The development of eSports in Norway

# Details

## Year

2019

## Scope

National

## Countries

Norway

## Type

Empirical research – Qualitative

## Methodologies

Textual / documentary / content analysis

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

9-18 years old

## Funder

North University, Bodø

## Funder Types

University

## Informed Consent

No consent needed

## Ethics

Ethical considerations not mentioned

## Data Set Availability

Not mentioned

# Goals

“The research question guiding our exploration is: How have eSports developed in Norway from 2016 to 2019 and what characterises eSports in Norway today? Our study aims to shed light on the following sub-questions: Which key incidents have shaped the development of eSports in Norway? Why to local sports clubs incorporate eSports in the repertoires when the NIF does not recognise eSports as sport? Which genres of eSport games are the most professionalised in Norway?” (2020, p. 167)