Thapa Robin, 6A (24)

Rise of Professional E-sports Players

Last week, I was humbled to interview a prominent Korean e-sports player, Lee Sung Ho, or otherwise known as "Faker" in the gaming world. Faker participated in e-sports when he was only 16 years old, and quickly rose to elite status by winning multiple gaming events. He has built fame around his intelligence and skill set, and now he is loved by millions of fans all around the world.

Faker and I originally met a week prior to his latest gaming tournament. I invited him for an interview because he had achieved outstanding results in the tournament. At first, we were uncomfortable with one another as he did not speak English and required a translator. But once I mentioned his favourite game, his expression lit up. He explained different strategies, the required mind-set, and his lifestyle to attain such a distinctive status. I was shocked upon hearing that e-sports players practice for around 10 hours every day. Ten hours is a very long time, and I asked how he kept his strong physique with such a sedentary

lifestyle. He simply chuckled and responded that "his coach would hit him if he lost his masculine charms." "Coach?" I responded unknowingly. He told us that every professional e-sports player needs a coach to keep them in good condition, mentally and physically. It was then I realized that e-sports is a genre of its own. E-sports players exhibit a similar lifestyle to that of an actual professional athlete, so to those who dislike the "e-sports movement," what is the difference between them and traditional athletes?

All in all, Faker is a resilient and astounding athlete. His perseverance led him to international status, especially considering his home country, Korea. Koreans are keen on a traditional lifestyle, and education is of utmost priority. However, Faker managed to break that stereotype, and showed millions that if he can do it, so can you. He is a person that deserves adoration and admiration. What else do you need to be convinced?

8th January, 2018, "Rise of professional e-sports players,"

By Chris Wong