



# Official Recognition to E-Sports

**For Prelims:** E- Sports

**For Mains:** Opportunities and Challenges of E-Sports

## Why in News?

Recently, the [President of India](#) amended the regulations governing eSports and requested that the Sports Ministry and the Ministry of Electronics and Information Technology include "eSports in multi-sport events."

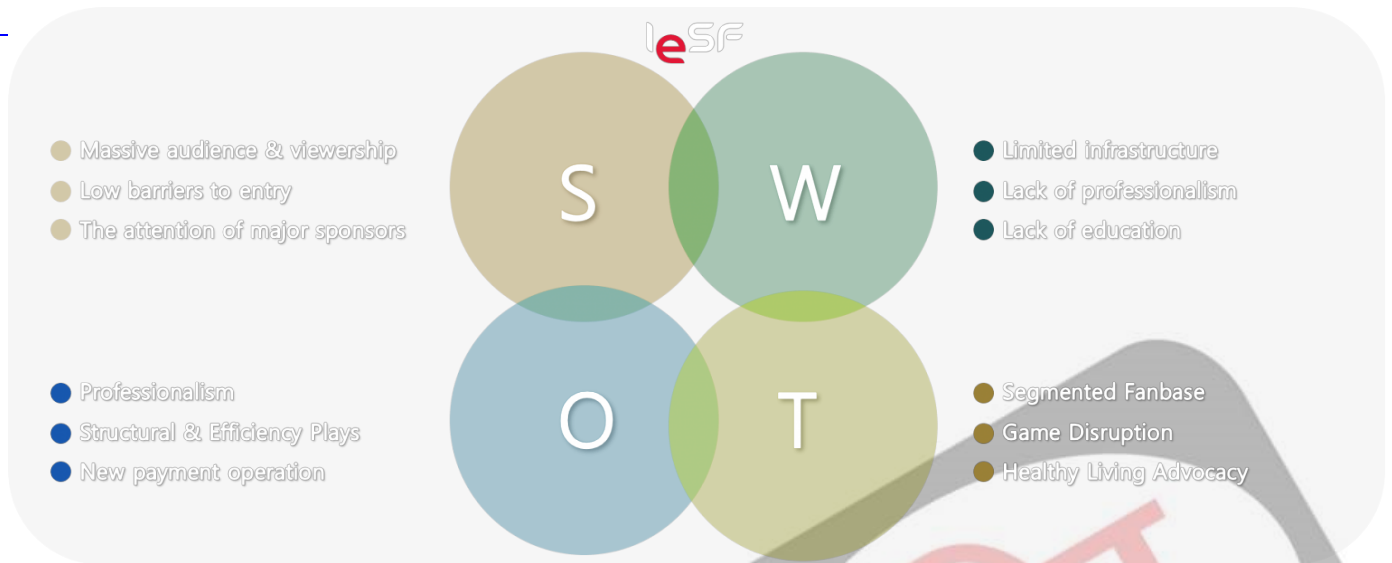
- The President is empowered under [Article 77 \(3\) of the Constitution](#) to make rules for the more convenient transaction of the business of the Government of India, and for the allocation among Ministers of the said business.
- According to a gazette notification, **E-Sports will now be a part of the "multisports event" category in India.**

## What is E-Sports?

- **About:**
  - Esports (Electronic Sports) is a **competitive sport where gamers use their physical and mental abilities** to compete in various games in a virtual, electronic environment.
    - **Example:** Counter Strike, League of Legends, Overwatch, Fortnite, DOTA 2.
  - There had been a growing demand for **Esports to be included in the curriculum of multi-discipline events after it was included in the 2018 Jakarta Asian Games.**
    - This, however, boosted E-sport enthusiasts and has come as a shot in the arm for Esports enthusiasts in India.
    - India won **a bronze medal in 2018 Asian Games, where esports was included as a demonstration title.**
  - It has received its **sporting recognition from the [International Olympic Committee \(IOC\)](#)**, which is the apex body of sports along with Olympic Council of Asia (OCA), Commonwealth Games etc.
    - IOC organized Virtual Olympic Series (Esports Tournament), before the Tokyo Olympics 2020;
    - Esports has been included in OCA events since 2007. Esports is a medal sports in Asian Games 2022.
  - In a similar effort to popularize e-Sport, the **International Olympic Committee (IOC)** has announced that Singapore will host the inaugural Olympic Esports Week in June, 2023.
- **Nodal Ministry:**
  - E-Sports will be taken care of by the **Department of Sports under the Ministry of Youth Affairs and Sports.**
    - While '[Online Gaming](#)' will be overseen by **MEITY (Ministry of Electronics and Information Technology)**.
- **Recognition of E-Sport as a Sport:**

- By now, **countries such as the US, Finland, and even the somewhat reticent Germany** have acknowledged esports as a sport.
- The very first few nations **(along with South Korea) to recognise esports as a sport were China and South Africa.** Russia, Italy, Denmark, and Nepal have also joined.
- Ukraine officially recognized esports as a sport in September of 2020.

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**Source: TH**

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