

The background features abstract, overlapping geometric shapes in various shades of blue, ranging from light sky blue to deep navy blue. These shapes are primarily located on the left and right sides of the frame, creating a modern, dynamic feel. The central area is a plain white background where the text is placed.

**My favorite type sport**

for me my favorite sport is not an ordinary sport, but cybersport, I especially like the discipline of Dota



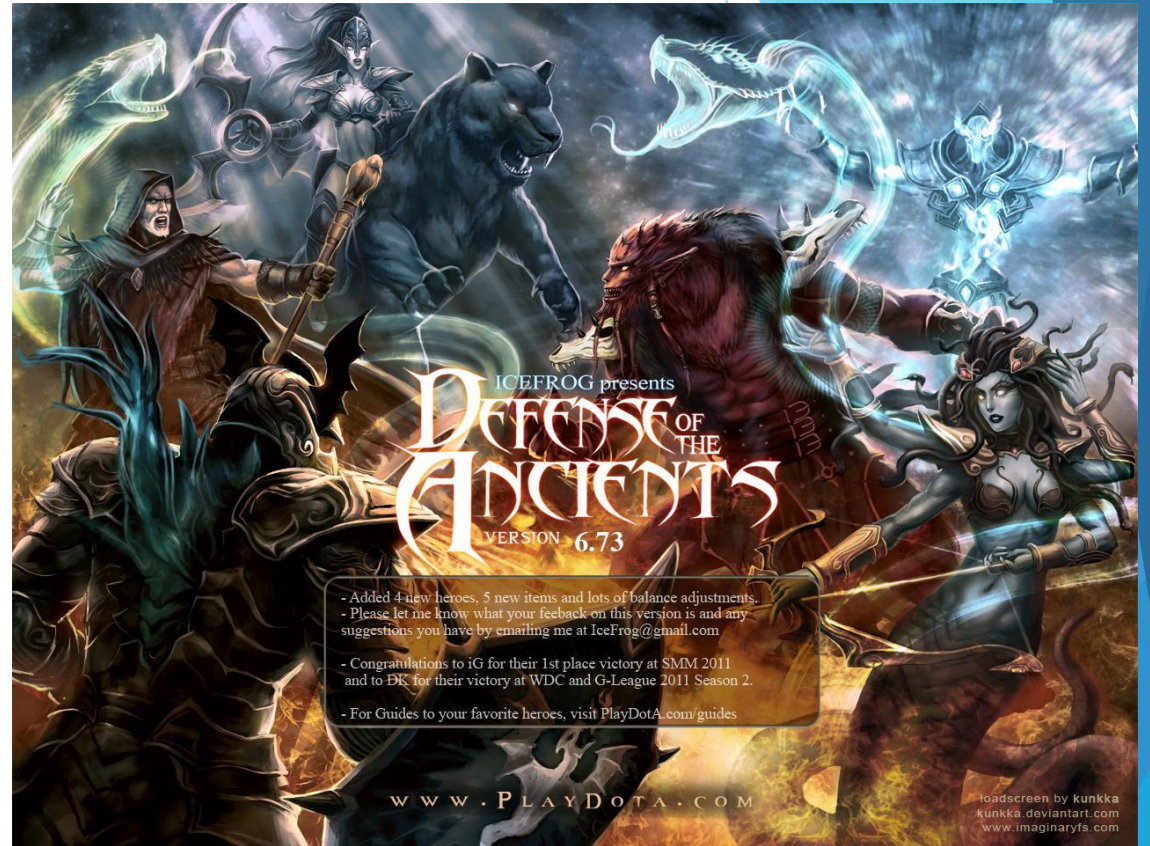
# Dota popularity history

2002, July 3. The legendary game "Warcraft 3: Reign of Chaos" from "Blizzard Entertainment" has been released. Included with the game was a convenient, affordable and very effective map editor "World Editor". thereby

2002, autumn-winter. The user with the nickname Eul created the map "Defense of the Ancients" (DotA).  
2003, autumn-winter. Eul redesigned his map for a new expansion and called it "DotA 2: It was less successful than the original, and soon Eul abandoned the development of the map.



In 2004, Meian and Ragn0r created "DotA Allstars" in the mapmaker. 2004, November. The final version has been released - "DotA Allstars From this version Dota got stability. This version was of extreme historical significance, the number of players increased several dozen times. The official competition began with this particular version.





# DotA as an esports discipline

Then, in November, the first serious competition took place on the Dota map. Competitions were held by International Gaming Syndicat

after a lot of work on bugs in 2005, October 10. A Dota tournament was held at the official Blizzcon exhibition. later 2005, October 23. The Clanbase and Electronic Sports League has included Dota in the list of official esports disciplines.



The first team with a sponsor appears. It was the clan PluG team from North America. Thus, the first "stars" appeared among Dota players.

2006, November 6. The tournament MyM PriDe # 1 was held. It was this event that later significantly increased the popularity of the game as an e-sports discipline.

2007, February 28. The first big Dota tournament - Russian ASUS Winter Open was held in Russia.

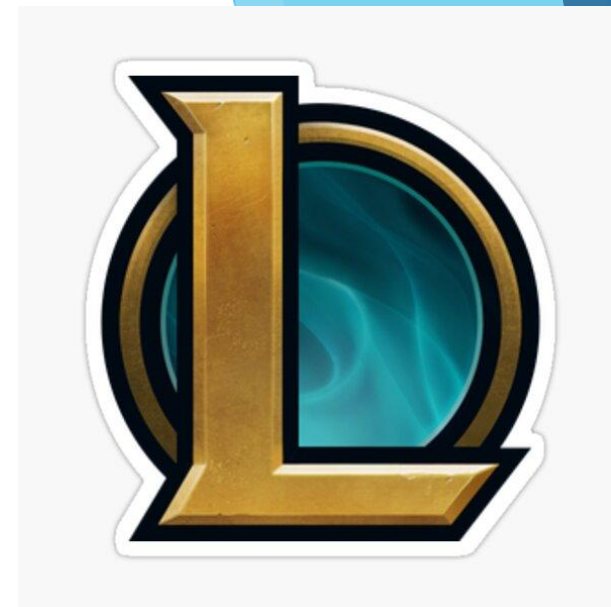
2007, March 7. The tournament MyM PriDe # 4 was held, in which 137 teams participated. 2007, April 12. Time after time, the MyM event expanded in scope. The tournament was attended by 200 teams from all over the world. The passing MyM PriDe # 5 was referred to as "World Cup of the DotA".

MyM Prime Nations was soon created. Only one team from each country could participate in the league. This is how the first real international Dota championship was born. There were 18 national teams participating in MYM Prime Nations. The victory was won by the Russian team.



## First games competitors

2008, October 7. A game in a new Dota-like genre - "League of Legends" has been released. Created by Riot Games under the leadership of Marc Merrill, League of Legends quickly became a real competitor to DotA in its genre.



2010 year. The "Heroes of Newerth" game from "S2 Games" has been released. This game did not receive much popularity, but it also took a small part of the Dota audience. 2010 year. At BlizzCon



# Dota 2

2010, October 13. Valve Software officially announced the game "DotA 2"

2011, August. At GamesCom 2011, which took place in Cologne from August 17 to 21, Valve held a five-day trial Dota 2 tournament called "The International". It was at this competition that the game was first introduced to the general public. The prize fund was \$ 1.6 million. 16 strongest teams from Europe and Asia were invited. The Ukrainian team Natus Vincere became the champion of The International 2011





to this day, there are many Dota tournaments and many of them are gaining huge views every day eSports is gaining more and more viewers and players , and this proves that eSports can be on a par with ordinary sports

