A speech on organizing an e-sports contest

Good morning, principal, teachers and fellow schoolmates,

My name is Chris Wong, one of the members of our school's Video Gaming Club. It's my great pleasure to deliver a speech here at our school's weekly assembly. In the next few minutes, I will be sharing with you my experience of organizing our school's first e-sports contest ever not long ago.

It has been 10 years since I first came in contact with e-sports. I remember when I was a little kid, my elder brother shared a contemporary sandbox video game with me. It was called Minecraft, which was just released as a public alpha for PC in 2009. Video gaming then became one of my main hobbies. As gaming gets very popular these days, I came up with an idea a few months ago. Why don't we set up an e-sports contest at school? I then told my teachers and other members of the Video Gaming Club about this idea. Everyone was in favour of it, so we started to make practical plans and the competition turned out to be better than we expected.

This four-day event was held last week at the school hall, with over 100 skilled gamers and countless audience attended. There were lots of high points from planning to the end of the tournament, but to me, the best part is definitely the time when testing out the games for the event. It's my first time having a proper reason to play video games at school!

In fact, arranging e-sports matches isn't all about gaming. This is the first contest that I've ever organised. This precious experience taught me a lot of things, like how to cooperate with a crew of more than 20 people on a project, ways to deal with problems that I have never encountered before and what we need to address to so that our own idea comes true. It also brought me much deeper into e-sports. E-sports is much more than just a leisure entertainment or a time killer; it can be very serious, competitive and meaningful too!

 Thank you all very much for your time.