

## **CHAPTER V**

### **CONCLUSION**

The existence of the video game in the beginning was not for entertainment. The second chapter showed that the first games created had little entertainment value, and their development focus was separate from user experience. Which means that the first introduction of video game is not as an entertainment but only as a way to show the capability of the computer at that time.

The introduction of video game as competition was only began in the competitive event in October 19, 1972 at Stanford University for the game Spacewar where Stanford students were invited to an "Intergalactic spacewar olympics". At that time the video game was already popular in USA and considered as mainstream hobby and can become entertainment or competition, albeit there are no records of a video game competition policy at that time.

The only recorded struggle of establishing gaming competition found in this thesis happened in 2007, where the tournament was cancelled due to the reasoning of the bad effect of video game. in other hand, this event showed a sign of a norm emergence. Zach and his friends as the norm entrepreneur tried to refute the stigma that video game is bad by seek out a way to help people by using game. Several month after the rejection of the competition, Gamers for Giving was born, an event that aimed to benefit a local chapter of the Autism Society of America. In the process of planning this new event, Gamers Outreach Foundation was created. Though the organization was originally established to help encourage and facilitate donations for the event, the

foundation quickly began taking on a life of its own, maturing eventually into an organization with a clear vision and a simple goal – help people through video games.

The action of showing the benefit of gaming can be seen as an ideational commitment of Zach and his friend to clear up the stigma of video game by persuade the society around them to help autism through video game. Even to this day, this event is still existed and become an annual fund-raising event.

The second chapter showed that the first hypothesis is not correct. The introduction of the norm of video game as competition was not started by the the development of the first game, but happened after a specific event, such as what Zach did, tried to show the benefit of a game.

The third chapter is related with the norm cascade, when the norm becoming largely accepted and institutionalized. The second hypothesis was proven to be correct. The establishment of ECA give the video game enthusiast a legal and more organized support. The KeSPA is the pioneer of the many eSport organization in national level and also one of the founder of IeSPA, the international organization of electronic sport.

After the acceptance and recognition in legal matters, the norm of video game as competition in the form of eSport is entered a stage of internalization. A stage where the acceptance is so widely accepted that it become a normal thing to see. The hypothesis in this stage is proven. Video game itself already considered normal and eSport as a competition and job is already established and well known. Talking about video game is no longer considered as uncommon and can be heard in daily activity.