

# Interactivity in E-Sport Future Learning from the Choices and Attributes Perspectives of Online News.

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- **Abstract:** The development of E-Sport is no longer just for leisure and entertainment. It has already developed into a world-class competition. Hence, is not surprising that the presence of E-Sport has slowly penetrated the field of education--promising a holistic human being who can compete in the global arena. Several schools and colleges in Indonesia have provided E-Sport learning curricula. SMA 1 PSKD Jakarta is the first school in Indonesia to pioneer the E-Sport learning since the 2016-2017 school year. In the Philippines, the first E-sports college degree is now in the works, and is expected to be offered in the third quarter of this year. E-Sport is considered as a digital-based game that brings interaction between students in utilizing technology from various disciplines. This has been highlighted by three different national online news media in Indonesia, namely CNN Indonesia, iNews, Detikcom; and one media outfit in the Philippines, GMA News. This research aims to see the effect of E-Sport as an interactive medium of the four media agencies using the Framing Choices and Attributes method by Levin, Schneider, Gaeth, then analyzed with the perspective of Theory of Interactive Media Effect (TIME). The results of this study indicate that it can also be concluded, there are similarities in framing information regarding positive aspects of E-Sport, which aims to build interactivity between students and teachers, both in terms of modality (or medium), message, and source effects that lead to user engagement with E-Sport future learning itself.
- **Keywords:** Interactive Media Effect, E-Sport future learning,