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**SOUND GLITCHES IN COMPETITIVE E-SPORT:
PROFESSIONAL PLAYER'S EXPERIENCES IN APEX LEGEND**

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ABSTRACT

This research aims to understand the effect of sound design in competitive e-sports which affected players' experience in the Apex Legend, with the goal of developing frameworks for highlighting the potential ways to better improve player experience. It's a qualitative literature study aimed at describing the parameters of the comments and reviews from the players, as well as other elements associated with these gaming sectors. The findings of this study will be valuable to enhance players' experience when playing games and those who adopt environmentally friendly practices and researchers that have an interest in pursuing studies on this topic. A type of qualitative research focusing on a literature survey was used in this study – and those findings related to the sound bugs and glitches that were happening in the games. There are also some recommendations for future research to generate additional literature regarding improving the gaming experience to make it more impactful towards the gaming community.

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CHAPTER 1: INTRODUCTION

Introduction

Online gaming can refer to any type of game that someone can play through the Internet or over a computer network. Most of the time, it refers to video games played over the Internet, where multiple players are in various locations across the world. Nowadays, games are one of the biggest entertainment platforms in the world. Based on the statistics of Finances Online 2020, there are 2.69 billion gamers in the world by the end of 2020. There is also research of total revenue on games during 2021 that has been predicted to be up to 1.4% compared to 2020 which amounted to \$180.3 billion (about \$550 per person in the United States) said Newzoo who is one of the gaming reporter (Wijman, 2022). It has been enjoyed by people of all ages, and it can be seen everywhere because it is extremely easy to access. There is also a statement in the article 'The Benefit on Playing Video Games' which stated that one of the most efficient and effective ways for kids and teens to feel good is through gaming (Engels, 2014).

Games that put players against one another, in which one side needs to concede defeat and one side needs to win, are considered competitive. The opposite relation between two entities' goal attainment is an important element of competition which when one entity gets nearer to a particular goal (Granic, 2014). Games for two players are frequently competitive and have a clear win-or-lose ending. A common tendency in two-team games is that if one side wins, the other team loses. Simply expressed, winning has a positive impact while losing has a negative impact towards the player themselves as mentioned by Engels (2014).

There are a variety of genres in games nowadays and with different platforms to access. For example, we can see competitive games such as Dota and League of Legends as one of the games that has been played by all layers of the community. There is also a mobile game