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### ABOUT ARTICLE

**Keywords:** Laser Tag; Digital Sports; Esports Performance Analysis; Physical Readiness; Player Efficiency; Uzbekistan Championship, “Just dance”, Fijital football, shooting, frags.

**Kalit so‘zlar:** Lazer Tag, raqamli sport turlari, kibersportda natijalarni tahlil qilish, jismoniy tayyorgarlik, o‘yin samaradorligi, O‘zbekiston chempionati, “Just dance”, Fidjital fudbol, o‘q uzish, fraglar

**Ключевые слова:** Лазертаг, цифровой спорт, анализ результатов в киберспорте, физическая готовность, эффективность игрока, чемпионат Узбекистана, “Just dance”, фиктивный футбол, стрельба, осколки

**Abstract.** The present study analyzes the performance results of teams during the Republic stage of the Uzbekistan Laser Tag Championship held at the Uzbekistan State University of Physical Education and Sport. The research aims to evaluate players’ effectiveness in terms of points scored, frags, inactivity instances, shots fired, damage dealt, and damage received over three matches. A comprehensive statistical analysis of both Red and Blue teams’ performances

was conducted to identify patterns in offensive and defensive strategies. Results show that the highest-performing players demonstrated high shooting activity and efficiency, while others exhibited lower effectiveness due to fewer frags or higher damage received. This study highlights the potential of laser tag as a digital sport to enhance students' physical readiness, cognitive skills, and teamwork abilities. The findings can be used to optimize training programs and improve competitive strategies in digital sports.

**Annotatsiya:** Mamlakatimizda kibersport turlariga nisbatan ijobiy jamoatchilik fikrini shakllantirish, ommaviy axborot vositalari va ijtimoiy tarmoqlarda keng targ'ibot-tashviqot ishlarini olib borish bo'yicha keng qamrovli ishlar amalga oshirilmoqda. "Kibersport turlari bo'yicha respublika va xalqaro chempionatlar va turnirlar tashkil etish, shuningdek, nufuzli xalqaro va mintaqaviy musobaqalarda munosib ishtirok etish" kabi vazifalar belgilab berilgan. Xususan, kibersport infratuzilmasini yanada rivojlantirish va kengaytirish, sohaga to'g'ridan-to'g'ri investisiyalar jalb qilishni rag'batlantirish, kibersportni rasmiy sport turi sifatida targ'ib qilish, u bo'yicha mahalliy va xalqaro chempionatlar, turnirlar va boshqa musobaqalarni tashkil etish, jahon kibersport maydonida O'zbekistonning mavqeini yaxshilashga e'tibor qaratilmoqda. Kompyuter o'yinlari sanoati bo'yicha mahalliy va xorijiy kompaniyalarga zarur shart-sharoitlar yaratish, respublika miqyosida kibersport chempionatlari, turnirlari va boshqa musobaqalar tashkil etimoqda. Kibersportni yanada rivojlantirish va keng ommalashtirish borasida sport federatsiya (assosiatsiya)lari faoliyatini kuchaytirilmoqda. Bu esa lazer tag o'yini orqali talabalarni jismoniy tayyorgarligini rivojlantirish muammolari hozirgi kunda eng dolzarb masalalardan biri hisoblanadi.

**Аннотация:** В нашей стране ведётся масштабная работа по формированию позитивного общественного мнения о киберспорте, проводится активная пропаганда и кампании в СМИ и социальных сетях. Поставлены следующие задачи: «Организация республиканских и международных чемпионатов и турниров по киберспорту, а также достойное участие в престижных международных и региональных соревнованиях». В частности, уделяется внимание дальнейшему развитию и расширению инфраструктуры киберспорта, поощрению прямых инвестиций в отрасль, продвижению киберспорта как официального вида спорта, организации местных и международных чемпионатов, турниров и других соревнований в этой области, а также повышению позиций Узбекистана на мировой

киберспортивной арене. Создаются необходимые условия для местных и зарубежных компаний в индустрии компьютерных игр, организуются чемпионаты, турниры и другие соревнования по киберспорту на республиканском уровне. Укрепляется деятельность спортивных федераций (ассоциаций) для дальнейшего развития и популяризации киберспорта. Это делает проблему развития физической подготовки учащихся посредством лазертага одной из самых актуальных сегодня

## INTRODUCTION

E-sports, or digital sports, have rapidly gained popularity worldwide, attracting attention not only as a form of entertainment but also as a tool for developing cognitive and physical skills. Among various esports disciplines, laser tag stands out as a unique hybrid of physical activity and strategic gameplay, combining real-time movement with tactical decision-making. In Uzbekistan, significant efforts are being made to promote esports positively among the public, including extensive media coverage and social network campaigns. National and international tournaments are being organized, aiming to enhance the country's presence in the global esports arena. Developing esports infrastructure, attracting investments, and officially recognizing esports as a sport are key priorities. In this context, understanding players' performance during competitive laser tag matches is crucial for improving training programs, fostering teamwork, and optimizing strategies in digital sports.

### PURPOSE AND OBJECTIVES

The purpose of this study is to analyze the performance results of teams during the Republic stage of the Uzbekistan Laser Tag Championship. The analysis focuses on individual and team metrics such as points, frags, inactivity, shots fired, damage dealt, and damage received, to evaluate players' efficiency and effectiveness during matches.

### OBJECTIVES:

1. To review and analyze scientific and methodological literature relevant to digital sports and esports performance.
2. To examine and evaluate the results of the Republic stage of the Uzbekistan Championship in laser tag at the Uzbekistan State University of Physical Education and Sport.
3. To identify patterns and factors influencing player performance, including offensive and defensive strategies, shooting activity, and team coordination.

### METHODS

The study analyzed performance data from the Republic stage of the Uzbekistan Laser Tag Championship held at the Uzbekistan State University of Physical Education and Sport, Chirchiq, Tashkent Region. The participants were divided into two teams: Red and Blue, with ten players in each match.

Performance metrics recorded for each player included:

- Points scored – representing overall contribution in the match
- Frags – number of opponents eliminated
- Inactivity – instances of non-participation
- Shots fired – total number of shots attempted

- Damage dealt – total damage inflicted on opponents
- Damage received – total damage taken

Data were collected over three consecutive matches. Quantitative analysis was performed to evaluate individual and team performance, identify trends, and compare offensive and defensive effectiveness. The analysis also examined correlations between high shooting activity, damage dealt, and match success.

## RESULTS AND DISCUSSION

### **Match 1 Analysis**

In the first match, the Red team scored 68 points, while the Blue team scored 55 points. Notable performances included:

- Pavuk (Blue, ID 35): 28 points, 6 frags, 3 inactivity instances, 233 shots fired, 550 damage dealt, 300 damage received, showing a balanced offensive performance.
- Feruz (Red, ID 30): 21 points, 5 frags, 3 inactivity instances, 534 shots fired, 400 damage dealt, 375 damage received, demonstrating effective shooting and moderate efficiency
- Other players showed varying levels of effectiveness, with lower points often correlating with higher damage received or fewer frags, indicating less effective gameplay.

### **Match 2 Analysis**

The second match saw a significant increase in scores: Red team 144, Blue team 72. Key performances:

- Pavuk (Blue, ID 35): 64 points, 13 frags, 3 inactivity, 535 shots, 1275 damage dealt, 350 damage received – showing aggressive and highly effective play.
- Tixonya (Blue, ID 39): 33 points, 6 frags, 1 inactivity, 411 shots, 675 damage dealt, 150 damage received – demonstrating efficient offensive strategies.
- Davletbek (Red, ID 36): 18 points, 4 frags, 6 inactivity, 143 shots, 350 damage dealt, 625 damage received – indicating low efficiency and defensive vulnerability.

Overall, Red team's coordinated strategies and higher point accumulation contributed to their clear victory.

### **Match 3 Analysis**

In the third match, the Red team scored 102 points, and the Blue team 94 points, indicating a closer competition. Key highlights:

- Pavuk (Blue, ID 35): 41 points, 8 frags, 4 inactivity, 512 shots fired, 825 damage dealt, 450 damage received – demonstrating a highly aggressive and effective offensive performance.

- Abdulvosid (Red, ID 25): 32 points, 5 frags, 5 inactivity, 528 shots, 600 damage dealt, 575 damage received – showing balanced offensive and defensive contributions.
- Sardor (Red, ID 34): 5 points, 3 frags, 3 inactivity, 583 shots, 100 damage dealt, 375 damage received – illustrating low efficiency despite high shooting activity.

The match data suggest that high shooting activity alone does not guarantee success; effective coordination, frag accuracy, and damage management are key determinants of overall performance.

## **DISCUSSION**

The analysis highlights clear differences in player efficiency and team strategy. Top performers consistently combined high shooting activity with optimal frag and damage management, while less effective players had higher inactivity and damage received, negatively affecting team performance. These results indicate the potential of laser tag as a digital sport to develop students' physical readiness, cognitive skills, and strategic thinking. The findings also provide insights for coaches and trainers to tailor training programs, emphasizing offensive coordination and defensive resilience.

## **CONCLUSION**

The analysis of the three matches in the Republic stage of the Uzbekistan Laser Tag Championship revealed several key findings:

1. Player Efficiency: High-performing players, such as Pavuk (Blue, ID 35) and Abdulvosid (Red, ID 25), combined high shooting activity with
2. effective frags and optimal damage management, contributing significantly to their team's success.
3. Team Strategy: The Red team consistently outperformed the Blue team in total points due to coordinated offensive and defensive strategies, demonstrating the importance of teamwork in digital sports.
4. Impact of Inactivity: Players with higher inactivity rates or excessive damage received showed lower efficiency, highlighting the need to manage engagement and defensive resilience.
5. Skill Development: Laser tag as a digital sport effectively enhances players' physical readiness, cognitive decision-making, and strategic thinking, suggesting its potential as a training tool in educational settings.

Overall, this study provides insights into optimizing training programs and competitive strategies for laser tag and other digital sports disciplines. The results can guide coaches, trainers, and educators in fostering both individual and team performance.

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