

ANÁLISIS DE LOS ESPORTS EN LA ACADEMIA

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RESUMEN: Los deportes electrónicos (o eSports) están gozando de una gran repercusión en el sector de los videojuegos, así como adquiriendo relevancia mediática. En este trabajo se pretende dar una visión global del estado del arte en la investigación de este fenómeno de masas, por medio de procedimientos de revisión sistematizados y el análisis bibliométrico con SciMAT. Esto sentará las bases de conocer y evaluar las temáticas o disciplinas que se aportan a la academia, así como los que están aún por explorar.

PALABRAS CLAVE: deportes electrónicos, estado de la cuestión, revisión sistematizada, análisis bibliométrico

ABSTRACT: *electronic sports (or eSports) are enjoying a great repercussion in the video game sector, as well as acquiring media relevance. This paper aims to provide an overview of the state of the art in research on this mass phenomenon, through systematized review procedures and bibliometric analysis with SciMAT. This will lay the foundations to know and evaluate the topics or disciplines that are contributed to the academy, as well as those that are yet to be explored.*

KEYWORDS: *electronic sports, state of the art, systematized revision, bibliometric analysis*

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