



**THE PROSPECT OF HAVING A
PART-TIME OR FULL-TIME
CAREER IN MOBILE E-GAMING
IN THE PHILIPPINES**

**University of the Philippines Rural High School
(W2019-5)**



SIGNIFICANCE AND BACKGROUND OF THE STUDY



- **Opens a new perspective concerning the feasibility of mobile e-gaming as a career**
- **Direct beneficiaries of the research: professional players, streamers, and team managers**

Why is it acceptable to have a career in Basketball, Volleyball, or any traditional sport but not in video gaming or e-sports?

- **The prospect of having a part-time or a full-time career in mobile e-gaming has not yet gained any attention from the general public here in the Philippines.**

SUSTAINABLE DEVELOPMENT GOALS



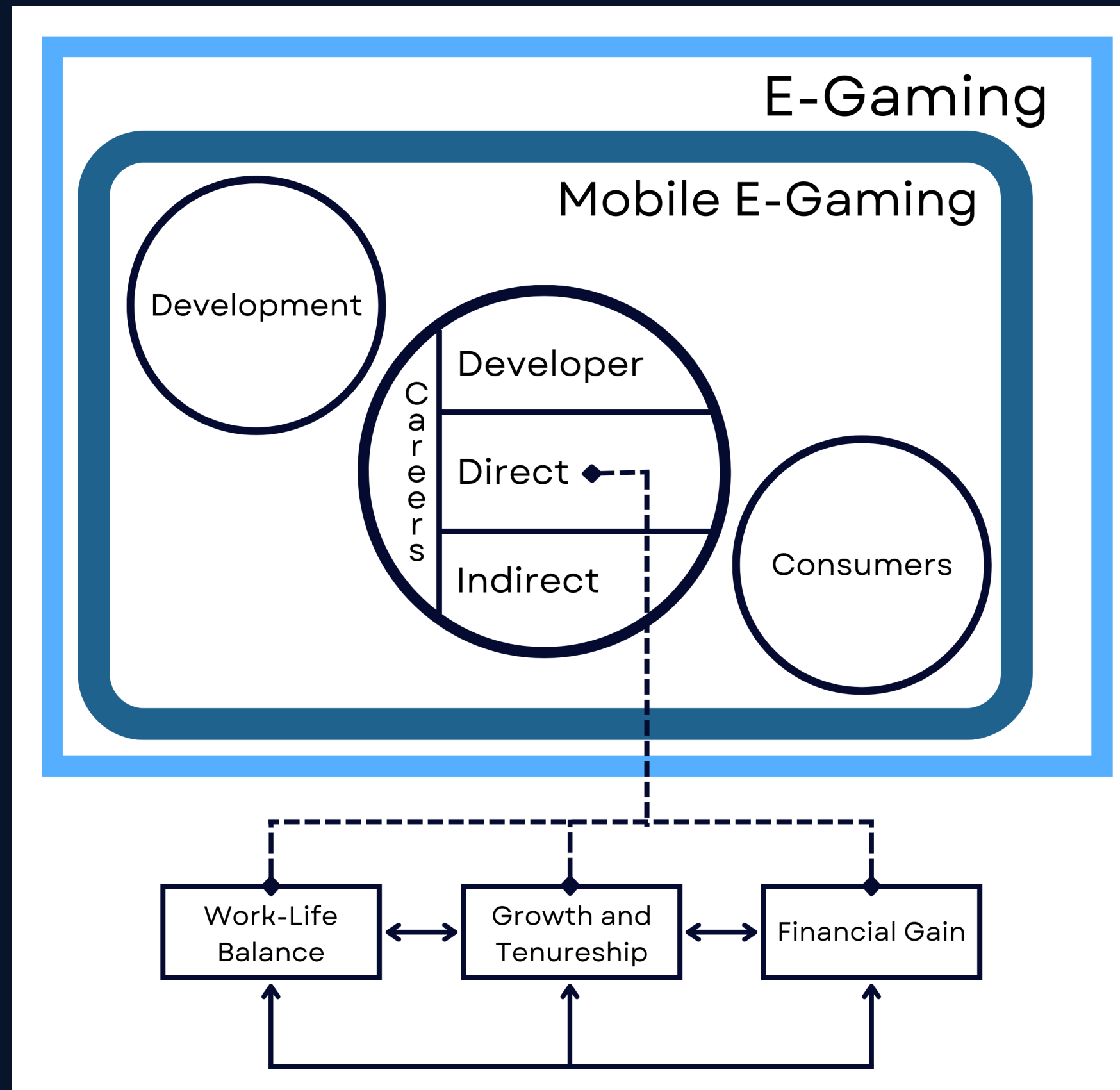
SDG 8: Decent Work and Economic Growth

- Aspirants would be given jobs

SDG 9: Industry, Innovation, and Infrastructure

- The mobile e-gaming industry would flourish

CONCEPTUAL FRAMEWORK



PARAMETERS FOR INDUSTRY ASSESSMENT



Financial Gain

The mobile e-gaming market's revenue was approximately \$898 million or P47 billion in 2020. It increased by more than \$200 million or P10 billion in comparison with the 2019 earnings.

PARAMETERS FOR INDUSTRY ASSESSMENT



Tenureship

ESports players enter the professional scene at a very young age—between ages 16 and 18. But their careers shortly end, ranging between ages 22 and 24. After retiring, eSports players can take on careers that are still within the industry, such as live-streaming, analytics, coaching, shoutcasting, and event organizing.

PARAMETERS FOR INDUSTRY ASSESSMENT



Work-Life Balance

Professional eSports athletes, especially the highly competitive youth gamers, have to play at least 12 to 14 hours a day for six days in a week. For this reason, they experience higher levels of distress as compared to normal athletes.

RESULTS AND DISCUSSIONS



- **A managerial position in the industry is the most feasible career**
- **Generally, mobile e-gaming careers are lucrative, but at the expense of social and mental, and subsequently, physical strains**
- **There are no papers directly covering the feasibility of having a career in mobile e-gaming yet**

SDG 8: The industry can be a career pathway for the youth, further diversifying employment and, therefore, helping alleviate poverty, provided that proper support will be given.

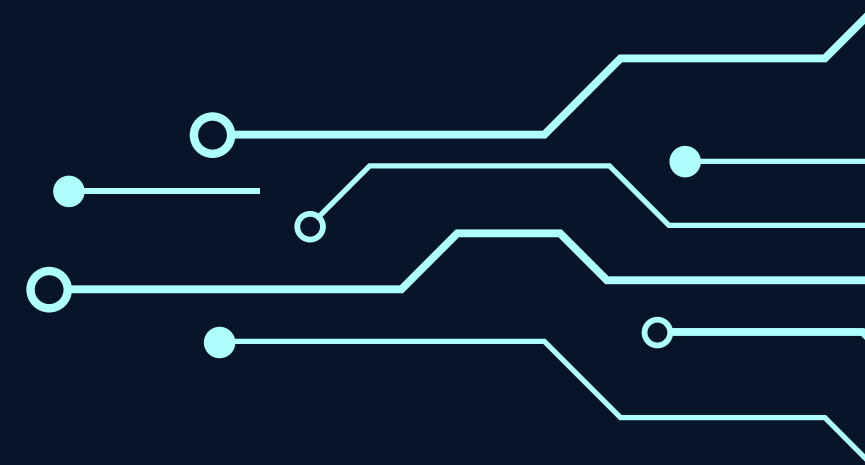
SDG 9: The industry's overall growth promotes extensive innovation in the means of infrastructure development

HAVING A CAREER IN THE MOBILE E-GAMING INDUSTRY, WITH OPTIMAL ORGANIZATIONAL SOCIAL AND MENTAL SUPPORT, IS FEASIBLE

MOVING FORWARD



We will conduct Key Informant Interviews to qualified mobile e-gaming shareholders within our specified scope to identify the strengths, weaknesses, opportunities, and threats of the industry. Thereafter, we will analyze and synthesize the eventual data to validate our initial table research and have a solid ground to have a stance on the prospect of having a part-time or full-time career in mobile e-gaming.



THANK YOU

