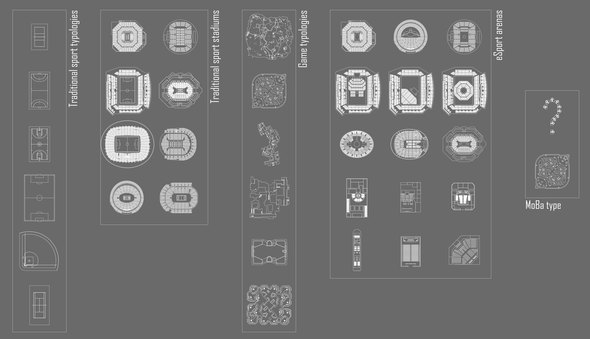
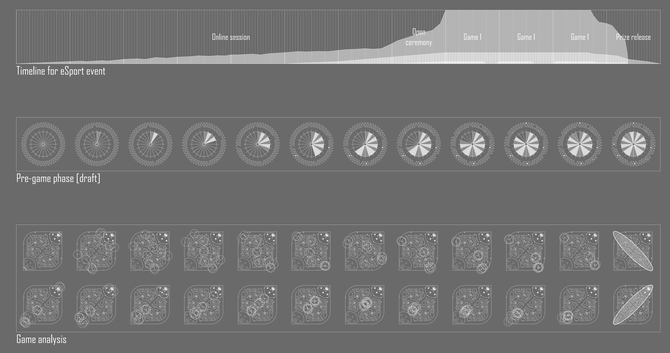
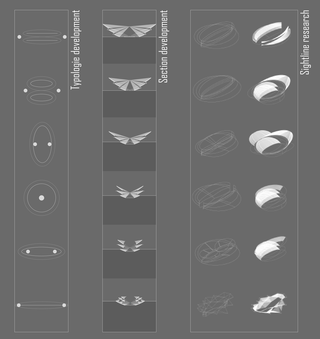
eSPORT Arena

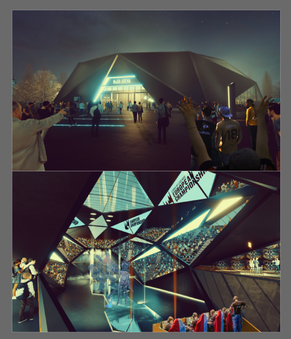
The Internet. It came into our lives in the 1980s and completely changed the human experience of the world. A plethora of new leisure activities came into being and thrived. The current architectural project focuses on eSports in particular, which has grown into a multi-billion dollar industry on its way to be recognised as an official sporting discipline by the International Olympic Committee.

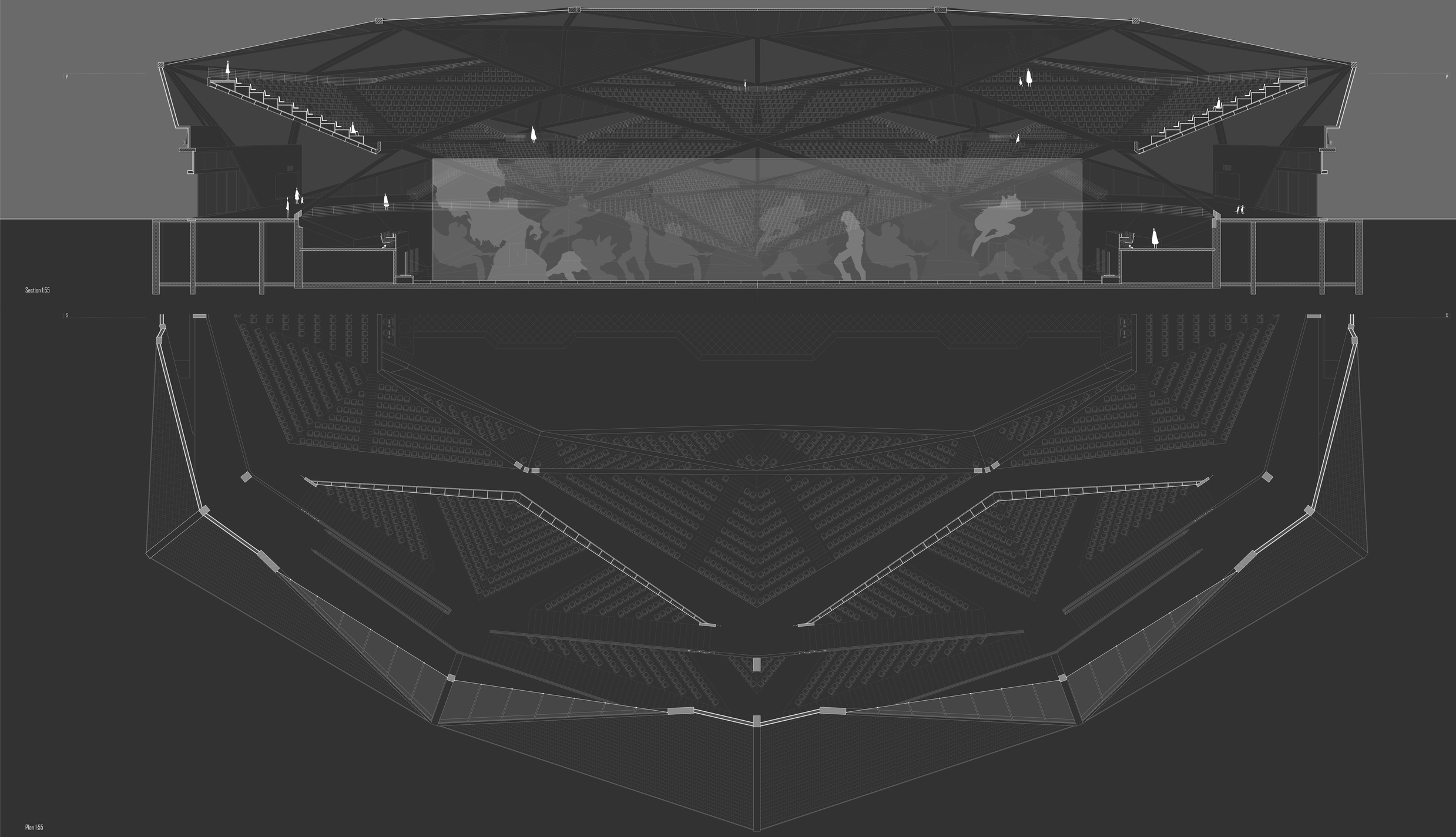
The challenge of this work is to conceptualise a space designed specifically for the demands of eSport tournaments. This would be a sporting arena that combines a personal involvement experience of a theatre visit with a festive communal atmosphere of traditional spectator sports. Key to a successful multi-viewer eSport tournament is to give the spectator an opportunity to watch every nuance of the game. Unavoidably the spectator's attention shifts from the actual players and their computers to the real time digital broadcast of the tournament on a large screen, making it a primary viewer experience tool. For instance all MOBA (Multiplayer Online Battle Arena) games are organised on a linear principle, opponents' bases placed across each other. Hence the MOBA Arena is constructed to host player teams at its opposite ends and the viewers in between, alongside the digital screens. Additionally viewer stands are located on several levels and benefit from the extra space under the bleachers which could be used as support for digital installations enhancing the spectator experience of the event even more.











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