385	0.51	0.608	-.338488 .578196	0.133117	
fstatus3*	0.5467688	0.18422	2.97	0.003	.185701 .907837	0.136364	SIGNIFICANT
fstatus4*	0.5977269	0.17843	3.35	0.001	.248015 .947438	0.094156	SIGNIFICANT
fstatus5*	0.5438399	0.20712	2.63	0.009	.137884 .949796	0.074675	SIGNIFICANT
fstatus6*	0.6763052	0.176	3.84	0	.331351 1.02126	0.100649	SIGNIFICANT
fstatus7*	0.7734867	0.11265	6.87	0	.552697 .994277	0.25	SIGNIFICANT
exp_age	0.0086645	0.01034	0.84	0.402	-.011598 .028927	7.6461	
fam*	0.1852509	0.06264	2.96	0.003	.062469 .308032	0.577922	SIGNIFICANT
disc1*	0.1783389	0.12129	1.47	0.141	-.059379 .416057	0.454545	
disc2*	0.5206599	0.17049	3.05	0.002	.186505 .854814	0.224026	SIGNIFICANT
disc3*	0.779764	0.13417	5.81	0	.516803 1.04273	0.159091	SIGNIFICANT
risk	-0.0380187	0.05039	-0.75	0.451	-.136789 .060751	1.09416	
friend*	0.3000658	0.05918	5.07	0	.184071 .416061	0.649351	SIGNIFICANT
fsupport*	0.2160398	0.07801	2.77	0.006	.063152 .368928	0.425325	SIGNIFICANT

(*) dy/dx is for discrete change of dummy variable from 0 to 1

DEMOGRAPHIC

INFLUENCE

PERSONAL TRAITS

DROP DEMOGRAPHIC & PERSONAL TRAITS

FACTORS

Marginal effects after probit
y = Pr(athl) (predict)
0.18748427

variable	dy/dx	Std. Err.	z	P>z	[95% C.I.]	X	
fstatus2*	0.1573836	0.19686	0.8	0.424	-.228449 .543216	0.133117	
fstatus3*	0.4940626	0.16407	3.01	0.003	.172485 .815641	0.136364	SIGNIFICANT
fstatus4*	0.614083	0.14095	4.36	0	.337824 .890341	0.094156	SIGNIFICANT
fstatus5*	0.5671807	0.15829	3.58	0	.256929 .877433	0.074675	SIGNIFICANT
fstatus6*	0.7072156	0.11567	6.11	0	.480508 .933923	0.100649	SIGNIFICANT
fstatus7*	0.7129162	0.10229	6.97	0	.51243 .913402	0.25	SIGNIFICANT
exp_age	-0.0072214	0.0094	-0.77	0.442	-.025646 .011204	7.6461	
fam*	0.2183175	0.05682	3.84	0	.106955 .32968	0.577922	SIGNIFICANT
friend*	0.3337862	0.05052	6.61	0	.234766 .432806	0.649351	SIGNIFICANT
fsupport*	0.281362	0.06593	4.27	0	.152142 .410582	0.425325	SIGNIFICANT

(*) dy/dx is for discrete change of dummy variable from 0 to 1

CONCLUSION

ATHLETE

- Basic education
- HIGH Discipline & Determination
- Middle to upper income family
- Friends with interest in game
- Positive view toward games

PLAYER

- Higher education
- LOW Discipline & Determination
- Inferior Family background
- Friends with no interest in game
- Negative view toward games

THANK YOU