5904641957 Wasin Aneksomboonpol

The influential factors in becoming an e-sports athletes

The global e-sports audience number 380.2 million in 2018 and growth will increase around 40 percent in 3 years. The e-sport market attract the youth from high income making per year. This paper is using cross-sectional data from collect 308 samples by self-report questionnaire from both e-sports athletes and e-sports players covering demographic, personality traits, and influences. The dependent variable is ATHL (e-sport athlete) and dependent variable are gender, age, educations, fame (participant opinion to becoming professional athlete), follower on social media, discipline, risk, family support, family influences, peer pressure, expose age, and family status.

The result from regression by using probit models shows that the secondary and bachelor degree have a significant value for the demographic factors. The probability to becoming e-sport players of people who have a secondary education level is around 87 percent. The significant value for influence factors is the income, the increase in income attract people to becoming e-sport athlete. By dropping demographic and personal traits, it does not shows different from the previous regression model. In conclusion, the characteristic and personality traits between e-sport athlete and e-sport players obviously distinct. The education of e-sport player is higher that athlete due to the policy supporting in Thailand that not support e-sport yet. The family financial status of athlete is better and enough to support to becoming professional player. Lastly, the attitude toward the game. Athlete people have a positive view while a normal players have a negative view.

It is interning that this paper including many independents variable to shows the significant to the dependent variable. Surprisingly age is not significant to becoming e-sport athlete. The researchers use the model to answer all of the research questions. The suggestion for the variable is that adding the hour on the game may use to see the significant on the performance to becoming e-sport athlete whether it is necessary or not. The result may need a bit more theory, not only the model to convince the reader and shows more linkage between characteristic for each type of players and more clearly explain the variable in the regression model.