

# Esports Playbook Glossary

Below is a list of terms commonly used in the esports or gaming world. Use this glossary to increase your familiarity with the subject matter.

## A

**Arena:** The virtual gameplay area where online gamers interact with each another. This can refer to combat zones and lobby areas.

## C

**Cartridge:** A format of video game software primarily used by Nintendo consoles. The Nintendo Switch uses game cartridges instead of game discs.

**Console:** Hardware systems designed specifically for video games, such as Xboxes, PlayStations and GameCubes. Gaming PCs are typically not included in this term and are generally called “PCs.”

**Console Wars:** The rivalry between the manufacturers of consoles. It often refers specifically to Sony vs. Microsoft but can include Nintendo.

**Couch Co-Op:** Another term for in-person multiplayer. It comes from the image of players sitting together on the same living room couch to play a game.

**Current Gen:** The most recently released video game consoles. Currently refers to the Microsoft Xbox One series, the Sony PlayStation 5 and the Nintendo Switch. It may also refer to gaming laptops and PCs, but this is a rare usage.

## D

**Dev/Developer:** The creative company behind a video game.

## E

**Esports:** Short term for electronic sports and refers to any competitive video game play. Matches may occur offline, in-person or online.

## F

**Fiber:** A type of internet, that provides the best connection speeds for online gaming.

## G

**Gamertag:** A nickname or account name used by an online gamer. These are chosen by the gamers. There are controls for inappropriate gamertags, but Club or Youth Center staff should oversee the creation of all gamertags.

## L

**Latency/Lag:** The average time it takes your gaming device to send data to the corresponding server and back to your device. The shorter this time is, the faster your actions are within the game.

**League:** A collection of esports teams that compete against each other. There are multiple professional esports leagues. The best-known and largest one is the Electronic Sports League, or ESL.

**Lobby:** An online area where players gather to wait for a match to begin. Player vs. player combat is not allowed in lobby areas. Game or match settings can be accessed here, and public and

private matches can be created here. Players can talk and chat with other players in this area.

## M

**Match:** A specific round within a game. This may be denoted by a time limit, a goal score or the completion of an objective.

**MMO:** An acronym for “massive multiplayer online.” It refers to an online video game that players can access and play worldwide. This is sometimes used in conjunction with RPG, which stands for “role-playing game.”

## N

**Next Gen:** The forthcoming video game consoles. Typically, video game consoles are announced a year or two before their release dates. Next Gen refers to consoles that have been announced (or, in some cases, are rumored to be announced) but have not yet been released.

## P

**Past Gen:** The immediately previous generation of video game consoles. This currently refers to the Microsoft Xbox 360 (although it can refer to older versions of the Xbox One), Sony PlayStation 4, Nintendo Wii/ Wii U and Nintendo 3DS/2DS/DS.

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**Platform:** A term that can be used interchangeably with “console” or “system” when referring to physical hardware.

**Platform/Platformer Game:** A specific type of video game where the goal is to move the player from point to point in a level via running, climbing, swimming, etc., (e.g., Mario, Sonic).

**PvP/PvP Area:** An acronym for Player Versus Player and refers to an area in a video game where players can compete against each other. Players can deal damage to each other and be defeated in these areas. PvP areas often come with specific rules of combat that are expected to be followed by all players.

## R

**Refresh Rate:** How many times per second your gaming monitor or TV draws a new image. The refresh rate is measured in Hertz (Hz). An ideal gaming monitor or TV has a refresh rate of at least 120 Hz, which means it updates the display 120 times per second. The current highest refresh rate available is 500 Hz.

## S

**Server:** A computer (often remote) that hosts online play areas. Servers may also be referred to as hosts. A server or host provides a place for players to view the same gameplay and interact with each other. Servers can be set to public, where any player can join, or private, which restricts access to a selected audience. As online interactions are not moderated or controlled by games, private servers are recommended for the Club or Youth Center to help keep youth and teens safe.

## T

**Team:** A group of gamers who compete together in esports. Teams do not necessarily play the same game, and some members may professionally compete in multiple games. Some examples of esports teams are Team Liquid, FaZe Clan and Cloud9.