

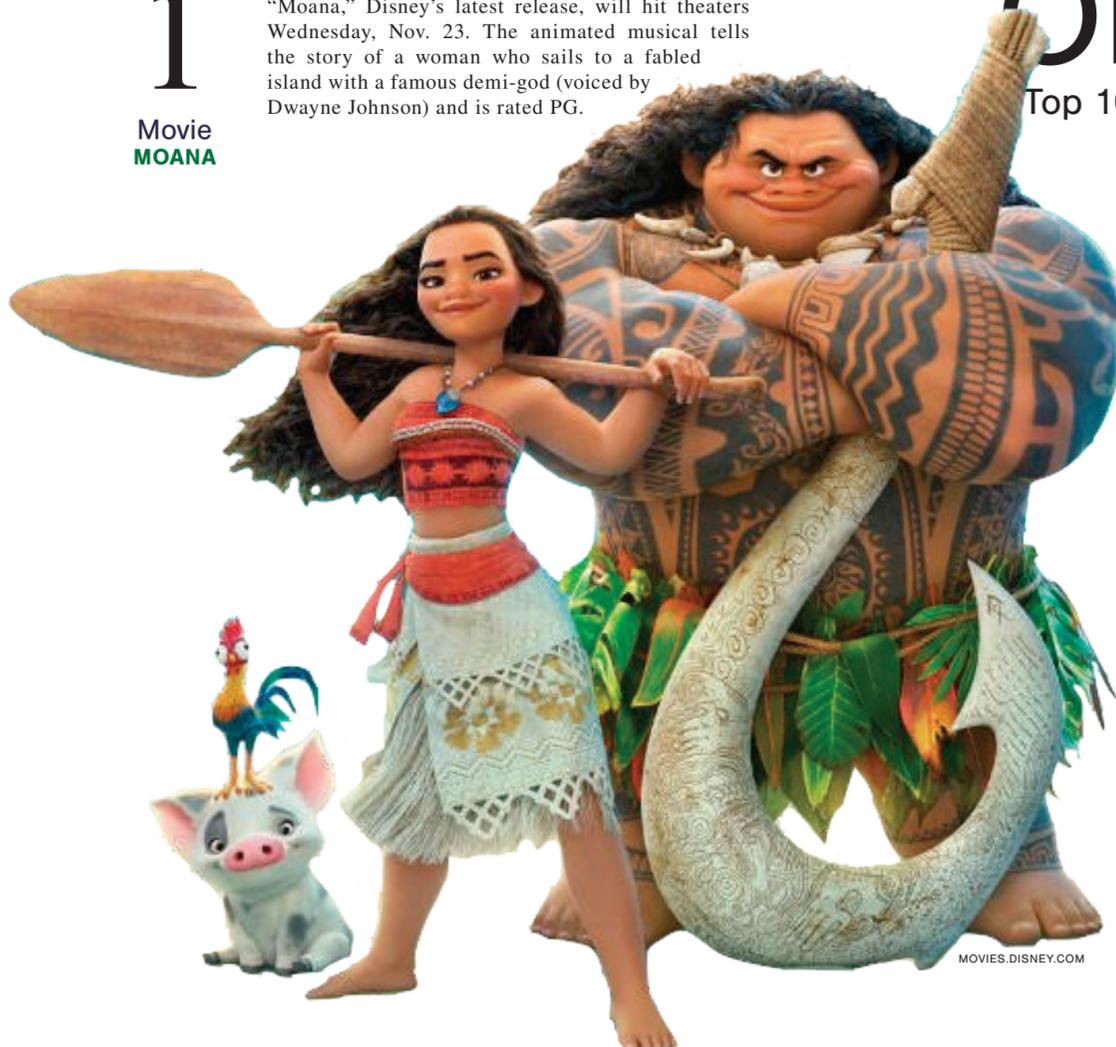
ON POINTE

Top 10 things we're talking about this week

By Katie Thomas
STAFF REPORTER

1

Movie
MOANA



"Moana," Disney's latest release, will hit theaters Wednesday, Nov. 23. The animated musical tells the story of a woman who sails to a fabled island with a famous demi-god (voiced by Dwayne Johnson) and is rated PG.

2

Album
STARBOY

The Weeknd's highly anticipated fifth album, "Starboy," drops Friday, Nov. 25. It will feature 18 tracks including two previously released singles, "Starboy" and "False Alarm." It will be available for \$13.99.



3

Movie
FANTASTIC BEASTS AND WHERE TO FIND THEM

"Fantastic Beasts and Where to Find Them" is a prequel to the Harry Potter franchise. Based 70 years before the Harry Potter series, this latest work from J.K. Rowling centers around a writer in New York who is part of a secret wizarding community. It premieres Thursday, Nov. 17 and is rated PG-13.



4

Event
ELF THE MUSICAL

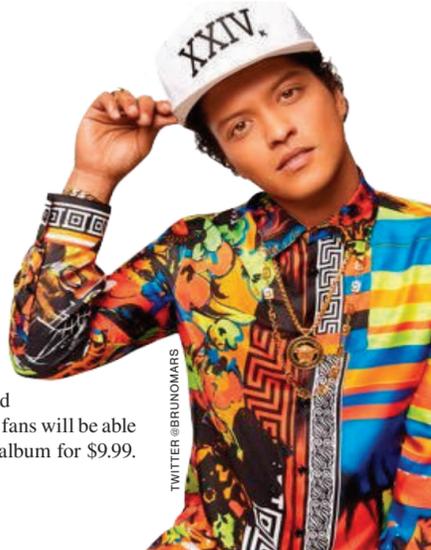
"Elf the Musical" is back on tour across the U.S. and will be stopping in Detroit. Based on the movie featuring Will Ferrell, the Broadway musical will follow the same plot. It runs at the Fox Theatre Nov. 15-20. Tickets begin at \$52.



5

Album
24K MAGIC

After four years, Bruno Mars has returned to release his album "24K Magic" on Friday, Nov. 18. The lead single of the same name was released Oct. 7, and later this month fans will be able to hear the full nine-track album for \$9.99.



6

Event
DETROIT EXPERIENCE FACTORY TOURS

Explore the architecture, art and history of Downtown Detroit through free public tours from the Detroit Experience Factory & Pure Detroit. They take place almost every Friday and Saturday. The next tour is Friday, Nov. 11. To find out more or sign up, go to www.detroitexperiencefactory.org.



DETROIT
EXPERIENCE FACTORY
WWW.DETROITEXPERIENCEFACTORY.ORG

7

Event
RED WINGS GAME



The Detroit Red Wings will play the Vancouver Canucks Thursday, Nov. 10 at the Joe Louis Arena at 7:30 p.m. The Canucks are currently second in the Pacific Division, while the Red Wings are third in the Atlantic Division.



8

Event
FOOTBALL GAME

Michigan will face off against long-time rival Ohio State on Nov. 25 on Ohio State's turf. The last time the two schools met, Ohio State beat Michigan 42-13.



9

Streaming
THE CROWN

"The Crown" is a new show on Netflix that history lovers will enjoy. Released Nov. 4, the 10-episode season is available for streaming. The Netflix drama series centers around the life of Queen Elizabeth II from her wedding to present day.



10

Restaurant
CHICK-FIL-A

On Oct. 13, Chick-fil-A opened its third location in Michigan. The latest addition to fast-food chain is located at the Somerset Collection in Troy.



A new league

MY TURN
ADDISON TOUTANT



For the last month, 16 different sports teams from around the world have been competing for a prize pool of over \$4 million. But they're not playing baseball or soccer.

They're playing a video game. "League of Legends," one of the most popular Multiplayer Online Battle Arena games ever created, has been holding its world championships at locations around the United States.

This isn't the first time it's ever happened. Riot, the creators of "League of Legends," have been holding these world championships for this eSport since 2011. But eSports date back even further than that.

The Nintendo World Championships, one of the first major competitive gaming tournaments, was held in 1990. Since then, eSports has become a multi-million dollar industry, with a variety of organizations that each have teams for their games. There are even rivalries between organizations, no different than friction between NBA or MLB teams.

This may seem ridiculous, but just take a look at the team rosters for the "League of Legends" World Championship. There are substitute players and coaches. Some players have actually injured themselves during competition.

All participants have to be approved by the organization, and there are specific rules for transferring players between teams. Players do earn money from the tournaments they win, but many make a majority of their earnings from sponsorship deals. It's like any other sport.

One of the reasons sports are so popular is the idea that if you work hard and have the right equipment, you, too, could be the person playing in the stadium or on TV.

I never looked up to any pro athletes because they seemed like some sort of unattainable goal for someone who isn't naturally athletic. eSports is different. Most people have a computer at their house, and that's all a person needs to start playing a game like "League of Legends."

There's no need for an intense training regimen—just some technology that almost every household has and an hour or two to spare.

However, a sort of stigma exists where people believe that they're unable to play without a computer that costs a few thousand dollars, and it's similar to the idea that you need expensive sports equipment to be the best.

That's where a few eSports have taken the accessibility angle a step further. "SMITE," another game in the same genre as "League of Legends," has two different pro leagues: one for people who play on PC and another for people who play on consoles, like Xbox One. This takes away any doubt that a high-powered PC is needed to play a MOBA, as viewers are able to play on a console they likely have at home.

Imagine if NASCAR worked the same way. There are certain cars that are labeled as underperforming because they naturally aren't as fast as their opposition. If there were a league of NASCAR in which competitors could only use these underperforming cars, it'd be the just like "SMITE."

Vainglory removes this notion entirely, as it's an app played on mobile devices. Literally anyone can start playing these games and, if they're dedicated enough, become a pro player competing for million-dollar prize pools, right from their smart phone.

Technology has changed the way we look at sports. We are no longer in the days where people such as myself aren't able to be a part of a team because they aren't as strong or as fast as others. Online gaming has surpassed many sports leagues in terms of player base with the amount of professional players reaching just under nine thousand worldwide. These players put in just as much time as many other professional athletes. With a few commonplace items, the everyday person, like myself, has professional level potential.