

From Game to Grammar: Analysing the ESP Needs of E-sport

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Abstract

Purpose: This research investigates the specific language needs of esports professionals in Indonesia, particularly assessing whether conventional English classes effectively support their international success. It also explores language barriers that hinder team dynamics and performance. As the global esports industry continues to expand, effective communication among players is increasingly recognized as a critical factor in achieving team success.

Methodology: This study employed a mixed-methods approach, combining both quantitative and qualitative data. The participants consisted of 17 esports professionals, including players, coaches, managers, casters, streamers, and brand ambassadors. Data were gathered through structured questionnaires, in-depth interviews, and direct observations during esports events organized by local esports bodies.

Results: The findings indicate that conventional English classes do not meet the specialized communication needs of esports professionals. Participants reported difficulties in understanding contractual agreements, following instructions from international coaches, and communicating effectively during international matches. These communication gaps negatively impact team cohesion and performance.

Applications/Originality/Value: The study underscores the urgent need for English for Specific Purposes (ESP) programs tailored to the esports context. The results are valuable for educators, policymakers, and esports organizations in designing targeted language training initiatives that align with the unique demands of the esports industry and enhance the global competitiveness of Indonesian esports professionals.

Introduction

In the 1950s, video games were just a concept. Although, there are tons of world tournaments played in national and global arenas with millions of dollars in prizes, making it a common entertainment in many countries around the world (Pissarev, 2023). Esports has become a core element in recent years, due to increased brand awareness and financial capabilities. Twitch.tv is the keystone of the stability that eSports has built and its popularity is growing. It has been noted that the eSports industry is basically doing well and one of the contributing factors is Twitch.tv, a gathering place for millions of fans from different parts of the world (Block & Haack, 2021). The product has generated more players, viewers, and new investors on a global scale. Through its development, a distinct, vibrant and healthy online community has formed (Dominteanu et al., 2023). Combining the data from the above-mentioned cases, eSports has grown rapidly with the popularity of mobile online games among young people as the driving force, which is not only a form of income but also a fun activity for them.

According to Block & Haack (2021), the rapidly growing eSports industry threatens to surpass the traditional sports sector. Traditional sports are usually found in local areas, while the new message of this century is about digital environments, where electronic games are played between individuals. The distance from these events no longer seems to prevent spectators from fully interacting with the competition, such seamless real-time interaction is a live technology inserted into the spectacle of sports and is the next logical step (Hamari & Sjöblom, 2017). TikTok, Instagram, YouTube, and Twitch have shown that the digital spaces they provide have shifted the way people interact with esports so that players and fans have the chance to connect (Torres-Toukoudidis, 2022). The impact of these platforms on esports is that they increase the popularity of the sports, help attract sponsors and good salaries, as well as assist players in building careers (Korolovych & Liba, 2023).

Esports means just playing video games in the real world, or this is what happens in the background. The victory of players and teams depends not only on the players, but also on the various professions involved. The players are trained by coaches, analysts are the ones who assess the performance of the team and their opponents, and managers are the ones who formulate the tactics that will keep the team growing (Hong, 2023). Besides general psychologists, sports psychologists

also play an important role; e-athletes who are at risk or experiencing mental health issues will get help from sports psychologists who have skills in psychology to integrate those skills into performance areas (Trotter et al., 2023). Others include brand ambassadors who are representatives of the team, casters who are people who comment on matches, and editors who are people who create content. Expanding research in this area is very important as it can be useful in generating new ideas on how to train, and also in generating more effective and better quality training methods (Dominteanu et al., 2023). These studies with their respective artworks show that esports require different types of support roles to ensure player well-being as well as team performance.

According to Hidayat & Sabillah (2022), Indonesia is one of the countries in Southeast Asia where people have a high interest in gaming, and the growth of the gaming market has made a considerable contribution to the country's revenue, reaching USD 1.74 billion or nearly IDR 25.1 trillion, with an annual increase of 32.7%. In the field, there are opportunities for people who are just starting to make money, and for important players to make a lot of money (Shynkaruk et al., 2021). Moreover, besides being an opportunity for financial growth, it is also a buffer between the loss of ticket sales, sponsorship, merchandise, and digital media (Turnip & Alexandra, 2023). However, international esports players need the right resources to give them sufficient exposure to the English language. English is the first language. The English skills needed for esports mainly consist of an understanding of the technical terms of the game, effective communication within the team, knowledge of contracts, and even public speaking skills.

Several studies have underlined the growing importance of English language skills in the e-sports field, especially as the field moves towards globalization. Hamari & Sjöblom (2017), examined the importance of live-streaming website such as Twitch in developing a worldwide gaming community, and show how these platforms offer opportunities for interaction and connection between people from different countries. The rise of Twitch and similar platforms not only connects players, but also requires gamers to develop effective communication skills, especially in English, to interact with a global audience. Similarly, (Korolovych & Liba, 2023), who emphasized the impact of digital platforms on the professional development of esports players, revealed that players who can communicate in English are better able to attract sponsors, collaborate with international teams, and grow their fan base. These results show that expertise in English is the most important thing for players to achieve good outcomes on the international level.

In addition, there is further research on the use of English for Specific Purposes (ESP) in esports education. Hong (2023), investigated the way in which English could be taught specifically to the esports professionals such as team communication, the understanding of technical terminology, and the management of contracts. The result of the study showed that many esports players and coaches are not comfortable with the slang/apparatuses that are used in the game which can hamper the team's performance and their careers. Trotter et al., (2023) furthered this by presenting the fact that mental coaches who power the English-language psychological skills training to esports athletes also play a significant role. The results of these studies demonstrate the exploding demand for ESP programs that are tailored to the issues of the students, and this is achieved by focusing not only on the general language proficiency of students but also on the specific communication skills that lead to success in esports. The present research adds to these studies by specifically examining the English needs of Indonesian esports players, which is a dimension that has not been studied in the localized studies on ESP in esports education.

This research will report on English for Specific Purposes (ESP) needs in the context of esports. Those involved in the gaming sector, including players, coaches, streamers, managers, casters and brand ambassadors. They were asked through surveys and interviews about the specific English language requirements needed for a successful career in esports. The findings from this study will undoubtedly form the basis for the development of esports-specific ESP teaching materials and pedagogical approaches in the future. Thus, professional gamers can improve their language skills that meet their career requirements, both at the international level and in cooperation with global sponsors.

This research zeroes in on the main problems in the English language used for Specific Purposes (ESP) for esports education. First, general English courses do not meet the specific needs of professional gamers, coaches, and managers. This demonstrates the importance of a curriculum that is mainly tailored to the esports industry. Second, team communication in English, especially in the aspect of coordination, is a significant obstacle. The study will also attempt to find out if players comprehend the technical terms used in esports and if this hampers their international competitiveness. Addressing these areas can assist gamers in boosting their English skills more effectively. To examine these issues, this research will focus on the following key questions: (a) To what extent do traditional English classes equip professional gamers in esports with the language skills needed for success on the world stage? (b) How do language barriers within English-speaking teams influence the performance and effectiveness of esports players, coaches, streamers, managers, brand ambassador, and casters in their respective roles?

According to Dewi et al. (2019), the term English for Specific Purposes (ESP) emerged in the 1960s when learners and business owners recognized that general English courses were insufficient to meet their specific needs. The rapid growth of English in fields such as business, technology, medicine, education, and research has further increased the demand for ESP, especially in countries where English serves mainly as a practical tool. While Bolton & Jenks (2022), mentioned that research and teaching approaches in ESP became evident from the 1970s, due to the expansion of English over the world and the necessity of specialized English instruction for the students and professionals could be able to effectively communicate in both local and international contexts. Accordingly, ESP has been gaining more and more attention in the world-wide languages discipline to equip students with the language skills that are purely meant to fulfill

their academic or professional objectives (Suharyanto, 2024). In Indonesia, the trend of people acknowledging the fact that having excellent English skills, both speaking, and writing, is inevitable has been, however, upward. The very first action item that needs to be taken is the ESP Course which is to have proper discussions with the professionals in the mentioned sectors for example esports to document the exact communication needs of the aspirants in that industry from them.

As stated by Ghafar (2022), ESL through ESP is one of the many programs led by the ESP framework that benefits students in that students can learn the language they need quickly, as it implies a learning style by which native speakers of the language learn specific linguistic skills in meaningful situations. The Indonesian government has taken initiative towards solving the problems of English language learning that have surfaced in academic, vocational, and professional settings by those educational institutions, including vocational schools and universities that comply with government instructions, by the introduction of ESP courses for students to afford them the opportunity to possess the skills necessary for their careers in the future and to be able to work effectively in global companies (Kusni, 2013).). "ESP" which originally stood for English for Special Purposes but the word Special was soon changed to Specific to give it focus. In other words, ESP stands for getting English for specific jobs and working tasks (Fitria, 2019). Interviews, surveys, and event observations among the professional esports players can help to detect the specialized vocabulary, grammar, and communication skills that may be needed in the industry. The most important English skills that are required in esports are related to the expression of proper gaming terms, the communication of the players, the reading and writing of contracts and the clear representation of one's ideas in interviews. As soon as these areas are defined, the appropriate vocabulary and topics will be linked to intensive skills development will be targeted. Besides, educational games can be integrated that encompass negotiating, for example, and the participants practice their skills. Role playing in order to be a simulated caster/studio anchor, as well as practicing business transactions, through realistic exercises, enables the students to perform their learning in real-life scenarios. Staying in contact with the gaming world also helps the improved conceptualization to sink in. The progress of learners should be measured by their practical skills in the form of negotiation or commentary. A proper ESP curriculum should consist of conducting a market survey, writing quality lessons, teaching by doing, and coordinating with gaming companies to make sure esports players are prepared for international competitions.

As Rahnuma (2009), points out, Needs Analysis is the method for understanding students' language desires and requirements, thereby assisting in designing lessons that are unquestionably relevant and applicable to their respective goals and situations. Designing a course involves needs analysis of the learners and creating a personalized learning environment that would help achieve a particular goal of knowledge. Needs analysis is the preliminary and most important step in this process, providing answers to questions like what to teach when, why, how, where, and who the learners are, thus, making sure the course meets their specific needs in an efficient way (Puspitaloka et al., 2024). Needs Analysis is the central part of the process of identifying the most relevant English skills among esports students. Needs pertain to what the students must be able to do with a foreign language under a particular condition, and also how they can successfully acquire the target language during their learning periods (West, 1994). The usage of surveys, conversations with the mandated professionals, and observations of the workplaces help to detect the most common communication skills that are required in a job. It's crucial to mention that students' desires may sometimes converge with their weaknesses or necessities whether in academic or professional domains (Martins, 2017).

The aim of the study is to fully acquire the knowledge of how esports professionals who are using English in their daily life. The questions addressed to the industry veterans should concern English communication, who they refer to, the usual situations, the difficulties they cope with, the documents they read or write, the way they mastered the language, and the remaining problems. This complex method highlights, apart from the current gaps, also potential needs new coming with globalization. The diversity of perspectives from the participating elite is ensured by Obama's saying: "Different folks, different strokes." Managers may train their public speaking skills, players may become more focused on fast-paced in-game communication, and broadcasters may be creative in the analysis of broader vocabulary. Analyzing the needs of different stakeholders is a vital part of understanding ESP. It is well-known that learners may easily be "adjusted" to the world of esports, which is a dynamically developing field, and the focus of ESP is already on communicating with internet friends, so the general English competencies can be sharpened as well. Thus, the gathered information can eventually be used for further in-depth research or specific ESP data in the ESL curriculum. Besides, by checking common communication scenarios in diverse roles, the analysis can pick out more easily the language skills that the future students will need. Based on these findings, goal course materials can be developed. The content will focus on the listening, reading, writing, and speaking skills that are the most critical. These needs will expand as esports evolves to help esports professionals stay connected with fans and teams globally.

Method

In this research, the study utilized a mixed methods design to investigate the English for Specific Purposes (ESP) needs of professionals in the esports industry. The data collection methods chosen among structured questionnaires included on-site observations and semi-structured interviews to obtain data on. The questionnaire extracted impressions of communication skills in esports from participants whereas the on-site observations during live matches, team gatherings, and events across Java brought to light the real-time communication issues. The interviewers analyzed the information

collected, which was related to in-game coordination, sponsor negotiations, and team performance. They also had participants recommending other professionals from the esports community, thus, making the cases even more varied.

For data analysis, researcher followed the Miles and Huberman (1994) model, which includes three stages. At the first stage, data reduction included the creation of a summary and classification of the raw data to extract the focal themes for example communication obstacles, ESP needs, and role-specific language requirements, and to filter away irrelevant information. Second, data display presents the reduced data systematically in visual formats, such as tables and charts, to highlight key findings such as players' feedback regarding the use of English during tournaments and managers' insights regarding contract understanding. Finally, conclusion drawing and verification stage which consists of the interpretation of what was displayed to find trends, recurring issues, and unique challenges. Researcher validated these findings through triangulation, comparing questionnaire answers, observations, and interviews to ensure reliability.

This thorough process, on the one hand, revealed important conclusions regarding the language issues in esports that athletes are suffering from. On the other hand, it has also helped me to suggest ESP teaching programs specifically addressed for them and customized to their different positions and challenges.

Result and Discussion

The Mobile Legends tournament showed how English for Specific Purposes (ESP) can be used in the esports setting. One of our participants, who is a player, mentioned that during competitions, they noticed many of their teammates, opponents, coaches, and commentators using English. Experienced broadcasters presented the commentary and analysis in English and gave attention to sports-specific terms the international audience uses. In some cases, the interviews and analysis following the game were also in English, giving the fans insights into the team's strategy and dynamics. The tournament, thanks to its esports-specific English language, encouraged students and other fans to join English live chats, and discussions. Multilingual subtitles were provided to support non-English speakers, although the main communication language remained English. Educational segments aimed at improving gameplay and strategy were also delivered in clear English, contributing to the language development of the audience.

The questionnaire consists of a total of 6 questions. Questionnaires were distributed by several students who had been involved in E-sports tournaments.

Table 1. Respondents

No	Name	Gender	Job	Education	Age
1	Raditya Julian Daniswara	Male	Player	Student	18
2	Ananda Vaitur Rochman	Male	Player	Freelance	21
3	Muhammad Thoriq Farohi	Male	Player	Student	21
4	Dendy Bayu Satria	Male	Player	Student	20
5	Kensa Anandita	Female	Brand Ambassador	Student	20
6	Vico Ricky Wijaya	Male	Player	Student	19
7	Muhammad Bintang Wira Yuda	Male	Player	Student	18
8	Geossa Yudha Putra	Male	Manager	Bachelor	33
9	Muhammad Irfan Fatihah	Male	Coach	Bachelor	24
10	Johan Romadhoni	Male	Manager	Bachelor	28
11	Syariffudin Zahri	Male	Streamer & Player	Student	22
12	R Annisa Armayani	Female	Streamer & Player	Student	21
13	Alifa Rahmanisa	Female	Manager	Student	21
14	Vandamme Hariyanto Nikka S	Male	Player	Student	21
15	Edwin Irjabar Silalahi	Male	Player	Student	18
16	Haqul Fikri Ramadhan	Male	Coach & Caster	Student	25
17	Valen Diva Nasya	Male	Brand Ambassador	Student	18

This study involved 17 esports professionals, including players, coaches, managers, streamers, casters, and brand ambassadors, with educational backgrounds ranging from undergraduate students to bachelor's degrees and aged between 18 and 33 years. Most participants were young students who were just practicing the skills of the game. Coaches play the leading role and are the key for the team in its development and support while brand ambassadors and streamers worked on public communication targeting the importance of the ability to communicate effectively in these roles.

Many participants met difficulties with English mainly in the area of contracts, as they had to ask managers for help much of the time. This showed the absolute necessity for a stronger education in the legal English training. Communication between team members was another issue, too, when they spoke technical English, which caused problems during games. Giving a public speech came out as another primary problem, especially for company representatives, streamers, and casters, who the latter ones rather felt uncomfortable when playing a commentary of games or communicating with audiences in English. Limited opportunities for international training further restricted players' exposure to diverse

environments. However, those who participated in such training showed noticeable improvements in their communication skills. Female streamers faced additional challenges in engaging audiences, emphasizing the need for tailored ESP programs for roles requiring public interaction.

The findings clearly show that different esports professionals have different language requirements, which necessitates targeted English language training to be successful internationally. On the one hand, reading documents and contracts, listening to coaches, interviews with casters, communicating with teammates, public speaking, and attending international training sessions were identified as key goals for further development. Each individual involved in these areas had unique experiences of the situations they faced and the opportunities they were afforded. The above discussion will be covered in the following sections.

Reading Documents and Contract

In esports, many of the players do not like the idea of reading contracts and other official documents. Some might consider the legal words terse and incomprehensible, while others feel that they can convey their meaning better in words, as well as having their managers deal with such things instead. But these documents are useful to ‘players’ for they clearly show them their rights. Although, many players are good in communication, they still need to develop their reading and writing skills, too. As for them, almost all ESP programs are designed exclusively for esports which will allow them to speak as well as the necessary legal and technical aspects of reading and writing. This balance can lead to smarter decision-making.

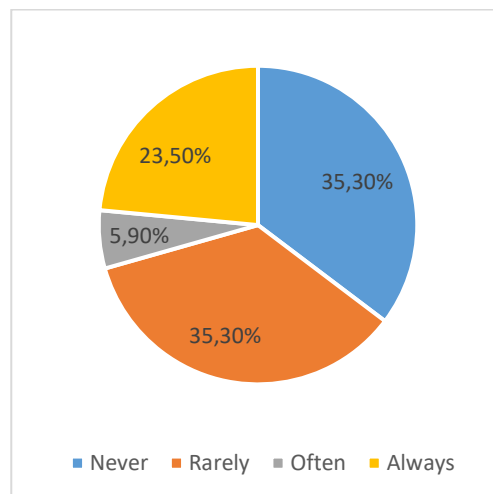


Figure 1. Read documents and contracts

From figure 1 most esports players surveyed (35.3%) reported never reading contracts, while another 35.3% rarely did so. Only 23.5% always read contracts, and 5.9% did so frequently. According to this data, many esports players do not prioritize reading of official documents mostly because of the complexity of legal language. Nonetheless, knowing the contract's terms is important for protecting oneself. Public speaking and interviews were slightly more frequent, with 64.7% of the players saying that they took an active part in these activities regularly.

“I do. I read the documents and contracts in the team to find out what the team's agreements are and what benefits I get from the team. Some of the words written are in English so I had to ask what they meant for more detailed.”

– Ananda Vaitur Rochman, Mobile Legends Player.

“As a manager, I am also often asked to help write a contract. Of course, after writing the contract I also read all the contents of the contract. Sometimes there are also contracts that have to be translated into English because players are often taken from abroad.” – Geossa Yudha Putra, Manager.

To strengthen these findings, interviews were conducted with a player and a manager. A player, Nanda Vaitur Rochman, explained that he reads contracts to understand the team's agreements and his benefits, though he needed help understanding some English terms. A manager, Geossa Yudha Putra, shared that he often writes and reads contracts, and sometimes translates them into English for international players, underscoring the need for better legal English skills among esports professionals.

Listening to Coach Explanation

In esports, players have varied approaches to listening to their coaches. Some rarely listen, relying instead on their instincts or teammates, while others always or often follow their coach's advice. Coaches that are experienced are invaluable to the teams and through their lessons, a player can acquire techniques and enhance performance. English is also the tool of communication that most players use during in-game strategic discussions. Nevertheless, keeping a communication line in the language of origin is also an important aspect of emotional and cultural connections.

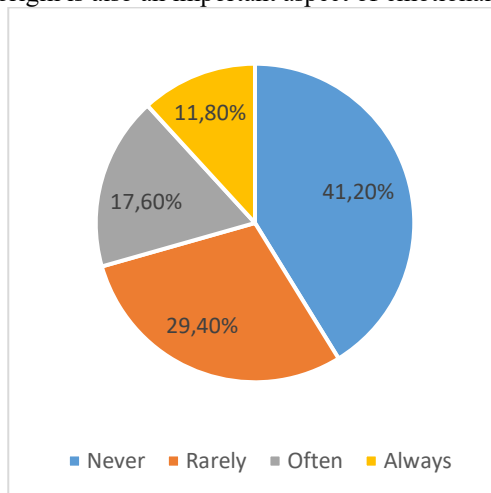


Figure 2. Listening to coach explanation

From picture 2 we can describe that the most players surveyed (41.2%) said they never listen to their coaches, while 29.4% rarely do. Only 11.8% always listen, and 17.6% do so often. The lack of adherence to coaching advice can affect team performance, especially in international matches where English is often used. Moreover, 70% of players confirmed that they always/often, which points towards the fact that the language is most crucial in the contact of teambuilding.

“I listened to the coach's explanation to find out the team's weaknesses and how to overcome these deficiencies, for example evaluation and bounding. Sometimes my coach also uses English to explain vocabulary that is difficult if spoken in Indonesian” – Raditya Julian Daniswara, Player.

One player, Raditya Julian Daniswara, mentioned that he listens to the coach to identify team weaknesses and learn how to address them. He also said that his coach sometimes uses English to explain certain difficult terms in Indonesian. This demonstrates the need for tailored ESP programs to develop both gaming and language proficiency.

Interviewing with casters

Although Indonesian esports player interviews with commentators are not as frequent as in other nations. In esports, some of the players are regular participations, and the others only do it when it is necessary. Players taking part in more interviews have a chance to improve their public speaking skills plus they can become closer to the supporters. The main responsibility of a commentator is to demonstrate the winning and losing sides, and a few players who have achieved it will be able to learn about game structure by means of the game narrative with the help of the coach.

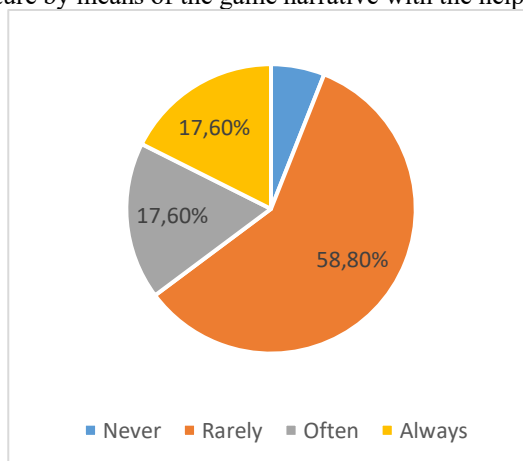


Figure 3. interviewing with casters

The survey from picture 3 showed that 58.8% of players rarely engage in interviews with commentators, while 17.6% often do, and another 17.6% always participate. Caster are important because they explain the game to people watching live or online. They make the game exciting for everyone, not just gamers. If players talk more with casters, it can add inside stories and smart thinking to the game analysis. More player-casters talks could also make fans like and support individual players. Also, doing interviews often, even in easy situations, can help players talk better and think fast when lots of people are watching. Since esports is still getting popular in Indonesia, using media and talking with commentators can inspire new players and make the country proud.

“Once at a campus tournament I was once interviewed by a caster when I got mvp at the tournament, there I was asked for tips and tricks to become an mvp. I was also required to interview in English during an online tournament because it was broadcast on YouTube.” – Muhammad Bintang Wira Yuda, Player.

“As a brand ambassador of a team, I am often interviewed by casters. Because YouTube is a big platform, I occasionally use English to encourage my team's supporters and as a promotion to attract potential investors.” – Valen Diva Nasya, Brand Ambassador.

Muhammad Bintang Wira Yuda narrated his experience of answering questions from a presenter during a campus competition where he was asked for tips in English. Meanwhile, Valen Diva Nasya, a brand ambassador, revealed that she frequently uses English in interviews on YouTube to get more people to know her team and get sponsors. These are the cases that purport the necessity of mastering English interview skills for better public engagement.

Communicating with teammates

Communication among teammates is crucial in esports. Indonesian players often use English to discuss strategies and build team relationships. However, some players may stay quiet due to personal reasons or language barriers. Improving communication is key, especially in mixed teams during major tournaments. Learning from traditional sports, where giving constructive feedback is common, can also help players improve their English and leadership skills.

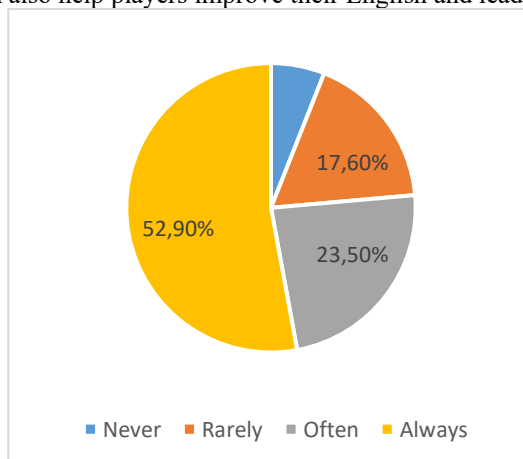


Figure 4. Communication with teammates

In the picture 4 most players (52.9%) always communicate with teammates, while 23.5% often do, and 17.6% rarely participate in such discussions. Effective communication in English is vital for strategy, sharing resources, and building trust among teammates. One player, Dendy Bayu Satria, explained that during a major tournament, he had to use English to communicate with a coach and teammate from Singapore, highlighting the need for language skills in diverse team settings.

“During the big tournament, there I joined a team that had one person from Singapore, and a coach from Singapore, so maybe I was forced to use English when communicating with him.” – Dendy Bayu Satria, Player.

In this situation, we need to be ready whenever we have teammates or a coach from another country. We can use a bit of English to plan strategies during the match or joke around outside of the game context.

Speaking in Public

Public speaking is not a common practice among Indonesian esports players. Some players are more comfortable speaking publicly, such as team captains or tournament winners, while others rarely or never do. Developing strong public speaking skills can help players become better leaders and secure sponsorship deals as esports continues to grow.

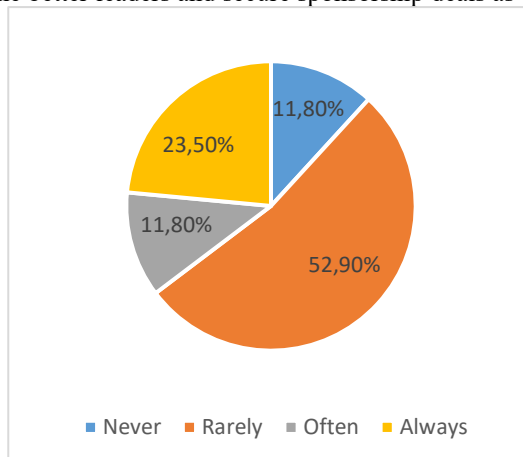


Figure 5. Speaking in public

We can see clearly in the picture 5, if the survey found that 52.9% of players rarely speak in public, while 23.5% always do, and 11.8% often participate in public speaking. Cultural values such as humility may contribute to this hesitation. However, players who are confident in public speaking are more likely to attract sponsorships and represent their teams effectively.

“I stream on the TikTok app, and I have some international viewers. When they ask questions in English, I need to respond, even though my English skills are bad.”- R Annisa Armayani, Streamer.

She mentioned that while streaming games on an online platform, it's not only viewers from Indonesia who are interested, but also international viewers who are attracted to watch her streams. In summary, speaking in public for esports involves effectively communicating with both local and international audiences during live streams, which requires handling questions in English despite limited language skills, highlighting the importance of improving English proficiency for better global engagement. By having high self-confidence, a person will know the potential within him/herself (Juwito et al., 2022). With good practice, even shy players can become streamers, spreading their love for esports.

Attending International Training

International training opportunities are limited for Indonesian esports players, but those who attend benefit greatly from learning new strategies, using advanced gaming technology, and improving their skills. Training abroad also helps players build valuable connections, which can lead to further opportunities. Proficiency in English is crucial for success in global esports, and players who participate in international training often show significant improvement in their language skills.

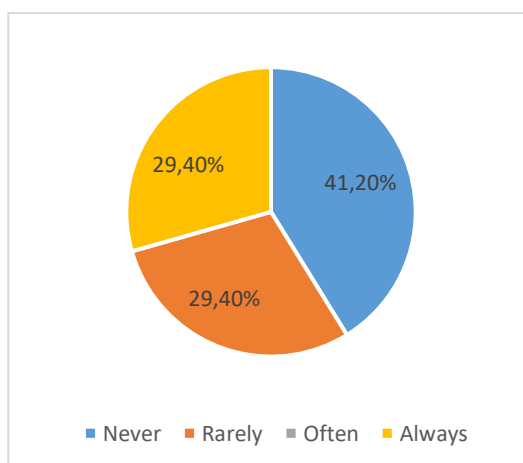


Figure 6. Attending international training

While the last picture 6 describe the survey indicated that 41.2% of players have never attended international training, while 29.4% always do, and another 29.4% rarely participate. The cost, language barriers, and existing team commitments may limit these opportunities. However, those who do attend training abroad come back with enhanced skills, both in gaming and in communication.

“I have been an online coach for several international esports teams, where I was required to speak in English. Although my English skills are not very strong, they were still able to benefit from what I said.” – Muhammad Irfan Fatihah, Coach.

Muhammad Irfan Fatihah, an esports coach, shared his experience of coaching international teams, where he had to use English despite not being highly proficient. He noted that even with limited language skills, he was still able to convey valuable insights, demonstrating the importance of improving English proficiency for international roles.

Discussion

Through this research, researcher discovered some important things about how professional esports players in Indonesia use English. Firstly, like Yulianti et al., (2020) study, researcher found that many players struggle to read formal documents such as contracts, and prefer verbal communication over written. Starting from the team's recruitment of an esports athlete, there should be a clear contract outlining the agreement between the player and the team (AYAR, 2018). Players require training in legal language so they understand the contracts. This gives them independence in negotiations and helps to protect their rights.

Secondly, cultural stereotypes on the relationship between players and coach emerge as the main issue; therefore, players' attitudes to following coaches' instructions differ from team to team (Bailey et al., 2010). The ones who often base their performance on the coach propose and those whose norms and beliefs do not or do atypically often engage in actions of their own or their co-players. The researchers notice that the English language competence of the members of every national squad involved in a given project is a prerequisite for projects success. Nevertheless, the specific players expressing themselves in their native language during conversations among themselves help them to be closer to their emotionally dear and culturally kind. This teamwork is essential for success, considering that players are operating in highly stressful environments.

Third, the researcher noted that the players usually don't interact with the commentators, and thus, this affects their opportunity to hone public speaking skills and mutual engagement with fans. Coordination with the play-by-play personnel is advantageous to the players because making them more visible to the fans and thus expanding their followership will be one of the consequences; besides, they would also better their speaking abilities. In addition, when it comes to interviewing players, Isbister & Schaffer (2008) have shown that interviews are a useful method for obtaining data concerning the players' needs and preference. More frequent player interviews with the media can be a great way for players to develop those skills and get closer to the audience.

Finally, researcher found that not all players have the same opportunities for international training. While some top players receive adequate support, other players who have the same potential do not. This gap can be addressed by increasing efforts from the government and industry to provide equal opportunities for all players. Offering more opportunities for international training will allow players to gain global exposure, improve their skills, and build valuable connections (Rinaldi & Krisnadi, 2019). It is also important to adapt and apply everything that can be applied in the field of psychology to esports as well (Šunje & Vardo, 2023). With the right support, more players can benefit from international exposure, leading to better performance, communication skills and career opportunities.

Researcher believe that English for Specific Purposes (ESP) can greatly improve the language skills and overall abilities of esports athletes. An ESP program adapted for esports will teach players the technical vocabulary needed for effective strategy and teamwork. The program will also include legal and technical English training to help them better understand and negotiate contracts. In addition, the program will also focus on building confidence in public speaking and interviews, so that players can perform well during live broadcasts, sponsor presentations, and interactions with fans. In this way, the program will also prepare them to collaborate with international teammates and connect with global audiences effectively, fostering professional and personal growth.

By implementing ESP, players can not only improve their language skills, but also enhance their professionalism, making them more marketable and competitive on the global stage. These programs will allow players to confidently engage with sponsors, teammates, and fans, which will ultimately boost their careers in the esports world. This research highlights areas where esports professionals in Indonesia need to improve their English skills. These include reading contracts, listening to coaches, participating in interviews, communicating with teammates, public speaking, and attending international training. By addressing these needs through a customized ESP program, players can improve their English skills while enhancing their capacity as professional athletes, allowing them to gain an advantage in their competitions and interactions on the global stage.

Conclusion

This research study looks at the need for a tailored English for Special Purposes (ESP) program for esports professionals in Indonesia. Regular English classes do not provide the full esports-specific requirements in terms of contract understanding, use of technical in-game terms, and communication in a professional environment. ESP can fill this gap by focusing on skills such as regulatory languages, game specific vocabulary, and public speaking, which will allow the players to further handle the challenges in their careers.

The language barrier is a high-impact factor that can hinder teamwork and growth. On their part, the players are frequently at a loss when it comes to achieving the coaches' directives, collaborating during international matches, and/or engaging with fans and sponsors in public places. Surmounting these obstacles through an ESP program can drastically enhance their communication skills, emotional perception, and a professional demeanour. Introducing ESP in esports players can probably bring about a different outlook on how they play their game and career. Since ESP deals with language needs, it gives students the opportunity to not only master the English language but also to demonstrate their aptitude for competing in international competitions and conveying their messages to a global audience. Such an approach is essential in their growth, thus making Indonesia esports prominent globally.

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