

Unit 9, Listening, exercises 7 and 8

Sarah: Hi! This is Sarah Kennedy, and I'm at Comic Con to tell you about this year's sports event. Sports, at Comic Con, you ask? That's right, because this is all about gaming. People are playing e-football and thousands of fans are watching on big screens. With me is player Harry Adams. Harry, why is e-football so popular?

Harry: Well, it's just like football, except you play on a computer. You play in a team, so it's really good fun!

Sarah: Are all e-sports games based on real sports?

Harry: No, some are, but any video game can be an e-sport.

Sarah: So are they really sports?

Harry: Yes, I think so. You don't go running, or go to the gym, but you train, just like in any sport. Some players practise for eight hours a day!

Sarah: When did e-sports start?

Harry: Well, really, it was in the 1990s. That was when more people had a computer at home and the Internet was faster, so you could go online and play with gamers all over the world. And you could watch other players online too.

Sarah: And now it's more than a hobby for some people.

Harry: That's right. Players can earn millions of dollars in competitions, or they can play for teams. Big football teams, like Manchester City have their own e-teams now. They buy players, just like in normal football.

Sarah: And what about e-sports in schools? Do you think that's a good idea?

Harry: Yes, I do. E-sports clubs are great if you aren't good at normal sports. Some kids can't play football or run fast, but they can play video games.

Sarah: That's true. And finally, what's the future of e-sports, do you think?

Harry: Well, more people are playing, and millions of people watch. Here in the UK, you can watch e-sports 24 hours a day on TV. I think they'll be bigger than ordinary sports one day!

Sarah: Well, thanks Harry. That's all from me. Now, back to the studio ...