



## Paradigms, Limitations, Opportunities, and Challenges of E-Sports in Indonesia

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### Abstrak

Perkembangan teknologi yang semakin maju tentunya juga mempengaruhi perkembangan dalam dunia olahraga. Munculnya teknologi olahraga atau yang lebih dikenal dengan Esports merupakan salah satu pengaruh yang paling menonjol dari perkembangan teknologi dalam dunia olahraga saat ini. Di Indonesia, Esports telah diakui sebagai salah satu cabang olahraga dengan meresmikan PBESI (Pengurus Besar Esports Indonesia) pada tahun 2020. Meskipun cabang olahraga baru telah diresmikan, masih banyak permasalahan terkait Esports ini. Masalah yang dihadapi antara lain: masih banyak pertanyaan tentang mengapa Esports termasuk dalam olahraga, pandangan masyarakat tentang Esports, memahami apa itu Esports dan apa bedanya dengan game, dan tentang dampak Esports. Penelitian ini bertujuan untuk mendapatkan gambaran dan informasi yang lebih dalam mengenai olahraga Esports ini, khususnya mengenai paradigma, batasan, peluang dan tantangan Esports di Indonesia. Jenis penelitian ini adalah penelitian kualitatif dengan pendekatan deskriptif eksploratif. Penelitian ini menggunakan teknik purposive sampling. Peserta yang terlibat berjumlah 12 orang yang terdiri dari 3 pengurus ESI Sumatera Barat, 2 atlet Esports, 1 dosen olahraga, 2 pemain game, dan 4 anggota masyarakat terkait (pelaku bisnis, orang tua, guru dan dosen, tenaga kesehatan). Hasil penelitian ini menunjukkan bahwa Esports adalah olahraga teknologi. Kurangnya pemahaman tentang Esports membuat perbedaan pandangan tentang Esports. Esports dan game memiliki batasan tertentu, dimana Esports memang sebuah game namun tidak semua game termasuk dalam Esports.

**Kata Kunci:** Paradigma, Keterbatasan, Esports

### Abstract

The development of increasingly advanced technology certainly also affects developments in the world of sports. The emergence of sports technology or better known as Esports is one of the most pronounced influences of technological developments in the world of sports today. In Indonesia, Esports has been recognized as one of the sports by inaugurating PBESI (Indonesian Esports Executive Board) in 2020. Even though a new sport has been inaugurated, there are still many problems related to this Esports. The problems faced include: there are still many questions about why Esports is included in sports, people's views on Esports, understanding what Esports is and how it differs from games, and about the impact of Esports. This study aims to get a deeper picture and information about this Esports sport, especially about the paradigms, limits, opportunities and challenges of Esports in Indonesia. This type of research is a qualitative study with an exploratory descriptive approach. This study used purposive sampling techniques. The participants involved were 12 people consisting of 3 West Sumatra ESI administrators, 2 Esports athletes, 1 sports lecturer, 2 game players, and 4 related community members (business people, parents, teachers and lecturers, health workers). The results of this study show that Esports is a technological sport. The lack of understanding about Esports makes a difference in views on Esports. Esports and games have certain restrictions, where Esports is indeed a game but not all games are included in Esports.

**Keywords:** Paradigm, Limitations, Opportunities, Esports Challenges

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## 1. INTRODUCTION

The rapid development of technology in recent decades has had a significant impact on various aspects of human life, including the world of sports (Anwar & Supriyatni, 2022; Tjokrodinata, Bangun, Dinansyah, & Farmita, 2022). One interesting phenomenon that has emerged as a direct impact of technological advances is Esports, or electronic sports. Esports

is a form of sport that uses video game media as a forum for competition, which was later recognized as one of the official sports in Indonesia with the establishment of PBESI in 2020. However, with this development, various problems arise that need serious attention (Marta, Prasetya, Laurensia, Stevani, & Syarnubi, 2020).

One of the problems that arises is the lack of a deep understanding of Esports among the public. Many people still wonder why Esports is considered a sport, how it differs from regular video games, and what impact it will have on individuals and society (Dinansyah, Tjokrodinata, & Bangun, 2022; Józwiak, 2022). Different views on Esports are also one of the relevant issues, because some people may view Esports as a hobby, while others see it as a serious sport. Therefore, this study aims to reveal diverse understandings and views related to Esports in Indonesia, as well as to explore paradigms, limitations, opportunities, and challenges in the development of Esports sports in the midst of a society that is adapting to this phenomenon. Thus, this research is expected to provide a more in-depth picture of the problems surrounding Esports in Indonesia, so that it can help further development and recognition of this growing sport (Marta, Fernando, Sampurna, Boado Jarata, & Syarnubi, 2021).

In Indonesia, the popularity of Esports is currently increasing, this can be seen from the growing Esports ecosystem in Indonesia and the increasing number of Esports tournaments held (Silva dos Santos, Vieira Salustiano, Santos de Abreu, Silva Caetano, & Antonio da Paixão, 2022). Moreover, Indonesia has also inaugurated and recognized Esports as a sport in 2020. The Ministry of Youth and Sports (KEMENPORA) and the Indonesian National Sports Committee (KONI) officially recognized Esports as a sport of achievement in Indonesia, then the Ministry of Youth and Sports has also inaugurated the Indonesian Esports Executive Board (PBESI) which will officially be responsible for every Esports activity carried out in Indonesia.

As an institution that has been formed that is responsible for this branch of Esports sports, PBESI in the Indonesian Esports Executive Board Regulation Number 034/PB-ESI/B/VI/2021 concerning the implementation of Esports activities in Indonesia in article I, said that everything related to Esports in Indonesia including explaining Esports as part of achievement and professional sports by competing nationally recognized games, emphasized that PBESI is the only parent organization of Esports sports as an achievement sport recognized by the government, to other regulations related to Esports. So with this, of course, the position of Esports is very clear and has been officially regulated by PBESI and also as proof of the government's seriousness in supporting this Esports sport. This form of support was also immediately applied by being officially held by the government at national-level Esports events in 2020, and received enormous interest from the public (Wibowo, 2019).

However, even though a new sport has been inaugurated and with full support from the government, it has not only received positive responses and responses from all people in Indonesia (Frans, Cahyadi, & Hermanto, 2022; Hussain, Yu, Cunningham, & Bennett, 2021). There are still many problems and debates related to Esports, including many questions about why Esports is included in sports, differences in people's views on Esports, understanding of what Esports is and what is different from games, and about the impact of Esports (Kenn Lazuardhy Syarnubi, 2020).

The debate over whether Esports is considered a sport continues Hosky & Wibowo, (2023), because until now the characteristics that exist in Esports have not been accepted as a sport by the general public (Purbasari, Sari, & Muttaqin, 2020). The most common argument often used against esports as a sport often focuses on the lack of physical activity (Kenn Lazuardhi Syarnubi, Lang, Marta, Santoso, & Misnawati, 2020). This debate also occurs among academic circles, so that in the end Esports represents a new area of research in the world of sports (Ramadhan & Komalawati, 2021). Several scientists have also conducted

research on the problem, one of which is Professor Ingo Frobose. Professor Ingo Frobose at the German Sports University in Cologne and several similar Esports studies prove several points that can strengthen Esports as a sport (Nugroho, Sumarjo, Nasrulloh, & Pratama, 2022).

In addition, regarding concerns about the negative impact of Esports, which is also closely related to concerns about the negative impacts that can be caused by games. Because from several studies it is said that the negative impact of this game addiction will also have an impact on several aspects, including health, psychological, academic, social, and financial aspects (Kramer, Wagner, & Scheck, 2021; Lin & Zhao, 2020).

From preliminary studies conducted by reading literature, both theories and findings from previous research and by looking at phenomena in society, there are still many problems found about Esports (Zhong, Guo, Su, & Chu, 2022). This study aims to get a deeper picture and information about this Esports sport, especially about the paradigms, limits, opportunities and challenges of Esports in Indonesia. The expected purpose of this study is to find out the various views of participants regarding the paradigm of society towards Esports, why there are different views and solutions to these problems based on the views of key participants. Another purpose is to extract information from key informants regarding the boundaries between Esports and games, as well as the opportunities and challenges of this Esports sport (Zhang, Liu, Han, Xie, & Sun, 2022).

The rapidly growing development trend of Esports, or electronic sports, reflects the cutting-edge phenomenon at the intersection between technology and sports (Lu, Chen, & Yan, 2022). Esports, defined as a serious video game competition, has experienced tremendous growth globally, with professional leagues, prizes totaling millions of dollars, and a massive fan base. This phenomenon has not only faded the boundaries between traditional sports and digital entertainment, but has also sparked debate about its legitimacy as a sport. Although esports has been recognized as an official sport in many countries, including Indonesia, there are still challenges related to public perception, regulatory framework, and the need for a clear understanding of what sets it apart from traditional video games. In addition, the rapid expansion of Esports has created opportunities for athletes, coaches, sponsors, and entrepreneurs, while also presenting unique challenges in terms of player health, governance, and the establishment of a sustainable ecosystem (Susanto, Susanto, & Rifa'ie, 2022; Wells, Harrolle, MacAulay, Greenhalgh, & Morgan, 2022). Understanding the current situation of Esports, both globally and in the Indonesian context, is essential to understand the complex dynamics and impact of this emerging sport.

This research makes an important contribution in clarifying the paradigm and limitations of Esports as a technological sport, especially in the context of Indonesia which is still in the process of adapting to this phenomenon. One of the main contributions of this research is to uncover a diverse understanding of Esports among various stakeholders, including administrators, athletes, educators, gamers, and the general public. Through a sharp and robust evaluation, the study details differences in existing views and knowledge, and identifies gaps in perceptions related to Esports. The results of this research will provide valuable insights for parties involved in the development of Esports, both in terms of regulation and talent development, with the ultimate goal of supporting the sustainable growth and recognition of Esports in the growing Indonesia.

## **2. METHODS**

This research is a type of qualitative research using an exploratory descriptive approach method. This exploratory descriptive research aims to describe the state of a phenomenon, delving extensively into things or causes that influence the occurrence of

something. This research is not intended to test a specific hypothesis, but simply describes what a situation is. Qualitative data analysis is an ongoing process that requires continuous reflection on the data and identifying issues to be studied, collecting data, interpreting data, analyzing data, finding questions, determining new issues, and if it is saturated, data retrieval is stopped. Data obtained through qualitative research in the form of narratives or statements, so that data analysis that needs to be done in qualitative research is content analysis. Content analysis is a procedure for categorizing verbal or behavioral data, for the purpose of classification and summarizing. Content analysis consists of coding and grouping data. It identifies transcripts of data and to sort through important messages hidden in each interview. This procedure consists of several steps to describe the descriptive of the data including, what is meant by the response, what is recorded or implied.

Research participants are key informants who will share views on Esports, the selection of participants by researchers pays attention to the diversity of roles and professions that will be directly or indirectly related in society to the development of Esports. The participants involved in this study were 12 people. Table 1 shows the brief summary of the characteristics of the participants.

**Table 1. Participant Characteristics**

Participant Code	Age	Gender	Recent Education
P1	33	L	S1
P2	25	L	S1
P3	20	L	SMA
P4	20	L	SMA
P5		L	S1
P6	31	L	S1
P7	57	L	S2
P8	30	P	S2
P9	28	P	Profesi
P10	50	P	SMA
P11	32	L	S1
P12		L	S3

### 3. RESULTS AND DISCUSSION

#### Result

The results of this study illustrate how the paradigm, limitations, opportunities and challenges of Esports in Indonesia in 4 themes. The themes produced in this study are discussed separately. Although discussed separately, these themes are interconnected with each other. These themes will be explained in more detail as follows.

#### *Esports Paradigm*

The results of this study found various views of research participants as a whole in looking at Esports. This theme has 9 sub themes, namely:

#### *Electronic Sport*

Participants in this study viewed Esports as a sport that requires electronic devices. This is because in doing Esports, a player or team will need technological tools such as PC (Personal Computer), gaded, PS (Playstation) and other tools. This finding is in accordance with the statement that says that electronic sports or better known as Esports is a sport that requires electronic devices where players or teams interact in this Esports activity through an

interface relationship between humans and computers (Schwarz, Jamieson, & Pitts, 2015). Electronic devices commonly used in the world of Esports are such as computers (PCs), mobile devices and also playstation (Ps). Based on segment breakdown data of global games revenues, judging from the global games market chart, smartphones are the technology that accounts for the most popular percentage in terms of global gaming revenue (Xie, Gao, Xu, & Shi, 2021). The main difference between traditional sports and Esports lies in the place where the activity that determines the outcome of the game takes place. In traditional sports, results are determined by activities that occur in the world, while in Esports, results are determined by activities in cyberspace or electronic/digital/computer environments. Although the humans who play are in the real world, the outcome of Esports games is determined by electronic systems governed by the rules of Esports software and technology. Therefore, Esports athletes always interact with a human-computer interface that connects them to the virtual world (Wulandari & Fidiyani, 2018).

#### *Games that Enter Sports*

Participants in this study view Esports as a game that is included in sports, but not all games that can be categorized as Esports games. Games that enter Esports will certainly pass the study and must also meet certain categories to be able to enter Esports. Yuliawan & Rizky, (2020), that Esports is a field of sports that uses games as the main competitive field. Esports has similar components to other sports: players, spectators, referees, agents, leagues, tournaments, sponsorships, and professional gaming culture. Esports players are considered athletes (both professional and amateur), Esports competitions are considered more serious than recreational games.

#### *Competitions and Achievements*

Participants in this study viewed Esports as a competition and could also provide achievements. From several participant statements, it is said that the selling point that affects the rapid development of Esports and which is also a supporting point for the entry of Esports as a sport is because there is an element of competition. Then with the existence of an official institution that takes care of Esports, indirectly, of course, this will also open many pelung, one of which is the opportunity to excel in Esports. Because by recognizing Esports as one of the sports, it can be interpreted that currently Esports is one of the sports of achievement. This is consistent with the statement that Esports usually refers to competitive video games that are often coordinated by various leagues, ladders, and tournaments. Where the players are usually members of "sports" teams or organizations sponsored by various business organizations. Later in the discipline, Esports is defined as a competitive game, a sport that uses computer media, or interactive spectacle (Adhi, 2021). Esports is a term used in a competitive video game. This is in accordance with PBESI rules that Esports is an achievement and professional sport by competing games that are carried out with the use of technology.

#### *Have an Element of Training*

Participants viewed Esports sports as being able to train brain development, train speed in analyzing, train creativity, train coordination, and also motor skills. Then it is also said that this Esports sport is useful for balancing intelligence development between the right brain and the left brain. In esports, the most emphasis is on strategy, so analytical skills and creativity are needed. Then Esports is a sport that involves motor skills which especially motor skills in the hands are also very necessary so they also require practice. Esports sports that are played using this technology also require good physique, because it takes the ability to be able to sit and stare at the screen for a long time. This is consistent with the statement

that Esports encourages competitive computer game training as a tool to train "high-speed strategic decision-making" in Esports. Saiz-Alvarez et al., (2021) Defining Esports agility activities carried out both individually and in groups that compete with each other, both physical and non-physical activities using electronic tools in the virtual game scope. Esports is equated with other types of mental and mind sports such as chess and bridge, requires certain techniques and strategies, is commoditative, and requires proficiency in playing it (Paramitha, Hasan, Ilsa, Anggraeni, & Ramadhan, 2021).

#### *Entertainment that Today's Love*

The rapid development of Esports is due to the existence of games which are currently one of the preferred entertainments. The rapid development of Esports is inseparable from the many who like or like to play games. The excitement gained from playing games is also the reason Esports games are played. Starting from liking to becoming a profession. Moreover, Esports games have become a popular type of game, because they are supported and in accordance with the development of an all-technological era.

Esports is considered a profession or job that is light and also fun. Esports is more flexible than other sports. Esports games can be done anywhere and anytime, compared to other sports must have a special time and place to do it. In addition, technological developments play an important role in lifting the Esports industry. Esports has a strong appeal towards the younger generation who are accustomed to digital technology and gaming. The great interest of the younger generation has been an important driver in the development and growth of Esports. This discovery fits with the statement that over the past few years, Esports (electronic sports) has become one of the fastest growing forms of new media driven by the proliferation of (online) games and online broadcasting technology. It is estimated that more than 70 million people watched Esports during 2013.

#### *Community Concerns*

There are several concerns that are often expressed by the public related to Esports. Participants in this study also stated similar things, especially related to behavioral and health problems. Games today are considered to often make players forget the time because they are packaged in such a way that they are interesting and can be played at any time. This problem is most worried in children because it is difficult to control and divide time, thus disrupting productivity or disrupting learning.

The problem of game addiction is also a concern for the community because now there are behavioral problems in the form of dependence / addiction to games. Not to mention the elements of violence and pornography in games that can also have a negative impact on children. Related to health problems, participants in this study also revealed that there was anxiety about the impact of the development of Esports on children's health, especially human health due to looking at devices or screens too often. In addition, other feared health problems are injuries to the nervous system, injuries to the hands, or other injuries that can occur due to playing games too often.

However, the participants' statements are not directly caused by Esports, but it can be said that all participants agree that these concerns occur when someone plays games in excessive time. Meanwhile, when viewed in terms of Esports, when someone has joined Esports, all activities will be arranged. Starting from the training schedule, even related to health will be considered.

#### *Understanding and Perspective*

Participants in this study also gave opinions that differences in people's views about Esports occur due to differences in understanding and perspectives. Some people do not

understand what Esports is and what is the reason why Esports is used as a sport. Some people consider Esports and games to be the same thing, so the stigma of people towards games remains the same as against Esports. In addition, some people who don't understand about Esports often misinterpret that the gaming activities they do even lose track of time, they feel they are doing Esports. The fact is that Esports is different from just playing games. Esports has rules, is programmatic, has clear goals and requires seriousness in doing so just like other sports.

Most people in Indonesia do not understand and realize the role and purpose of Esports to be included as a sport (Chan et al., 2022). People tend to interpret Esports only as a game in a virtual game or on a gadget, without knowing the basic principles of Esports. Paradigm is said not to be a matter of wrong or right, but a way of looking at something more towards whether something provides benefits or less useful in a simpler description.

### *The Boundary Between Gaming and Esports*

The results of this study found that research participants as a whole rated the limits of Esports as the difference between games and Esports. This theme has 3 sub theme restrictions, namely:

#### *Management*

Participants in this study view the limitations that distinguish games and esports are in terms of management, such as the process of organizing, organizing, managing human resources, controlling for a purpose. Esports is the same as other sports that also have managerial teams such as analysis teams, coaches, assistant coaches, managers, assistant managers. Currently, Esports already has an official organization, PBESI, under KONI. This finding is in accordance with the statement that in Esports it is indeed a game, but not all games can be classified as part of sports. The Executive Board of Indonesian Esports, hereinafter abbreviated as PBESI, is the only parent organization of Esports sports as an achievement sport recognized by the government.

#### *Phases and Programmed*

Sports Esports is a game that when played with a clear program, one of which is to get achievements. It's different from just playing games that prioritize fun and entertainment. To enter the world of Esports, there are phases and stages that must be passed. For example, as an Esports athlete, a player must enter a team first, participating in tournaments ranging from regional to national. Because for Esports competitions in Indonesia, there are currently programs made, there are levels that must be passed, namely tear I, tear II, tear III, and tear IV. Tear I is the level in Indonesia, Tear II is the level like league 2 in Indonesia, Tear III is just entering the provincial level, tear IV is the city level. So, in the future, entering the world of Esports there are stages that must be passed.

Esports is an achievement and professional sport by competing games that are nationally recognized by the Indonesian Esports Executive Board. Esports leagues in Indonesia have levels, including Exclusive Esports leagues, Esports League 1, Esports League 2 and Amateur Esports Leagues.

#### *Game Type*

Participants in this study viewed the limits of gaming and Esports as a type of game. Not all games can be categorized into Esports games. Currently, only a few games have been registered as games that are included in Esports. One of the values emphasized in esports is the element of competition. In accordance with PBESI regulations, Esports games are

competitive games that have been recognized by PBESI and become a medium for Esports matches in Indonesia.

### *Esports Development Opportunities*

The results of this study found that the views of research participants as a whole see Esports as a sport with great opportunities with various benefits. Both for opportunities for existence and development in the world of sports or other opportunities that can have a positive impact on society. This theme has three sub themes, namely:

#### *Multi-Sector Support*

Participants in this study view Esports as having a great opportunity because of multi-sector support. The development of Esports in the last 10 years has grown very fast. This happens because it is supported and in line with technological developments, especially the development of internet networks and the development of gadget / cellphone technology. Current technology makes it easier for people to access and play Esports games.

Government support also affects the development of this Esports sport. After establishing an official institution that takes care of Esports, the government often holds official Esports events and tournaments. Then there is also a discourse from the government that will incorporate Esports into the world of education. In the future, Esports will be in an extra-curricular program, which is planned to be implemented in the near future. For the first stage, this discourse will be introduced at the equivalent high school level and at the university level.

#### *Career Opportunities*

Participants in this study see that the presence of Esports also gives birth to various business opportunities and new career paths for the community. The existence of Esports makes career choices or business opportunities more diverse. The birth of Esports has made business opportunities and professional opportunities also grow, many jobs are open that can be an addition and even the main source of income. Not only can you become an athlete, other business opportunities are open that can be made as a career or profession such as being a game streamer, event organizer, becoming a coach, referee, caster (as a commentator), launching business opportunities in the creative economy and many other jobs. Esports today can grow so rapidly because it has great business value. Because currently Esports is not only limited to sports, but also an industry.

#### *Various other Benefits*

Participants in this study see the opportunity of Esports as large because it has various benefits. Not only has an impact on the economic sector and drives the economy, Esports also has an impact on community socialization. The development of Esports makes people able to interact with each other even with people who are far away. Current technological developments, especially those related to Esports, allow us to interact in real time even with strangers we have not known before. This if addressed appropriately and wisely, will certainly have a good impact on the community. Because the interaction and socialization become wider.

Esports is also said to have an influence on children's brain development and intelligence. As children's social and emotional development develops, the ability to cooperate and make decisions in solving problems will be increasingly trained. When playing they will analyze, creativity is required, coordination must be good, and motor skills are also trained. The current game is also considered to be able to train and balance the development of the left brain and right brain. Esports has the opportunity to be one of the sports



achievements that can become the pride of the nation. In addition, Esports also has the potential to improve welfare because it has great economic value and potential. With Esports, new business opportunities will be born that can be an option for the community.

### *Challenges in the Development of Esports*

The results of this study found that the views of research participants as a whole in the development of Esports there are challenges that must be achieved. This theme has two sub themes, namely:

#### *Challenges in Esports development*

Participants in this study see challenges in the development of Esports in the future, including gaining support and trust from the community. Because now even though it has been officially recognized as a sport, Esports is still difficult to gain the trust of the public. Most people still question why Esports became a sport. Not only that, but the negative stigma against Esports is still felt in the community. Some people think that Esports is a game, a game that can have a negative impact.

Another challenge for esports in the future is related to the world of education. Of course, after officially becoming one of the achievement sports, inevitably Esports will intersect with the world of education. Moreover, nowadays Esports has become an achievement sport, where usually for talent search and cadre carried out at every level of education through schools in stages. Coupled with the news that Esports is planned to enter as a new extracurricular branch in schools. Esports' move to enter the world of education is a good step but it will not be easy and requires strict control.

#### *Challenges for a Career in Esports*

The challenge for a career in the Esports world today is the problem of support, especially support from the closest people such as family. Participants in this study explained that one of the toughest challenges to a career in esports is convincing and getting support from family, especially parents. Generally, parents don't like and don't want their children to play games, especially if they want a career in games. Technological development is also a challenge in Esports. As a sport that requires technology, of course, technological tools such as gadgets, PCs, or others are needs that must be met. The problem that often occurs here is the equitable distribution of technological developments and the level of ability to meet these needs. For example, internet network problems, not all places have a good internet network connection.

Another challenge is the road that must be passed to excel as an athlete. To become an Esports athlete today is also not easy, there are many stages that must be passed. Currently, there is no tiered selection from the government. For Esports athletes, it is more visible than the existing Esports teams. So it has not been evenly distributed or has not been selected in stages from the region to the center. Then when viewed from the current big Esports teams, to recruit players they open their own recruitment, not by tiered selection. Another challenge is that becoming an athlete requires serious training and commitment. To become an Esports athlete, of course, you must be trained. An athlete must certainly really understand the type of game being played. Because every game in Esports has a different level of difficulty.

### **Discussions**

Some of these problems are said to occur because the status of Esports in Indonesia is still relatively new, so problems with governance or management will be very vulnerable. Not only that, the public's view of Esports is currently also a challenge for Esports. Public stigma against Esports, equitable use of IT and technology infrastructure, as well as the

development of the gaming industry and Esports. Then game addiction which is also often associated with Esports. The negative impact of games, among which is the most significant, is the stigma of society where games for some people are not good, waste time, make unproductive, and even encourage players to commit crimes. Not to mention if the game is associated with children's education, psychological development, and so on (Ceide, López, & González, 2022; Esen, 2019).

Several studies show the adverse effects of online games on the behavior of the younger generation and children. One of the drivers for playing positive online games is wanting to increase vocabulary in English, and the negative impact is a decrease in the spirit of praying five times, not wanting to recite, like to lie, say disrespectful, lack (Paul, 2023; Woltermann, 2023). In addition, it was also found the influence of online games on adolescent character, the influence on adolescent communication behavior, and the influence of games on learning motivation, and student learning interest. From the cognitive aspect, it can be seen in a more balanced way the advantages and negative impacts (Ernawati, Nugroho, Suryana, Riyanto, & Fatmawati, 2022; Higham & Hinch, 2018). Participants in this study considered that the community's views occurred because of the lack of public understanding about this Esports sport. Public knowledge about Esports in general is still relatively low. However, providing an understanding to the public about Esports itself is also a challenge in the development of Esports

This research reveals that there is a great diversity in understanding of Esports among stakeholders, such as administrators, athletes, educators, game players, and the general public. Some see Esports as a legitimate form of sport, while others still consider it a mere hobby. This reflects the communication challenges that need to be overcome in educating the public about Esports (Careaga-Butter, Quintana, & Fuentes-Henríquez, 2020; Ramatsia, 2022). It is important to create a more consistent and in-depth understanding of Esports in order to better advance the sport (Chadwick, 2022).

One of the significant findings is the need for better regulation to regulate Esports in Indonesia (Nurmala, Siswantara, Ruwandasari, & Devi, 2020). With the development of Esports, the protection and recognition of athletes' rights, competition regulation, and oversight of the Esports industry have become increasingly important. Clear regulations will help create a more orderly, fair, and sustainable environment for athletes and other stakeholders. It will also help in strengthening the recognition of Esports as an official sport at national and international levels (Fitri et al., 2021).

The results of this study also underscore the need to understand the positive and negative impacts of Esports (Wali & Widiyanto, 2020; Zakso, Agung, Sofyatiningrum, & Capnary, 2022). Esports dapat memberikan peluang karier dan ekonomi yang signifikan, namun juga dapat It has an impact on the mental and physical health of its players. Therefore, it is important to develop appropriate education and health support programs for Esports athletes. Meanwhile, the role of parents, teachers, and the community in supporting Esports players with a balance between playing and developing holistically is important to note (Ilmih, 2021; Mora-Cantalops & Sicilia, 2019).

Overall, the results of this study provide a more in-depth look at the challenges and opportunities in developing esports in Indonesia. Through better understanding, proper regulation, and attention to its impact, Esports can continue to grow and develop sustainably as one of the increasingly popular forms of sports in the world.

The results of this study illuminate the complexity surrounding Esports, especially in the context of Indonesia which is still in the early stages of recognizing and formalizing this sport. With varying understandings among stakeholders, Esports is still caught up in the debate about its legitimacy as a sport. However, this research shows that Esports has great potential to develop and provide significant benefits to individuals and society, especially in

terms of economy and career opportunities. However, challenges such as the need for better regulation and a more consistent understanding of esports must be addressed immediately to ensure continued growth. In this regard, the study also highlights the urgency of a holistic approach that involves educators, parents, and communities in supporting Esports players, so as to achieve a healthy balance between competition and individual development. Overall, this research provides valuable and relevant insights into the role of Esports in the context of technological, cultural, and sports developments in Indonesia.

The results of this study can be compared with previous research in the field of Esports to provide a broader context. Several previous studies have revealed that people's understanding of esports tends to vary, and this is in line with the findings of this study. Another study also noted that there are significant differences in perceptions of esports between younger and older generations, with younger generations more likely to perceive it as a legitimate form of sport. These findings reflect the differences in views that have been expressed in this study, where young gamers tend to be more supportive of recognizing esports as a sport.

In addition, previous research has also highlighted the mental and physical health-related challenges faced by Esports players, which is in line with the results of this study. This underscores the importance of attention to the well-being of Esports athletes and the need for appropriate education and health support programs. However, previous research may not have gone so far in discussing the need for better regulation to regulate esports at the national level, which became an important finding in this study. Thus, the results of this research make a valuable contribution in enriching the understanding of the development of Esports in Indonesia, as well as providing additional relevant data for further research and development in this domain.

#### **4. CONCLUSION**

In a firm conclusion, this study proves that Esports is a technological sports phenomenon that has great potential to grow and develop in Indonesia. However, the success of Esports as an official sport in Indonesia is still colored by a varied understanding of the essence of Esports, largely due to the lack of adequate education. Official recognition of Esports as a sport requires great efforts in equalizing perceptions among various stakeholders and formulating appropriate regulations to protect athletes and maintain the integrity of the competition. In addition, this study underscores the importance of a holistic approach in supporting the development of Esports, involving educators, parents, and communities. In this context, the attention to the mental and physical health of Esports players is very important. By taking the right steps, esports has the potential to provide significant economic benefits and sustainable career opportunities. Therefore, the conclusion of this study emphasizes the need for further action in educating the public about Esports, formulating appropriate regulations, and providing holistic support for Esports players to ensure the sustainable development and recognition of this sport in Indonesia

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