

The move from sport to eSport during the Covid-19 epidemic

پذیرفته شده برای پوستر

کد مقاله : 1801-12THCONG

نویسندگان

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The aim of this study is to The move from sport to esport during the Covid-19 epidemic. The present research has been done using the library method. This study is a secondary study and the method of its implementation is to review the best evidence. Sources were reviewed in the period from May to September 2016. Twenty sources were found, of which 12 were the most relevant sources. Resources were collected using Google Scholar, Sciencedirect, PubMed, Magiran and SID search engines. Among the articles, the most relevant articles and texts related to the corona virus and e-sports were selected. Canceling sports, games and competitions for all sections of society, especially athletes, can cause sadness, stress, anxiety, and frustration. The psychological impact of a corona on a competitive athlete can be very irreversible by eliminating the social support network and normal training routine. The rise of online gaming has been complementary to public health efforts to maintain social distance. Among the positive effects of Corona can be mentioned the development of sports at home, according to the leisure time for individuals. Therefore, in order to get out of the crisis, it is suggested that given the importance of management in sports organizations, managers should provide appropriate strategies to deal with the post-corona era and researchers should examine the effects of the corona virus with respect to different aspects of the sports industry. Despite the variability of these effects anywhere in the world, it is suggested that the proposed strategies be localized.

کلیدواژه ها

Epidemic ؛ Covid-19 ؛ eSport ؛ Sport

موضوعات

مدیریت ورزشی