Patch notes: DLA Piper guide to esports state of play in 2020

As the world starts to embrace the "new normal" our global team will continue to offer insights into various aspects of those areas most impacted by COVID-19. High on the list is the relationship between sport and technology - and esports in particular.

In this series, we consider some of the issues which publishers and organisers should consider in relation to administering esports events. Over the next few weeks we will publish a number of reports looking at other key aspects of esports: including its relationship to sport, esports gambling, the protection of minors and advertising/influencer issues.

ISSUES

Safeguarding children in the virtual world of esports – lessons to be learnt from the real world

11 August 2020
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The challenge of protecting the rights of young people facing the esports industry is not unique. Traditional sports industries have been learning how to balance the nurturing of talent with the protection of young people for many years. In this article we explore the lessons that can be learnt from traditional sports in the growth of esports.