BRINGING TOGETHER ESPORTS AND EDUCATION

Learn how to leverage esports as a platform for youth engagement, classroom learning and mentorship around STEM interests and social emotional learning.

esportsfed.org  NASEFgg
NASEFedu  North America Scholastic Esports Federation

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WELCOME!

NASEF
NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION™
Goals

01 Introduction to esports

02 Benefits for learning

03 Federation overview

04 Our 4 Cs: Curriculum, Clubs, Competition and Coaching

05 Q&A and next steps

Speakers

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Questions?

Use your GoToWebinar Control Panel to type your questions! Questions will either be addressed near the end of the webinar or via follow up email.
WHAT IS ESPORTS?
Esports: a world of competitive video games

- A form of competition that is facilitated through gaming
  - Most commonly, esports take the form of organized, multiplayer online video game competitions
- Massive and rapidly growing industry
- Often incorporate live broadcasts with commentary and award prize money to competitors
- Rivals traditional American sports, especially in viewership

Stanford, 1972
Game: Space War
Prize: 1 year subscription to Rolling Stone
WHAT IS ESPORTS?

CNN. (2016, August 22). Don’t know what eSports are? Don’t worry!. Retrieved from https://www.youtube.com/watch?time_continue=361&v=gcYaKJ72Y
NASEF: An All-inclusive Esports Ecosystem

Diagram Citation: Anderson, Tsaasan, Reitman, Lee, Wu, Steele, Turner & Steinkuehler (2018)
WHY ESPORTS?
GETTING TO THE KIDS WHERE THEY ARE
Sports and learning

- Associated with **higher GPA** for HS students (Fox et. al.).
- Fosters **personal growth** (Richard & Ares).
- Increases **satisfaction with school** (Astin).
- Associated with higher **degree completion** (Ryan).
- Cultivates **persistence** - specifically, gains in “internal locus of attribution” (Pascarella et. al.).
Video games and learning

- Improve **visual acuity & attention** (Green & Bevelier).
- Increase **problem solving skills** (Adachi & Willoughby).
- Foster **scientific reasoning** (Clark; Steinkuehler & Duncan; NRC).
- Associated with **higher math achievement** (Bowers & Berland).
- Accelerate **language learning** (Young et. al.).
- Strongly associated with **technology fluency** (Hayes).
- Improve digital and print **literacy** (Gee; Leander; Steinkuehler).
Research Methods

- Formative Evaluation

- RQ: What are potential alignments between NASEF & learning?

- Method:
  - Field observations at 6 participating League school sites (20 hrs fieldnotes)
  - Focus groups with student & club members (n=39)
  - Focus groups with GMs (n=10) & coaches (n=5)
  - In-person interviews with parents at Championship (n=10)
Research Findings: STEM

• Strong evidence of STEM Problem-Solving, Argument, Synthesizing Information (CANGSS Standards)
  • “Comparatively to like other games that I’ve played, I’ve never really analyzed a game more closely than I have with League. Mostly because of my coach.” (League Student, School 2)

• Organic, unprompted creation of STEM subject area learning activities
  • At School 6, GM tasked students with producing their own website for their school’s team.
  • At School 1, students themselves made mini movies for their school’s TV station.
  • At School 4, the GM and coach gave homework assignments on learning various champions’ strengths and weaknesses and reporting back, such as screencapping the game load screen and analyzing the pros and cons of team composition.
Research Findings: SEL

• Strong evidence for self-management, social awareness, relationship skills, & responsible decision-making (CASEL)

  • “I feel like me personally, like I’ve become a lot more calm as a person. I’ve learned to like, not get angry when you’re doing something or you or your team messes up.” (League Student, School 3)

  • “I think [our coach] helped us to like, be more like introspective to like look at ourselves and try to see what we were doing incorrectly. He also like, helped us kind of control our own toxicity.” (League Student, School 4)
WHO ARE WE?
A Community Working Together
Values that support teenage gamers

Learning
● **Online clinics**, hosted by coaches, aligned with topics on improving their game play
● **Online and in-person workshops**, hosted by UCI, aligned with roles in the esports ecosystem

Opportunity
● **Live events**, where gamers can fill necessary roles (casters, analysts, volunteers)
● **Network** of industry and higher education professionals

Community
● Supporting **Clubs** at high schools and community organizations, leaving students to develop their own community

Diversity
● Expanding **game selection** to cater to a larger audience of students
● **Camps** for underrepresented populations in esports

Respect
● **Code of conduct** for participation that prioritizes teamwork and inclusivity
At-a-glance

- **August to September**: Recommended Activation Period
- **September 15**: Deadline to Activate For Fall Tournament Eligibility
- **December 15**: Deadline to Activate For Spring Tournament Eligibility
- **October - December**: Fall Term Cup Tournaments
- **January - April**: Spring Term Cup Tournaments
- **August - June**: Year Long UC-Approved ELA Curriculum

- **August**: Recommended Activation Period
- **September**: Deadline to Activate For Fall Tournament Eligibility
- **October**: Fall Term Cup Tournaments
- **November**: December 15 (Deadline)
- **December**: January - April (Spring Term)
- **January**: Monthly Online Workshops, Online Clinics, Single-Day Tournaments
- **February**: Monthly Online Workshops, Online Clinics, Single-Day Tournaments
- **March**: Monthly Online Workshops, Online Clinics, Single-Day Tournaments
- **April**: Monthly Online Workshops, Online Clinics, Single-Day Tournaments
- **May**: Monthly Online Workshops, Online Clinics, Single-Day Tournaments

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Your Partner in Scholastic Esports

We are the only organization that closely ties scholastics with video game play for high schools and community-based organizations at no cost across the United States, U.S. Territories, Canada and Mexico.

What does this mean for you?

With our various partners, we offer free support, services and resources in the following areas:

- Curriculum
- Clubs
- Competition
- Coaching
Curriculum Overview
Curriculum Overview

A-G University of California Approved
Four Year ELA based Curriculum
● English 9 + Games & Simulations
● English 10 + Entrepreneurship
● English 11 + Marketing
● English 12 + Hospitality/Tourism

Flexibility with Implementation
● Pilot Units
● Adopt Full Curriculum
Clubs...the KEY to Success!

As we have seen, an esports Club can provide high school students with a variety of learning and engagement opportunities in a fun, peer-to-peer environment.

“We developed an entire esports group at our high school, with streaming events held in the cafeteria, shoutcasters, etc. We’ve had students making promotional flyers for us, and our admin has been super supportive with social media outreach, etc. In fact, our esports players are more well known than the football players this year. :)

- High School Esports Club Member

How we help Clubs:
● Access to online toolkits in a variety of topics, including:
  ○ Introduction to esports
  ○ How to manage your esports Club
  ○ How to resolve team conflict
  ○ How to stream your game
● Invitations to online and in-person workshops and clinics
● Opportunities to participate in tournaments and championship cups
● Access to individual Club pages
● Career and STEM skilled learning modules

“Get them started and the students will take it from there.”
Activation is expanding to all of North America, including the United States, its territories, Mexico and Canada are eligible to activate their Club.

Is my specific school or CBO eligible?

Schools
- 9-12 grade or secondary education students
- Recognized by the equivalence of a Board of Education

Community-based organizations
- Public or private non-profit organization
- 9-12 grade or secondary education students

Not sure? Visit our website for a complete list of eligibility requirements!
Workshops

As a result of student demand to practice their game and learn more about the esports industry, we developed a series of in-person workshops and summer camps in collaboration with UCI Esports and UCI Donald Bren School of Information & Computer Science.

Past Workshop Topics

- Healthy Gaming
- Tournament Organization
- Building a PC
- Shoutcasting
- Analyzing Your Game

Future Workshops

We are happy to announce that we are taking our workshops online! Students, Club advisors and families will have access to workshops on a multitude of topics from the comfort of their own homes or Club sites!
Toolkits for Everyone!

ESPORTS 101
DEVELOPING A TEAM WEBSITE
USING DATA TO IMPROVE YOUR GAME
HOW TO STREAM
SHOUTCASTING

RESOLVING TEAM CONFLICT
RESPONDING TO SKEPTICISM ON ESPORTS
HOW TO MANAGE A CLUB
SETTING UP YOUR IT
General Managers

Who can serve as a general manager?

With NASEF, an adult who works in an advisory capacity is called a General Manager (GM).

All GMs must be under the employment of the school district or the community-based organization, or otherwise approved by the Board of Trustees (within their country, state or municipality).

What are the requirements of a general manager?

- Attend Orientation
- Create Club Charter
- Verify student eligibility
- Attend weekly Club meetings

Additional responsibilities for competitive league participation:

- Supervise practices
- Attend weekly matches
- Attend live competitive events
- Communicate with the coach
- Verify player eligibility
**Competition**

**What games do we play?**
- Games titles are approved by our Advisory Board and Orange County Department of Education
- Game selection criteria include: cost/accessibility, diversity of playership, popularity, approval rating and community

**Online Regional Championships**
- Fall Term: October to December
- Spring Term: January to April

**Live Events**
- Based on event sponsorship and number of teams per region
- Regions whose championship will be held at a live event will be notified before season begins

**Responsibilities for competition**
- Code of Conduct
- Prepare on-campus practice spaces
  - Computers with minimum system requirements
  - Network access to sites
  - Patch software for updates
- Hold practices
- Communicate with virtual coach
- Participate in the coaching clinics

This year, we will allow one team per school unless otherwise determined.
Coaching

All Clubs who opt-in for our season-long Championship Cup tournaments will be offered a **virtual coach** at **no cost**.

Why virtual coaching?
- Common in online gaming spaces
- Allows for experts from all over to influence and mentor

Who are the coaches?
- Near-peer mentors who are highly ranked in the appropriate game titles
- Recruited, vetted and trained by our partner, Connected Camps

"The impact that Coach KC has had on our team is priceless. Coach KC has so much knowledge about the game and experience with coaching that he changed the way our team played the game, which ultimately allowed us to win games more cleanly. He gave our team a structure and he recognized the strengths and weaknesses of our team the first day we practiced together."

- High School Esports Club Member
HOW TO ACTIVATE YOUR CLUB
Next Steps: Activating Your Club

As an advisor, it helps to find a club or student whose interests are directly in line with esports and gaming!

Review the NASEF guidelines for students, advisors, and clubs!

Identify an adult who will serve as general manager!

Build your club--recruit and empower students and help parents understand what their student is participating in.

For more information, visit: http://esportsfed.org/clubs/season-2/
Q&A
VOTING IS NOW LIVE!

- ESPORTS IN K-12 EDUCATION
- DISTRACTION? EDUCATION! ESPORTS AS A LEARNING TOOL
- MAKE IT THEIRS: DESIGNING HIGH SCHOOL ESPORT CLUBS
- GG, STUDENTS! HOW ESPORTS CHANGES EDUCATION
THANKS FOR JOINING!

Connect with us online!

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