

Group 2
McFaddin E&D
Spring 2020

1) Choose a topic for exploration:
Starcraft and the Star League

2) List possible keywords describing your topic to use in locating resources:

Esports
Gaming
OGN
South Korea

3) Each group member: cite one relevant book you discovered in the catalog on your topic (if it's a physical book in Watzek, go get it!):

Good luck have fun : the rise of eSports

Roland Li

Jin, Dal Yong. *Korea's Online Gaming Empire*. Cambridge, Massachusetts: MIT Press, 2010.

Understanding esports : an introduction to the global phenomenon

Lanham, Maryland

4) Each group member: cite a relevant news source on your topic (try resources listed in the News Sources tab of your course guide):

Cohen, Patricia. "Video Game Becomes Spectator Sport.(Sports Desk)(StarCraft)." *The New York Times* 2009: 10. Web.

Cheng, Jonathan. "Computers That Crush Humans at Games Might Have Met Their Match: 'StarCraft'." *The Wall Street Journal*., 2016, 1-1.

<https://esportsobserver.com/starcraft-ii-esports-essentials/>

5) Each group member: cite one related articles from an *Article Database*:

Lewis, Joshua, Patrick Trinh, and David Kirsh. "A corpus analysis of strategy video game play in starcraft: Brood war." In *Proceedings of the Annual Meeting of the Cognitive Science Society*, vol. 33, no. 33. 2011.

Wagner, Michael G. "On the Scientific Relevance of eSports." In *International conference on internet computing*, pp. 437-442. 2006.

Hallmann, Kirstin, and Thomas Giel. "eSports—Competitive sports or recreational activity?." *Sport management review* 21, no. 1 (2018): 14-20.