

Esports AT DHS

A person is shown from the chest up, wearing a VR headset. The entire image has a strong blue monochromatic tint. Overlaid on the person's face and the VR headset is a white network diagram consisting of numerous interconnected nodes and lines, resembling a mesh or a data network. The text 'Esports AT DHS' is positioned on the left side of the image in a white, sans-serif font.

WHAT ARE Esports?

Simply put, Esports is
COMPETITIVE gaming.

- Multi, or single player non-violent games
- Teams schedule online contests just as they would for athletics



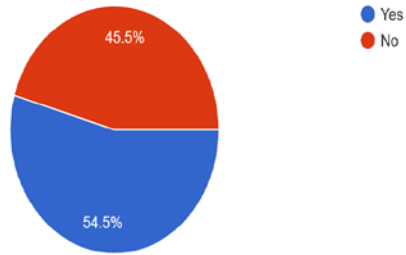
Popularity of Esports

- 126 Colleges/ Universities had teams compete in the NCAA tournament in November, 2018
- 55 Illinois high schools have committed to Esports with that number expected to double in two years.

Quick Survey Results of DHS Students

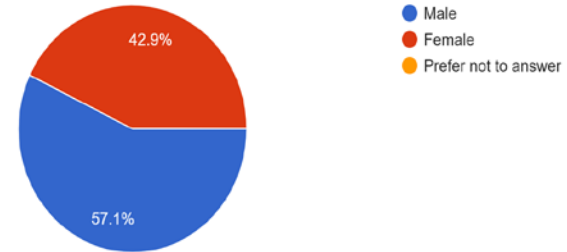
I would be interested in participating in esports at DHS.

189 responses



Gender

189 responses



Illinois Wesleyan to Launch Esports

April 6, 2017

BLOOMINGTON, Ill.— Illinois Wesleyan University will launch a [varsity Esports program](#) — competitive online video gaming — beginning in the fall of 2018.

One of the fastest growing collegiate team activities, Esports is now offered by more than 600 colleges and universities across the country. Through Esports, teams of competitors representing their institutions compete in online competition. And for those who would rather watch than play, they are not alone. Riot Games' "League of Legends" 2016 World Championships was viewed by approximately 43 million people, up from 36 million in 2015.



Esports is one of the fastest growing collegiate team activities, such as the group pictured here.

Structure of Esports

- Very similar to other sports
- Tryouts
- Practices
- Interscholastic Competition
- Tournaments
- NFHS currently has league play
- IHSA is working on constructing a state series format for the 2020-21 school year

Benefits of Esports

- Organized and supervised play of non-violent games
- Social interaction
- Positive relationship between game playing, school, and GPA
- Connects students to other students across the Mid- Illini, state, and even country
- Brings more students under our Activity Code of Conduct
- Scholarship opportunities
- Benefits of a lifelong activity

Equipment & Cost

- 10 PCs capable of managing the gaming requirements
- Miscellaneous tech needs include Nintendo Switch, Xbox or Playstation, & Software for League of Legends, Rocket League, Super Smash Brothers Ultimate, & NBA 2k
- Sponsor
- Travel- Most contests are played in our lab, but if we do travel, we would ride with one of our athletic teams that is also traveling
- Total cost will be between \$11,000-\$13,000

A person is shown from the chest up, wearing a VR headset. The entire image has a strong blue color cast. Overlaid on the person's face and the headset is a white network diagram consisting of numerous small dots connected by thin lines, resembling a molecular or digital structure. The text 'THANKS!' is in the top left, and 'Any questions?' is below it.

THANKS!

Any questions?