In the domain of traditional sports, a clutch play can be defined as any performance increment that occurs under pressure circumstances (Otten, 2009). eSports are defined as the competitive play of video games in public settings such as online, or through streaming platforms (Ruvalcaba et al., 2018). There are many similarities that are shared between traditional sports and eSports such as: training sessions, fans, and tournaments. Further, eSports are now played at a professional level. Unlike traditional sports, the aspects in competitive video gaming that might induce a clutch performance have not yet been studied.

**Introduction**

In the domain of traditional sports, a clutch play can be defined as any performance increment that occurs under pressure circumstances (Otten, 2009). eSports are defined as the competitive play of video games in public settings such as online, or through streaming platforms (Ruvalcaba et al., 2018). There are many similarities that are shared between traditional sports and eSports such as: training sessions, fans, and tournaments. Further, eSports are now played at a professional level. Unlike traditional sports, the aspects in competitive video gaming that might induce a clutch performance have not yet been studied.

**Objectives**

We sought to explore the different aspects of a popular battle royal first-person shooter game (FPS) to create an index of clutch performances in competitive video gaming.

**Approach**

Publicly available video clips of clutch performances were gathered by two independent graduate students from online streaming platforms. From this information, consensus was reached on different factors that may influence the occurrence of clutch plays. This information was used to create a scale and define a spectrum of clutch performances, based on observations of the videogame Apex Legends.

**Observations**

- Utilizing the gathered video clips, analyses were focused on aspects of gameplay that can be used to categorize different levels of pressure.
- Global factors considered were stakes, time, and teammate status.
- Dynamic factors included loadouts, positioning, and squad numbers.
- This conceptual project is intended to provide a starting point for research in clutch performance in the domain of competitive video games.

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