

RESPECT ALL COMPETE

Respect All, Compete is a project started by Sverok and financed through Arvsfonden. We aim to encourage a positive development in e-sports, through meeting spaces, a code of conduct, educations and multiple e-sport camps. We strive to achieve this together with players, organizers, game centers, game developers and politicians.

E-sports is a global phenomenon and one of the world's fastest growing sports. Each day millions of people engage in e-sports in different ways; as players, viewers or organizers. For kids and youths it is a natural element in their everyday life, a sport among many others. Sweden is one of the leading countries in e-sports, both when it comes to players and organizers.

The fact that e-sports is almost exclusively digital also opens new possibilities – in theory gender, age, social class or body type doesn't matter – everyone is equal from the beginning! Even with the possibilities of a fresh start with an online world where everyone can join on equal terms, there are barriers in form of social conventions. Why is that, and what can we do to change it?

Between **2012 and 2013** Sverok made an extensive investigation on norms, attitudes and behavior among the members of our clubs. The investigation concluded that the clubs which has no physical meeting places, but rather conduct all their activities online, often meant a more unsafe environment and



negative jargon. To simplify; the clubs which had the most amount of physical meetings also indicated the highest amount of sincerity and respect.

Our goal is to create a more welcoming culture and attitude within e-sports. We will do this together with our clubs and our partners, both within and outside the gaming industry. The expectation is to create a positive change in Swedish e-sports as a whole, but also in the long run try to influence the international e-sport scene. **We strive to create meeting places for people engaged in e-sport** in Sweden, a place for players who want to train and compete. Similar to the Swedish football association's goal of having at least one good football pitch per municipality. There is also a need for a **code of conduct** – how should we treat each other within e-sports? By working with both **analog and digital education** as well as workshops, we will educate reliable leaders who act for fair play and a welcoming atmosphere in e-sports.



We also want to arrange multiple **e-sport camps** where we put emphasis on a multitude of aspects, from technical skills to ethic values. Accompanied by the players, organizers, gaming centers, game developers and politicians we aim to achieve all of this.

It is our belief that substantial work that includes all of these areas has the potential to create a positive development in a sport that is still young. The project, due to last for three years, is led by Sverok and financed by Arvsfonden.

About e-sport

E-sports is a big and internationally spread activity that engages an ever growing audience. It is most easily described as a person competing in computer games, playing with and against others over the internet or via a local network. There is a large variety of smaller and larger e-sport competitions in the world, with League of Legends world championship as one of the biggest. The most recent finals in League of Legends had over eleven thousand visitors and more than 30 million viewers online watching various streams.

SCB's latest statistical report indicates that 20 % of all boys as well as 5 % of all girls in Sweden in the ages between 10 to 18 spend at least three hours a day playing computer games. As much as 86 % of the children between 9 to 12 answered that they play regularly. (http://www.statensmedierad.se/upload/_pdf/Ungar_och_medier_2013.pdf)

About Sverok

Sverok is Sweden's largest youth association with 80.000 members in 1200 clubs across the country, which collects, develops and spreads the gaming hobby. In Sverok, youths start up and run their own clubs, on their own terms. Role-play, live-roleplaying, board games, tabletop games, e-sports and LAN make up for the main activities. A large part of Sveroks members are engaged in e-sports in their respective clubs and most of them regard it as a hobby. That is why we believe Sverok has an important role and a big responsibility when it comes to how attitudes and behavior within e-sports are viewed, and for setting the agenda for the future.

Contact us:

The projects website

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Respect All, Compete in social media

<https://www.facebook.com/respectallcompete>

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