Part 1

eSports is a relatively new form of media. With the new and growing media comes the implication of new technologies to enhance the new experience and bring viewers in. However, not all of these new technologies are being optimized to better the viewership experience. Luckily though, the eSports industry has enough allure for people to wait for the correct implementation of these new technologies.

Electronic sports or eSports for short, is the practice of professional gaming. While someone unfamiliar to concept might assume that eSports is one game, it includes a plethora of games. To name a few from the list of professional eSports, Counter Strike Global Offensive, League of Legends, Defense of the Ancients, etc. Each eSports game is its own separate identity with its own leagues and fan base. In eSports, matches usually include teams of 5 paired against each other or solo players paired against each other. As these teams or individuals play against each other, hundreds of thousands of fans watch live online from each player’s or team’s in game perspective. While most eSports are viewed only online, the more popular eSports rent out stadiums and fill the stands resulting in viewership’s so large that they have occasionally beaten out NHL and NBA finals in total spectators.

One of the aspect that draws people towards this hobby is the fact that they like to play a few of the games that are professional eSports. This understanding of the game and the difficulty of the actions that these professional players are performing help to provide a level of excitement and awe because viewers understand the extreme difficulty it takes to pull them off. Another concept that draws people
to eSports is that at any one moment a single player can just do something insane and win the game or round. The time and dedication that players put into practicing, strategizing, and developing and understanding of their teammates to best optimize their roles to achieve victory also brings some people to watching eSports to see the results of the players’ hard work.

In traditional online eSports casting, viewers have had to watch the games from a 2D perspective. This perspective consists mostly of the viewpoints of the players and occasionally the viewpoint of the professional casters. However, a new online company called Silver.tv, is offering to a service that “turns 2D eSports title live streams into immersive spherical footage viewable on VR headsets and mobile devices” (Matney). This perspective is available now to due to advancements in Virtual Reality or VR for short, VR provides for to be able to watch something as if it is what’s in front of you rather than on a screen. They also use 360-degree cameras which record all 360 degrees around them rather than just what’s in front of them. With the introduction of this new technology, viewers will be able to watch the game as if they were in the games with the players playing around them or as if they were sitting in stands right next to the game. This new form viewership will provide for a more personal and “more interactive experience” (Matney) providing for an increased involvement of the fan base into the game.

While the general amount of eSports viewers has not heard of this service, resulting in lower returns in viewership than other established platforms such as twitch or YouTube, I believe that through effective advertising the company will continue to grow. As the business continues to grow, larger platforms will either buy out the company or integrate its technology into their own company bringing an enhanced viewership experience. Since Silver.tv is not currently capable of live streaming the matches due to “the copious amount of stitching and data-gathering” (Matney), if it is bought out and its technology is integrated to large corporations with more ability to handle the large amount of required data, viewers will be able to watch matches live from the 360-degree cameras and VR
headsets. However, while Silver.tv is not capable of live streaming matches and only providing its unique viewpoint and technology in prerecorded videos, the technology is being wasted as most would rather watch it live than to watch a prerecorded video later.

Silver.tv has a fun and interesting way of enhancing the online eSports viewership experience. However, since they are currently incapable of live streaming, their new viewpoint is not being optimized. The first company to offer streaming capabilities to the virtual reality platform and 360-degree viewpoint will completely change the eSports industry. The efficient implementation of this new technology will require the creation of new forms and techniques of live streaming before replacing the traditional viewpoint and technology.


There are have been many tv shows that include futuristic technologies. One show in particular is a show called “Chuck”. In Chuck, many gadgets are presented however, one gadget is no longer a gadget of the future and is one of the gadgets of the present day. This gadget is Chuck’s watch, or as it is called in the present day, a smartwatch.

“Chuck” is an action comedy with the premise that an intelligent Stanford drop out who works at a Buy More, Chuck Bartowski, receives an email from an old college friend. This email includes a program called the intersect that, when opened, downloads all of the government’s secrets into Chuck’s head. After Chuck has received all of these secrets he is forced into the government secret services with his two handlers John Casey and Sarah Walker. He spends the rest of the show going on missions with his handlers and developing as a spy while maintaining his cover as a Buy More employee. In episode 6 of season one, “Chuck Versus the Sandworm”, Chuck is entrusted with finding his best friend Morgan Grimes because he skipped work. Chuck tracks down Morgan and finds him at an arcade playing video games. While there Chuck identifies a man named Laszlo Mahnovski who is an extremely intelligent government tech worker that killed his own handlers and ran from the government. Chuck spends the rest of the show getting close to Laszlo and begins to trust him until he hacks a government satellite and tries to blow up San Francisco with a nuclear bomb. Chuck and his team then have to stop Laszlo.

In this episode Chuck is wearing a watch designed by Laszlo. This watch includes a tracking device, call capabilities, and a distress signal. During the time that the show is set and was casted, this technology was considered extremely advanced. However, in present day real life, the watch has been out matched and would be considered out dated. In real life this technology has become quite common and while it’s often not cheap, most people can afford it due to there being many affordable options. An
example of the current low budget smartwatch is the Aipker DZO9 which only costs $22.99 which has built in software that includes “a dialer, messaging, synced contact list and call logs” (Dove, 5) and many other functions that out do the watch in Chuck. On the expensive end of the spectrum is the Apple Watch 2 coming in at $364.99 and is “water resistant, and has GPS and a bigger battery” (Beavis,). So whether or not you’re buying a high end watch or buying cheap, you will be getting a quality smartwatch that outshines the watch in the show.

Are these smartwatches solving problems or are they creating problems? In the show Chuck often leaves the watch behind or breaks it to keep people from knowing his location and often ending up in trouble without people knowing where he is. This same case could become a reality for parents who use smartwatch tracking functions to make sure they know where their kids are. Whether it be that their kids leave it somewhere and sneak out or the watch’s GPS function has problems, parents might end up having a difficult time keeping track of their kids. The majority of problems that the smartwatch “solve” have already been solved with by smartphones and in fact many of smartwatch functions are run by syncing the watch to your phone. However, for the elderly smartwatches are coming to their aid by becoming a “modern version of the 1987 Life Alert wireless button” (Liberatore) leaving a life line on their wrist for emergencies.

In the show the watch changes and saves Chuck’s life many times by being able to receive alerts about dangerous people or situations. In real life the watch effects people’s live by providing location services to relieve stress from parents by knowing their child or family member’s location. It also provides for a life line for the elderly. Mostly though, the smartwatch functions to save a little bit of people’s time by making most smartphone functions accessible at their wrists.

The use of smartwatches in society is ethical. This is due to the fact that it functions as an alternative to getting your phone out every time you get a text or notification. It also provides for daily
functions such as alarm clocks or calendars to help people to stay on track. The smartwatch is more of a benefit to those who own one than an evil device. However, the location services on smartwatch could be abused by government or terrorist organizations to track and spy on people.

In 5 to 10 years the smartwatch will probably still be around. If functionality and battery life the watch improves it might even go on to replace smartphone. This reasoning is based off of the fact that, despite the introduction of smartphones several years ago, people still opted to where normal watches. Smartwatches could also be rendered obsolete by smart glasses or contact lenses or something that at this moment we can’t even fathom due to the rate at which technology is advancing. However, as watches have recently become more of a fashion accessory than used for functionality, even if they are outdone by some new product they will probably remain for fashion.

While the smartwatch was a futuristic piece of technology at the time of Chuck, it has come to be a modern-day occurrence. Most current smartwatches now even have more functionality and power than the watch in the show. These functionalities come to make many of life’s daily task easier and faster. However, the over exposure of people to this new technology makes people much easier to track and monitor resulting in possibly deadly scenarios and an infringement to our right to privacy.
