

Abstract

The work deals with e-sports in Korea, which began to develop here at the turn of the 20th and 21st centuries, and South Korea is currently one of the most successful countries in the world, where many players occupying the top ranks of the world rankings come from. The text will first outline the history and development of e-sports in Korea, describe the community and competitions. Then will introduce what the work of a professional gamer entails and how teams look like and work. After that, the text will be focused on the field of education, where, among others, the Korean e-Sports Association (KeSPA) is involved and several study programs have been created to educate professional players. It will also zoom in on what games are most popular here.

The next part will take a closer look at one of the most popular and successful game, League of Legends, and try to determine where eports currently belong. To find aspects of why Korea is one of the most successful countries in the world, to determine if e-sports is already perceived as "Korean" and if it has changed in Korea.