WHAT ESPORTS CAN DO FOR YOUR STUDENTS

Skills and Experiences Developing Esports Players into Choice-Ready Professionals

COMPASSION

» Students learn to empathize and demonstrate more patience as they work together in a game. When they see a player is trying their best, they pause, reflect, and show compassion to that player. They often take the time to show them different strategies they can try and skills they can work on in order to improve. Ultimately improving how they game online.

» They learn to care about something. They know how hard it's been to get this program the support it needs. As they graduate and go on to the next adventure, they model that kindness and understanding that was once given to them.

RESILIENCE

» Not every game can result in a win. It is up to our players to stay positive and treat each loss as a learning experience and chance to grow.

» A team can be in last place in the season or during tournament pool play, but still come back with a winning season after learning from their mistakes.

» By playing through a program, students gain a better context and understanding on how to work through their emotions when they are frustrated in the game.

RESPONSIBILITY

» Players need to be eligible to play competitively in the esports program. It is up to them to advocate for their academic needs and work with educators to find success in their coursework. Grades before games.

» Playing on a team is a commitment. Players need to be responsible with how they conduct their behavior, be reliable, and help contribute to a positive atmosphere for everyone enrolled in the program. Esports is one of the only competitive sports where gender identity has no impact on who can play. Students are responsible for maintaining an inclusive and welcoming environment to anyone interested in joining.

COMMUNICATION

» Players need to communicate in-game as they work towards the objective and build synergy together as a team. They discuss tactics and strategies as they plan out an approach to counter their opponent. Additionally, they relay questions, feedback, and ideas to the team captain, coaches, and general manager.

» Students need to provide communication for games they need a substitute player due to conflicts in schedule.

» They also work to build communication within the school to grow the player base, build team relationships, dynamics, and advocate on behalf of the program.

CRITICAL THINKING

» All the games have an objective that requires teamwork and strategy in order to be successful. Players have to assess the opponent's strengths and weaknesses by researching their ranks and existing footage, or player history, to create an approach that can result in victory.

» As we integrate a system that allows us to give back to our schools and community, students will take on leadership roles that help develop their ability to diagnose the objective, or problem to solve, and backwards engineer the steps necessary to reach the final goal.
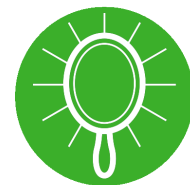
REFLECTION

» Students review their game footage and identify plays they could have done better during the game, and what they need to work on moving forward. This also applies to the live-streaming team. They can analyze and discuss what worked well in the stream and areas for improvement to create a well-rounded show.

» Players work with coaches to look back at new approaches that were discussed and work on ways to implement them into their game strategies.

CREATIVITY

» The gaming industry is filled with thousands of stories that guide a player through a game. These new worlds and environments, that designers create for gamers to explore, can be brought into their own education through the coding and gaming class offered at our school. For those that wish to pursue a creative field, they can help build graphics for streaming, design shirts and hoodies for players as a fundraiser, posters to promote enrollment, and written content for scripts and social media.

» Students can be creative in the ideas they have on how to give back to the community and create a positive impact for those in need. A lot of the program and games involve creative problem solving to reach the final objective.

COLLABORATION

» Esports focuses on games that are team building. They have to collaborate on what tactics to use, understand characters or champions that complement each other, and create new strategies to achieve the objective of the game. In games like League of Legends, there are over one hundred champions with different strengths and weaknesses when matched up against each other. It is up to the team to find a collective match-up that will work to counter their opponents as they level up their champions.

» Esports allows the opportunity to live stream and commentate on the games. This opens the door for students interesting in learning about broadcasting, live-streaming, and shoutcasting. They can measure engagement through analytics and make adjustments to create an engaging and dynamic show by working with playing and coaches on graphics and content that can help promote both programs.