

## Research Article

### Development of Electric Competitive Sports in Agriculture Universities of Hebei Province

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**Abstract:** In this study, we have a research of the development of electric competitive sports in agriculture universities of Hebei province. Agriculture universities of Hebei province should improve the theoretic study on electronic competitive sports while promoting the practical development according to the features of higher education. With governments, they should perfect laws and regulations on electronic competitive sports and build supervising and feedback mechanism in each step of the sports' development process to regulate and control the whole system in real time and efficiently, to ensure a sound, controllable and sustainable development of electronic competitive sports. This is the electronic competitive sports in agriculture universities expected and accepted by the nation and people.

**Keywords:** College students, electric competitive sports, sports information

#### INTRODUCTION

The data in January, 2012 from China's Internet Statistical Report published on China's National Net Data Center (CNNDC) shows that the number of China's netizens has reached 500 million and the users of online game have exceeded 320 million which has been doubled since 2008. These data demonstrate the more and more people begin participate and support electronic competitive sports and China has the largest and hottest electronic competitive industry market which is a solid foundation for a rapid development of electronic competitive sports (Wenqun *et al.*, 2008; Dexi and Deping, 2011; Dezhi and Ming, 2007).

(2003 11), China's National Sports Association and National Olympic Committee held a conference in the Great Hall of the People, announcing officially electronic competitive sports is the 99 sports event admitted by General Administration of Sports of China. This legalized electronic competitive sports and those who indulge themselves into this sport. From 2003 to 2012, many electronic competitive sports events have been held and the first national event sponsored by the government-China's electronic competitive sports meeting was held in March, 2004. Since then, many local or regional electronic competitive sports association have been established (Qiang, 2010; Bao, 2007; Xi and Changfa, 2005), which has accelerated the establishing of lots of professional and nonprofessional non-government organizations.

The popularity of this sport in universities did not damage the campus spirit, nor made students indulge in which was the concern from society. On the contrary,

students can reasonable arrange their time for study and recreation. March 30, 2004 witnessed the holding of first electronic competitive sport meeting in Hebei University which was earlier than the tournaments of universities nationwide in October 11, 2004 (Zijian and Zhong, 2004; Zonghao *et al.*, 2004). The success of this meeting is very significant for the further development in universities. The number of students sign up for this meeting exceeded 560, which caused a great response in society. The upsurge of electronic competitive sport began. Media covered reports on the meeting and Hebei University is the target of public's admiration. The passion of university students for electronic competitive sport has become the source of its vigorous vitality (Lili and Shou, 2007; Zonghao *et al.*, 2004; Dexi and Deping, 2011). Its great potential urges responsible authorities to attach attention and emphasis on it to usher it into a correct development.

In this study, we have a research of the development of electric competitive sports in agriculture universities of Hebei province. Agriculture universities of Hebei province should improve the theoretic study on electronic competitive sports while promoting the practical development according to the features of higher education. With governments, they should perfect laws and regulations on electronic competitive sports and build supervising and feedback mechanism in each step of the sports' development process to regulate and control the whole system in real time and efficiently, to ensure a sound, controllable and sustainable development of electronic competitive sports. This is the electronic competitive sports in agriculture universities expected and accepted by the nation and people.

**Electronic competitive sports and traditional online games:** In nature, electronic competitive sports is acknowledged by China and it advocates the principle of fairness while online games is just a kind of recreation for pleasure or self-achievement, so it is hard to guarantee the fairness. From the sports themselves, the former is more close to traditional competitive sports featured by rivalry and competing within certain time or round, so it can be repeated and compared accurately. For participants, they must accept and obey rules while through there is agreement on fairness for game players, it is difficult for players to fulfill the agreement, what's more, almost all these agreement are for the interest of game company, so game players rights cannot be safeguarded easily (Ximing and Yanyan, 2011; Xian and Feiping, 2005). From the perspective of technology, The electronic competitive sports meeting needs places and local area network while online games large and advanced customer service processor and network. E-sports and online games are electronic games in a broad sense (Qingfeng and Yixian, 2004; Xi and Changfa, 2005). From the perspective of historical development process, they are both the production of electronic information revolution. Though they have similarities and correlations in the form, their development paths are totally different. Recognition of General Administration of Sports of China highlights their differences, so their differences should be compared from different angles besides major aspects.

### OBJECTS AND METHODS

To finish this study, the opinion students from 15 universities of Hebei province on electronic competitive sports in universities have been surveyed in the end of 2014. Questions on the questionnaire about students' cognition and participation, hard and soft environment of this sport in universities, the organizing and administrating of the events, the communication in this area between universities, lacking support from government and society and other aspects are designed to constitute the structure of this study. Before designing these questions, the opinions of instructors and some heads of the association have been asked to improve the questionnaire. The real effectiveness of this questionnaire have been evaluated by the heads of electronic competitive sports associations from Hebei Normal University and other 3 universities which are not far from the former one. The people in charge of the association in each university have been contacted, so the distribution and collection of these questionnaires have been done by people paid to guarantee the recovery rate and quality. The official questionnaire have been distributed altogether 630 copies to n universities of Hebei province and 603 copies have

been recovered with 581 effective ones. The recovery rate is 95.7% and the effective recovery rate is 92.2%. Among these copies, there are 388 (66.7% of the total) done by male and 193 ones (33.3%) by female, which meets the requirement of statistics.

### THE DEVELOPMENT OF ELECTRONIC COMPETITIVE SPORTS IN UNIVERSITIES OF HEBEI PROVINCE

**Survey on university students' cognition of electronic competitive sports:** To guide university students get to know and participate in correctly electronic competitive sports, it is necessary to know how well develop in China's universities and students' cognition about the sports. As a developed area in the number and quality of universities, Hebei province is the educational center in North China, so this research is typical and can provide some guideline. Table 1 to 3 show that boy students in universities of Hebei's province who know electronic competitive sports account for 52.3% of those surveyed. And 46.6% of them know better about some sport. Correspondingly, the girl students reach 32.6 and 12.9%, respectively; and over 50% boy students and more than 30% girl students have engaged in the sports.

The data are out of the author's imagination. It has found out that most of the students who have heard of and know the electronic competitive sports get to know them through the media or at the recruiting of new

Table 1: College students in Hebei for electronic sports questionnaire (n = 573)

	Male	Female
Heard of	220	47
Understanding	197	31
Know of	283	30
Think electronic sports and network games are not the same	102	5
Know the school has sports club	422	137
Think electronic sports and network games are not the same	291	105

Table 2: College students in Hebei for electronic sports cognitive channel (n = 573)

	People counting
Schoolmate, friends	421
Community publicity	352
TV, network, broadcast	286
Newspaper, weekly, poster	201
Other	52

Table 3: Hebei region colleges students' sports motivation (n=125)

Participation motives	People counting	(%)	Ranking
Rich after school life	82	66	1
Emulating the communication	79	63	2
Kill the time	40	32	3
The level of ascension in the competition	31	25	4
Other	7	6	5

members by campus organizations, which means campus organizations play an indispensable role in publicizing and popularizing the knowledge on the sports. As for girl students, they get to know the sports through campus organizations and their friends, especially male friends.

In addition, it has also found out that 67.7% boy students and 48.1% girl students can distinguish the electronic competitive sports and online games. From the interview, the reason lies in that from the comparison according to the nature of games, from publicizing, friends and personal experience. This demonstrates that students from universities in Hebei province have their own thinking ability independently on some things and features of the things (Xi and Changfa, 2005; Qingfeng and Yixian, 2004).

**Hebei province university students' motivation in participating in electronic competitive sports:**

Through the survey, making a schedule for the sports is a major way of organizing the sports and there are 45.1% students chose this. This goes in line with first two motivation choices: enrich after-school life and communicating. And there are 29% students participate alone and 7.9% participate in the form of a competition which speaks of the real-time strategic feature of the sports: advocating rivalry between participants. However, the proportion of activities held by electronic competitive sports organizations is comparatively low, which shows the low efficiency of these organizations, limited resources and funds (Table 4 and 5).

From the data, it can be seen that cybercafés around universities which rank the first and their dormitories ranking the second, are the major two places for electronic competitive sports. Students choose cybercafés mainly because of the sound configuration of computers, the fast speed but with poor ventilation and air. Students choose their dormitories and home because they have their own computers and the speed is also good. Only 3.12% students go to computer classroom, which indicates the facilities in these classrooms are not so good. Some computers can be installed some proper electronic competitive sports for students to promote the development of the sports and students administration work.

**Problems in developing electronic competitive sports in universities of Hebei province:**

Data show that the major problem in developing the sports in universities of Hebei province is from the opposition of parents and others which accounts for 71.6%. That mainly results from the traditional educational thoughts in China and the current education system in primary and secondary schools. In China, parents attach the importance on children's academic achievements, which hinders the long-term cultivation of their interest, just like the popular saying as "they cannot lag behind from the

Table 4: The main form of participating in the activity (n = 598)

The main form	People counting	(%)	Ranking
Agreed time small range spontaneous organizations	272	45.3	1
A person man	168	28	2
Electronic sports club	90	15	3
Game between friends	58	10	4
Other	10	1.7	5

Table 5: The main form participating in the activity (n = 598)

Place	People counting	(%)	Ranking
Campus surrounding internet bar	292	49	1
The school dormitory	261	44	2
At home	20	3.3	3
Machine room on the school	15	2.0	4
Other	10	1.7	5

Table 6: Hebei university students to participate in sports activities in the main difficulty factor investigation (n = 598)

Difficult factors	People counting	(%)	Ranking
Parents and others obstruct	428	72	1
Very busy no time	90	15	2
Life economic reasons	33	5.6	3
Site and traffic inconvenience	26	4.3	4
Don't know how to participate	15	2.1	5
Other	6	1	6

Table 7: Hebei university development electronic competitive sports management main body poll (n = 598)

University of electronic competitive management main body	People counting	(%)
Learn the school work	421	70.4
The electronic athletic association	103	17.2
Youth corps committee students	45	7.5
School departments	29	4.9

Table 8: Hebei university intercollegiate electronic competitive exchange survey (n = 598)

Intercollegiate electronic competitive events	People counting	(%)
A lot of	24	4
Many	71	12
Little	219	36
Seldom	125	21
Don't know	159	27

starting line". Once they entered into the middle school, influenced by admission rate and rate of entering key high schools, parents imbues children with the thoughts that video games especially online games are as bad as tumors. Some parents even keep a close eye their children who have become an adult in universities for fear they could play video games. The data also show that financial reason only accounts for 5.5%, indicating socialist economic development has been achieved a lot (Table 6).

The place and incontinent transportation account for 4.9% which ranks the forth, demonstrating the rapid economic development has popularized the use of computer in universities. There are e-reading

Table 9: Hebei university intercollegiate electronic competitive exchange survey

Questions	Choice questions and (%)		
	A	B	C
Get the electronic sports information's channels	Network information 51%	Magazine and poster 32%	Family and friends 17%
How to see electronic sports competition game was banned in CCTV 5	Do not support was banned 24%	Support, to prevent young indulged games 22%	Neutral figure 54%

classrooms equipped with computers with some basic electronic competitive games. And the increasingly fierce competition between cybercafés and the popularization of PC among university students have lowered down the price, improved the configuration to meet students' need. The reason ranking the fifth is only 2.9%, indicating that the number and quality of electronic competitive sports activities in these universities are not in full scope and systematic. The major reason is that China's domestic online games have been influential and well-known through their advertising with their rich experience accumulated over a long time and the sound service of some large game platforms (Table 7 to 9).

### CONCLUSION

In this study, we have a research of the development of electric competitive sports in agriculture universities of Hebei province. Promoting the development of electronic competitive sports can not only push forward the development, but also perfect and enrich the meaning of subjects in universities to improve the upgrade of subjects. It is a must to change thoughts and conform to the situation in order to cultivate talents in the D&R of electronic competitive sports, organize the sports and to improve talents in electronic competitive sports. In short, cultivate more talents for the job market through the development of electronic competitive sports.

China's universities should improve the theoretic system of electronic competitive sports; they should cooperate with governments to build and perfect scientific and research institutions in this field. And they can open courses on electronic competitive sports, cooperate with enterprise to develop some hardware and software facilities; they also should hold electronic competitive sports event in universities, work out talents plans and talents development process to produce various talents for China's electronic competitive sports and explore with governments a sound and vital industry mode for the sports.

Universities of Hebei province should improve the theoretic study on electronic competitive sports while promoting the practical development according to the features of higher education. With governments, they should perfect laws and regulations on electronic competitive sports and build supervising and feedback mechanism in each step of the sports' development process to regulate and control the whole system in real time and efficiently, to ensure a sound, controllable and sustainable development of electronic competitive sports. This is the electronic competitive sports in

universities expected and accepted by the nation and people.

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