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**<u>E-sports</u>**

What exactly is e-sports?  Why has it become so popular?  E-sports is basically teams of gamers competing with each other through video gaming.  Sounds exactly what nerds do, but these nerds earn up to millions a year.  When there is money, there is opportunity.  To be a part of this multi-billion industry, you have to learn how to commit to gaming.  Some universities are providing e-sports gaming degrees and that is the bridge to the world of e-sports.

Why should universities offer such degrees and programmes?  It is not only a recent trend, but it is about teenagers' future.  The growth of e-sports is speculated to spike up in the upcoming years.  Due to the interest in video gaming among teenagers, video games have been a huge part of our lives.  You and I have been playing them for our entire lives.  Video gaming could just be a form of entertainment or relaxation, but to professionals, it is their passion and their source of income.  To become a pro, we all need a pathway to enter.  That is why universities should offer relevant programmes.  The e-sports industry would only grow, the amount of money from sponsorship would pile up taller than the IFC, and let's be honest, who doesn't love

money?  We all want a piece of the cake.

But of course, nothing is perfect and there are many concerns about e-sports.  The intense training may cause serious health hazards.  To train for e-sports, all you have to do is to sit in front of a computer and play the game.  Long exposure to monitors might cause rectal damage, and you may lose your ability to see.  With the amount of pressure from the intense training sections, anxiety, stress disorders and depression are the cost of this multi-billion industry.  The easy fix for all these problems is to take breaks regularly since it is a form of sports, which is very crucial.  So, there is not much to worry about.

To catch up with the growth of e-sports, we must provide opportunities for people to take part in it.  That is why universities should provide programmes related to the e-sports industry.