


## SECTION 21. PEDAGOGY AND EDUCATION

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### **“GLOBAL PROBLEMS FACING ESPORTS” AS A PART OF “PROFESSIONALLY ORIENTED FOREIGN LANGUAGE” PROGRAM AT MASTERS’ DEGREE ON “ESPORTS” SPECIALTY**

Esports can be called a contemporary gold fever. With high income and huge prize pools, eSports, offer a dream to people worldwide. In Ukraine, over the past ten years, eSports gained fast pacing development and it is becoming a fundamental element of modern digital culture in a globalized world. Now, almost half a billion people are engaged in this sport on the planet. In terms of its potential, eSports can be safely compared to Olympic sports.

The importance of eSports as a social phenomenon and the scale of its development create the need to study the peculiarities of all its aspects at the academic level. A number of countries have recognized eSports at the state level, and appropriate educational programs have been introduced. Ukraine followed this route of development and aimed at attracting young people to e-sports, organizing and holding relevant sports competitions is a modern trend of planetary importance [2].

Due to the problem with highly educated professionals (coaches, managers, psychologists) in this branch the necessity to educate young generation of experts with specialized education and understanding of the specifics of eSports has arisen and remains relevant. In this regard The National University of Ukraine on Physical Education and Sport in Kyiv has launched specialty “Esports” on Bachelor’s and Master’s educational levels.

As the specialty is totally new, the faculty had to develop a broad range of educational programs on different subjects. To ensure the educational process of e-sports specialization, a collective monograph "E-sports" and a draft curriculum for subjects of children's and youth and reserve e-sports sports, supported by the e-Sports Federation of Ukraine, the E-Sports Federation of Ukraine and the Ukrainian Professional E-Sports Association, have been published.

A number of educational and teaching-methodical literature is being prepared to support the educational process. One of them is "Professionally Oriented Foreign Language" for Master’s degree students, which practical aim for graduates is to achieve such a level of communicative competence in professionally oriented foreign language that will allow them to use a foreign language in their professional activities at the level of international standards.

This program contains a lot of information regarding various urgent issues that eSports is experiencing write now being a new sport phenomenon [1]. One of such issues is “Global problems facing eSports”. In the frameworks of this topic students acquire knowledge about: main problems and its solutions, unprotected rights of eSports participants, lack of bargaining power for teams/players, ageism and other important issues. At the classes student learn vocabulary and

discuss such global problems of eSports as significant health risks connected with sedentary lifestyle and injuries, which include: carpal tunnel, wrists injuries, eye strain, mental stress, back pains and others; mental health issues like anxiety and depression, addiction and game disorder; performance enhancing drugs and their side effects; corruption, gambling and cheating; absence of trade unions and the prerequisites for their creation [3].

As a result, students learn new specific words, word combinations on the eSports branch, they use them performing different exercises, like English-English explanations, using newly learned words in context, multiple-choice exercises, matching words and pictures/definitions/translations exercises, synonyms and antonyms exercises, sentence translation exercises, fill-in-the-gaps exercises.

As this topic is being taught at Master's degree level, students are required to complete researches and to perform some tasks on academic writing, for instance, essay writing, rendering the articles on the problem, making presentations, reports preparation, writing summery and others.

After completing studies on this topic, students will be able to master a certain set of units of professional vocabulary; learn special terminology on specialty; form intercultural competence. Students will adapt to a foreign-language professionally appropriate environment, build communication strategies with foreign partners and avoid misunderstandings in communication.

### **References:**

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3. Top 10 Negative Effects of Gaming and Esports. Cyberathletics. Web-site: URL: <https://cyberathletiks.com/top-10-negative-effects-of-gamingesports/> (access date: 03/09/2023)