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Exploring the Form, Function, and Meaning of Esports

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Esports developed a sense of camaraderie founded on cultural heritage, environmental influence, or have meaning on an individual's perspectives (Hocking, 2009; Hocking & Wright, 2019). Esports has a developed its own culture and community that is becoming accepted by society (Marelic’ & Vukusic, 2019) as an occupation that also reflects shifts and movements in society with remaining pitfalls (Darvin, Vooris, & Darvin et al., 2020; Kruthika, 2020). Esports developed a sense of camaraderie and belonging for its participants (da Costa, 2013; Hitch et al., 2014; Kay & Brewis, 2017; Wilcock, 2007).

The purpose of this study is to develop a written outline to explore the occupation of esports. This research study will use an approach inspired by Clare Hocking to investigate who, what, where, why, when and how of esports to develop a well-rounded understanding of the occupation (Hocking, 2009). Ultimately, the desired outcome of this project is to explore the occupation of esports and bridge the gap in knowledge of occupations (Hocking, 2009).  The purpose of this study is to develop a written outline to explore the occupation of esports. This research study will use an approach inspired by Clare Hocking to investigate who, what, where, why, when and how of esports to develop a well-rounded understanding of the occupation (Hocking, 2009). Ultimately, the desired outcome of this project is to explore the occupation of esports and bridge the gap in knowledge of occupations (Hocking, 2009).