

THE ROLE OF CYBERSPORT IN UZBEKISTAN

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Annotation: *You can learn about the role of cybersport in Uzbekistan, history, importance in the life of society, reforms carried out for the purpose of development and conditions created for gamers through this article.*

Key words: *Mobile gamers, emulators, esport, PUBG clans, PS (Playstation), stream, cyberzone, implementation, content, investment, directorate, IT park, classifier, XALIKK-2020, inspection, console.*

Аннотация: *В этой статье вы можете ознакомиться с ролью киберспорта в Узбекистане, его историей, значением в жизни общества, реформами, проводимыми в целях развития, и условиями, созданными для геймеров.*

Ключевые слова: *Мобильные игроки, эмуляторы, киберспорт, кланы PUBG, PS (Playstation), стрим, киберзона, внедрение, контент, инвестиции, дирекция, IT-парк, классификатор, ХАЛИКК-2020, инспекция, консоль.*

INTRODUCTION AND BASIS CONCEPTS

Rapidly developing technologies have become an indelible part of teenagers' lives. Traditional playgrounds have been replaced by virtual reality. Due to the fact that young people spend a lot of time in the cyber world, in recent years special attention has been paid to this field in our country. Because the future of our country is in the hands of these young people. Their activity today, what they are doing, plays an important role in forming their spirituality, ideology, worldview, as well as their vision and confidence in the future.

Taking into account such high tasks, the honorable President Shavkat Miromonovich Mirziyoyev signed the decision PQ-423 on November 16, 2022 year "On additional measures for the further development and widespread popularization of cybersport types". That is, cybersport as a separate and independent training, sport, science and profession. The independence of cybersport in all aspects will lead to many positive changes.

For example, now official tournaments and championships are held for amateur and professional gamers. On top of that, many opportunities will be created for the winners with valuable prizes.

For information, in the last quarter of last year, the Tashkent campus tournament on PUBG steam was held. Higher educational institutions of Uzbekistan took part in it.

In combination with ensuring the execution of the decision, tournaments and competitions below each year became rocky. they are as follows:

- ESports Championship;
- Cabinet of Ministers of the Republic of Uzbekistan;

– Youth Cup;

CS (Counter Strike), DOTA, League of Legends, Call of duty, Apex Legends, PUBG (Player Unknown's Battle Grounds), Fortnites remain the main games of the cybersport. Currently, there are 1 esports dedicated and engaged clubs, various sports clubs and organizers that include 1 team. For example, there are PUBG clans such as Danger Esport, 712 squad, Warrior, TT family, Energy team and others.

Currently, the training of cyber supporters can be divided into the main types:

- Mobile gaming gamers;
- Emulators;
- PS (playstation) cybersporters.

Meanwhile, mobile games and emulators have much more fans than PS and are standing on them.

RESULTS AND INDICATORS

After the separation of the cybersport as a separate and independent sport, the following competitions began to be organized in 2023 year:

- "Uzbekistan esports championship" every April of the year;
- "Youth Cup" is the month of each year;
- "Cabinet of Ministers of the Republic of Uzbekistan" in December of each year.

"Uzbekitan esport championship" is held in 3 stage:

- Republican stage;
- Provincial stage;
- District (cities) stage.

As additional information, the fund of the republic stage of the "Uzbekistan esports championship" held in 2023 year is 332,000,000 sum. Competitions are held through special portals. The software and Information Technology of the portal is provided by the Techno park Directorate (IT park). An one-time sum 1.5 billion sum was allocated by the Ministry of information and Communication Technology Development to host the Republican stage of the Uzbekistan esports championship. For the regional, district (cities) tournaments, 2 billion sums were allocated in addition to the budget from the "Yoshlar ishlar agentligi" fund.

As additional information, in the last quarter of last year, the Tashkent campus tournament on PUBG (Player Unknowns Battle Ground) steam game was held among higher education institutions of Uzbekistan in the city of Tashkent.

For the academic years 2023/2024, a bachelor's degree course "sports activity: Cybersport" was opened at the Uzbekistan State University of physical education and sports and separate grants were allocated. The buildings and facilities of the cybersport clubs were allowed to allocate 15 million sum every 3 months from the "Yoshlar daftari" fund to cover rent payments and it will based on separate terms.

ONGOING REFORMS

The largest of the reforms carried out was PQ-423, adopted by our President Shavkat Miromonovich Mirziyoyev on November 16, 2022 year. This decision included

many activities such as holding various tournaments, championships, competitions in order to develop a cybersport, conducting propaganda work to create a positive environment about cybersport among the population, writing cybersport-related scientific works, articles, manuals, literature and supporting them, preparing investments aimed at developing cybersport.

Also, in order to develop cybersport in the Yashnabad District of Tashkent city, separate cyberzones for cybersport tournaments and competitions, halls for training, studios for commenting on the championships and realizations for advertising will be organized.

FAVORABLE

Cybersport tournaments in the province, districts (cities) Online Pass for the sake of the convenience of gamers;

– Timely submission of awards and souvenirs to winners of local tournaments;

– Official cybersport tournament funds full state coverage;

– In the Republican stage of "Uzbekistan esports championship", the winners of the last 1 year (1st place) should be exempted from professional exams and give maximall points to the" sports activity: Cybersport " undergraduate education direction of the Uzbekistan State University of physical education and sports, which was opened in the academic years 2023-2024;

Inclusion of cybersport arbiter, cybersport trainer and cybersport experts in the working professions classifier (HALIKK-2020);

Inclusion of persons engaged in cybersport activities - in the type of activities (works, services) that self-employed persons can engage in;

Payment of rent of their premises and facilities to cybersport clubs is provided in accordance with the established procedure from the funds of the regional fund "Yoshlar daftari".

Money won in international and domestic cybersport tournaments and championships is not included in the income tax. That is, no taxes are paid for the achievement. It should also be mentioned that apart from tournaments and competitions, gamers also earn through their daily game streams or ads placed on their platforms.

Engaging in cybersport following certain rules (that is, not exceeding the prescribed number of hours per day, at a certain distance with anti-computer glasses) does not cause any injuries. Because of the injuries that can be received in other sports that use force, it defines the minus of the sport, the absence of such frustrations in esports reveals the comfort side of the sport. Maybe that's why in our developing time, some bloggers describe this field as "future profession".

DISADVANTAGES AND MISTAKES THAT ARE BEING MADE

The fact that the cybersport, which is recognized by the International Olympic Committee as a separate sport in 2018 year and is expected to be included in the Olympic sport, was adopted much later in our country or rather 4 years later, as a

separate and independent sport is one of the main disadvantages in the system. As well as the fact that there are very few scientific applications in the correct interpretation of cybersport. Esport clubs are held only in IT-parks, and there are no clubs promoting real cybersports in the countries of knowledge.

Real cybersport means playing games not just, but as a part of one's profession, activity, with high feelings such as skill, sensitivity, experience, intelligence, cunning.

That parents engage their children in cybersport, meet less than in other sports one of the main reasons is that they think that cybersport has no future. That is, they think that it is impossible to get enough funds of this activity. For example, The prize money awarded at the 2021 year international championship for the Dota 2 game was \$40,018,400.00 (USD). 332,000,000 sum was invested in the Republic stage of the "Uzbekistan esports championship". But looking at the latest data, it turns out that in order to earn \$1 000 000 (USD) in the Republic of Uzbekistan, you will need a period of 8 months of 277 years with an average salary. But experienced gamers, on the other hand, earn the money above in a matter of hours. A clear example of this is Sanjar Kuliev. This Uzbek gamer has so far raised \$325,242.42 (USD).

So, it should also be mentioned that it is better to create an environment for your children to engage in cyber sports than to ignore them and get used to harmful habits in their free time.

SUGGESTIONS FOR CHANGING THE SYSTEM

For cybersporters who have won domestic or international tournaments and competitions (2nd, 3rd places), the bachelor's degree "sports activity: Cybersport" of the Uzbekistan State University of physical education and to provide benefits from 30% to 50% of the maximum score from professional exams.

Overcoming the ping problem encountered in cybersport. A ping is a signal that your computer (or device) sends to a server. to put it simply, the functions you perform in the game will work after the request has arrived to the server.

All sports games are played over the Internet. That's why, it is necessary to provide high-speed internet to the facilities where the competitions and tournaments were held, as well as cyber sports zones.

Add professional eSportsman and regular streamers, as well as sports coaches to the "self-employed list".

Controlling the activities of streamers and bloggers operating in the field of gaming in our country. If it is found that among the streams and contents that create an anti-social environment among young people, the platform or the future activity of that content will be restricted for a certain period of time. The reason is that a single streamer has millions of followers on YouTube. Due to the fact that most of them are teenagers, it is necessary to control their activities so that they do not convey information aimed at changing the ideology and spirituality of young people or interpreting them in a different way.

Organization of esports clubs in schools, academic, lyceums, colleges and higher education institutions. And only those who have sufficient skills, qualifications and abilities in this field.

In place of the conclusion, it is precisely for cybersport and gamers that large-scale reforms are being created in our country in recent years. The main goal of this is to include the Republic of Uzbekistan among the dynamically developed countries. The youth of our country, which has shown itself in many areas, will take advantage of the opportunities created and raise the flag of Uzbekistan on cybersport to the heights.

USED LITERATURES:

1. PQ-423 of the president of the Republic of Uzbekistan dated November 16, 2022 year "On additional measures for the further development and widespread popularization of cybersport types".

2. <https://www.esportsearnings.com>

3. <https://uca.uz>

4. <https://escharts.com>