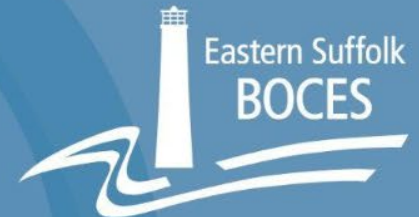




Esports Beyond The Game

ESBOCES Curriculum Council Meeting
June 9, 2023

Educational Support Services
Working Together for Excellence



Model Schools



Presented by:

Patricia Gremillion-Burdge

Assistant Administrative Coordinator
for Curriculum & Assessment
ESBOCES



Presented by:

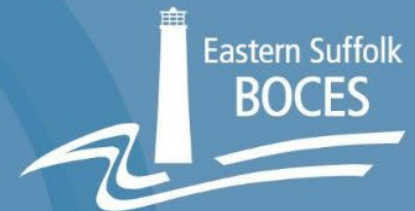
Robert Cassagne

Director of Business and Social Studies
Connetquot Central School District



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What is Esports?

- ★ Esports officially stands for electronic sports.
- ★ It is a form of organized, competitive gaming in various leagues with players competing individually or in teams.
- ★ Esports is governed by its own set of rules and guidelines, just like other sports.
- ★ Esports requires teamwork, communication, critical and strategic thinking, sportsmanship, and leadership.
- ★ Not all esports teams play competitively.
- ★ Some schools host esports clubs that reach students who often are otherwise disengaged from the school community.
- ★ These clubs provide students with an opportunity to socialize regularly, form friendships and play games, much like a pick-up basketball game in the park.
- ★ In addition to supporting students' social and emotional wellness, esports provides spaces for students to practice the 4cs, creativity, collaboration, communication and critical thinking.

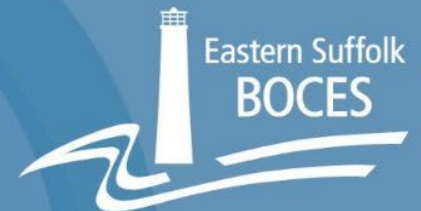


Esports & Sports



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Esports



- League of Legends
- Rocket League
- Smash Brothers
- Fortnite
- NBA 2K

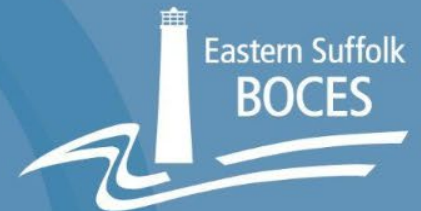
Physical Sports



- Basketball
- Soccer
- Football
- Hockey
- Volleyball
- Track

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How do I Write Esports Correctly?

The industry has spoken and professionals have decided on the correct way to write esports via the [AP Stylebook](#). Currently writing it incorrectly may keep businesses inside the industry from having initial conversations with you.

Tip: Capitalize at the beginning of a sentence or in a title, do NOT capitalize if referring to it in the middle of a sentence.



- eSports
- e-Sports
- E-Sports
- ESports
- The esports group
- E-sports
- E-Gaming
- World esports league



- Esports
- esports
- Video Games and Esports Foundation
- High School Esports League

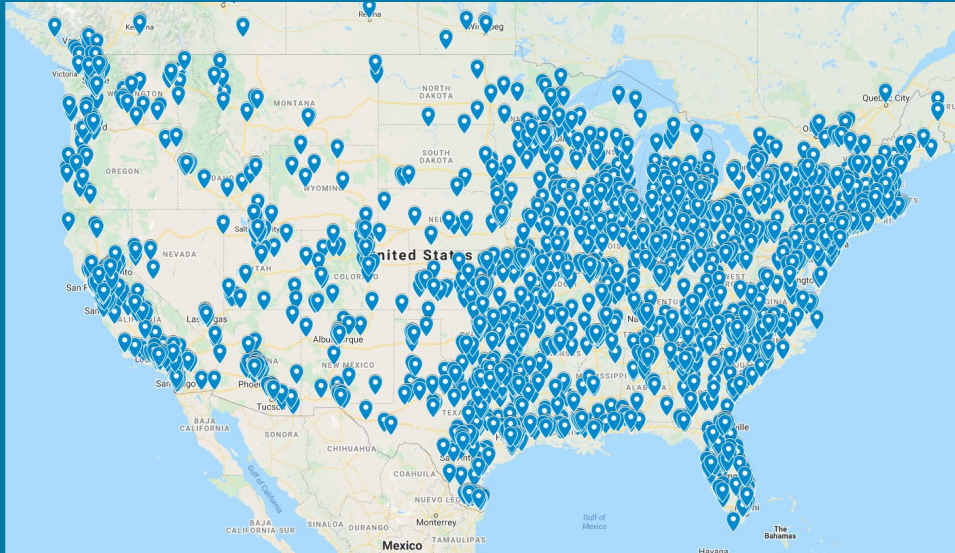
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5,000 High Schools with Esports Clubs

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+

- More than **5,000** High Schools in North America have created an esports club in the past 8 years
- The largest scholastic esports organization in the world HSEL (High School Esports League) has an official [STEM.org](https://www.stem.org) accreditation for BOTH competitions and video game curriculum.

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**High School
Esports League**

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28 billion hours of gaming viewed in 2020



- Almost 28 billion hours of free online streaming were viewed in 2020 on Twitch, Facebook, and Youtube.
- When your teenager is entertained by watching a famous streamer or “Youtuber” play a video game, they may also be learning how to get better at a game, building community, connecting with others, learning tips about streaming and branding building, or even how to make money themselves by playing.
- Think about this: Many parents are watching sports alone of a sports game they may never have played or will never play again.

Credit [Dot Esports](#)

League of Legends



**100 Million
Online Viewers
(2019)**



Super Bowl



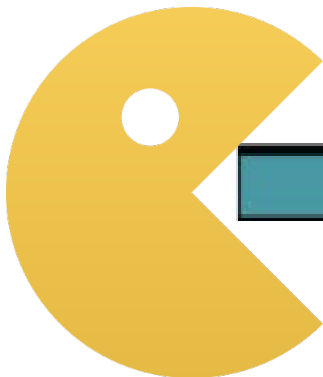
**98 Million
Viewers
(2018)**





Robert Cassagne

**Director of Business and Social Studies
Connetquot Central School District**



DIGITAL LITERACY

CSDF Standards

<i>Digital Use</i>	7-8.DL.2 Communicate and collaborate with others using a variety of digital tools to create and revise a collaborative product.	Clarifying Statement Students connect with others (students, teachers, families, the community, and/or experts) to further their learning for a specific purpose, give and receive feedback, and created a shared product.

<i>Digital Use</i>	9-12.DL.2 Communicate and work collaboratively with others using digital tools to support individual learning and contribute to the learning of others.	Clarifying Statement Digital tools and methods should include both social and professional (those predominantly used in college and careers). Collaboration should occur in real time and asynchronously, and there should be opportunities for students to both seek and provide feedback on their thoughts and products.

<i>Digital Citizenship</i>	7-8.DL.6 Explain the connection between the persistence of data on the Internet, personal online identity, and personal privacy.	Clarifying Statement A focus should be on learning about privacy settings on social media accounts, exploring the concept of a positive online presence/identity, and identifying behaviors and information that could potentially affect them now and in the future.
	7-8.DL.7 Describe safe, appropriate, positive, and responsible online behavior and identify strategies to combat negative online behavior.	Clarifying Statement Students are able to strategize ways to keep online spaces safe. Identify types of negative online behaviors including cyberbullying, harassment, trolling/flaming, excluding, outing, dissing, masquerading, and impersonation.

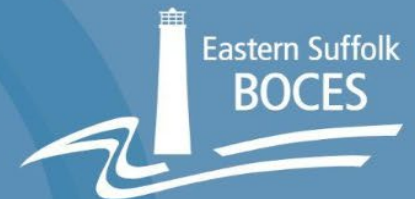
<i>Digital Citizenship</i>	9-12.DL.6 Actively manage digital presence and footprint to reflect an understanding of the permanence and potential consequences of actions in online spaces.	Clarifying Statement Active management implies an understanding of how intentional and unintentional actions can affect a digital presence.
	9-12.DL.7 Design and implement strategies that support safety and security of digital information, personal identity, property, and physical and mental health when operating in the digital world.	Clarifying Statement Strategies that support positive mental health in the digital world include both ways to avoid or handle cyberbullying and ways to interact positively and constructively with others in connected spaces.

Career and Technical Education (CTE) Connection

Event Production		Project Management
Shout Casting		Speech
Video Production & Streaming		Multimedia
Business Management		Business
Graphic Design		Graphic Design
Audio Engineering		Technical Theater
IT Networking		Computer Science
Brand & Social Media Marketing		Marketing
Health & Wellness		Medical Academy
Game Design		Arts, Media, & Entertainment

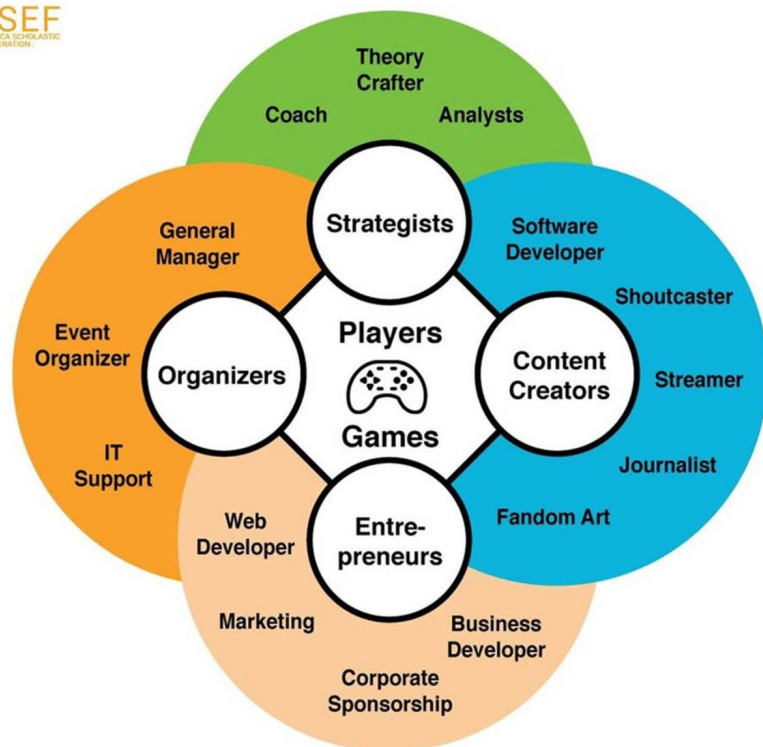
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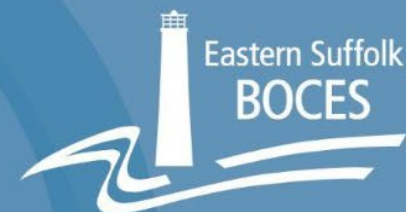
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Careers in Esports



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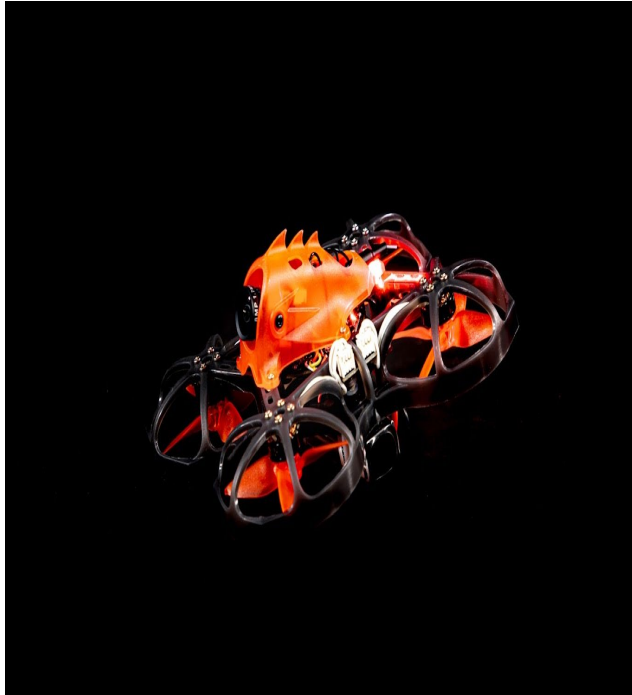
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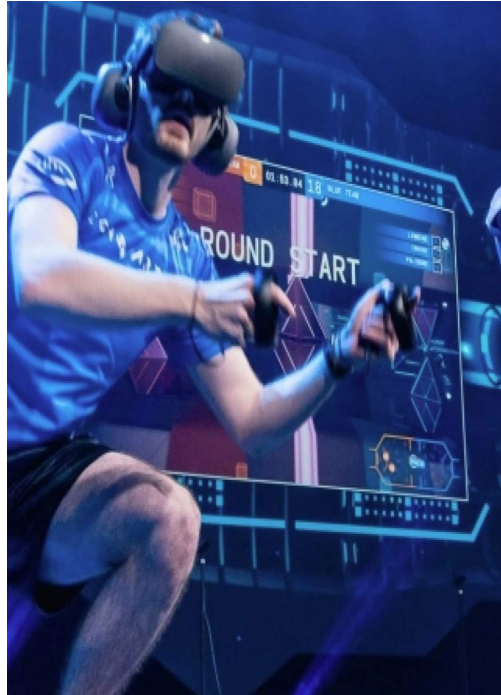
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What's Next for the Technology?

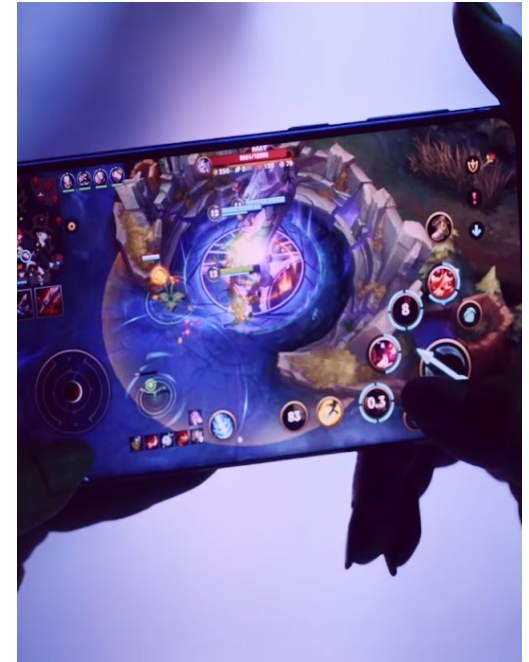
Rise of the Drone?



VR Gaming?

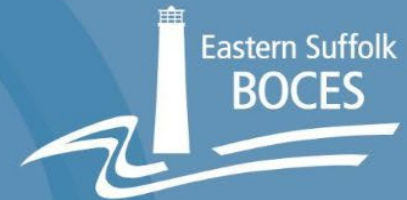


Mobile Gaming?



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Getting good in the world of esports requires more than just practice and talent. Successful players know that the choices they make each day can make a play and win a game. The strength of your relationships, the ability to communicate, and even a good night's sleep can make the difference you need. Check-in with your choices to level up and get good by becoming NASEF G.A.M.E.R.S.

G



Have I accomplished my school and personal responsibilities for the day to ensure continual **GROWTH** and progress before game play?

E



Is my physical **ENVIRONMENT** safe, comfortable, and decluttered for game play?

A



Have I completed any movement and/or physical **ACTIVITY** prior to game play?

R



Have I nurtured my **RELATIONSHIPS** by connecting to people I love and care about prior to game play?

M



Did I get enough rest, relaxation, and sleep to recharge my **MIND** for game play?

S



Have I provided healthy **SUSTENANCE** to my body by eating and drinking enough water prior to game play?



PLAY WELL. BE WELL.



**High School
Esports League**



PlayVS





Educational Services That Transform Lives

Thank you!

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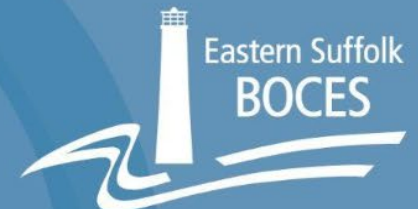
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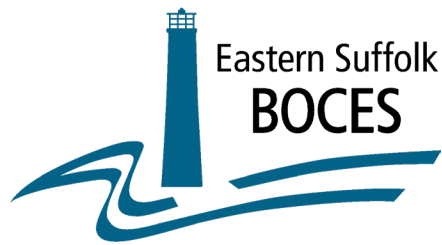


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