



COBIS x DAIGON

Esports Competition

2023-24

Case Study: Insights and Outcomes





Why Esports and why DAIGON?

Beyond the fact that 90%+ students play video games in some form and that providing Esports at schools helps invite student culture in, Esports can help students build key 21st century skills, find their place to shine at school, be more engaged, and set them on new pathways towards success. Indeed, as you will see throughout this case study, students' passion for Esports can be leverage as a hook to unlock new potential. Recognizing the power of Esports for student wellbeing and development, COBIS partnered with DAIGON to offer this innovative offering to their member schools.

DAIGON is dedicated to providing inclusive spaces where students can participate in esports leagues and competitions, mirroring the structure of traditional sports. By establishing after-school clubs and competitive leagues, DAIGON aims to foster a passion for esports while promoting skill development and sportsmanship among students.



威雅学校
WAS INTERNATIONAL



NADEEN
SCHOOL
BAHRAIN





Structure of the Competition



5 Weeks of Qualifiers

3 Regions

CET

GST

HKT

Global Final
on Saturday March 16th


90+
Teams

20+
Countries

31
Schools



Supporting Schools and Platform Success

 Super Admin
Daigon Worthi

Home

Schedule

After School Clubs

School

Teams

Scrimmage

Resources


Standings

My Badges

Home


Welcome to Esports Organization System - Daigon!

Scrimmage Pools

Monday's 2:30 PM - Daigon Scrimmage
MC Daigon Worthing B • Minecraft • 6 

Mon, Jan 29 - Tue, Mar 26


Invited

Monday's 2:30 PM - Daigon Scrimmage
MC Daigon Worthing A • Minecraft • 6 


Mon, Jan 29 - Tue, Mar 26

Expected

Upcoming Matches

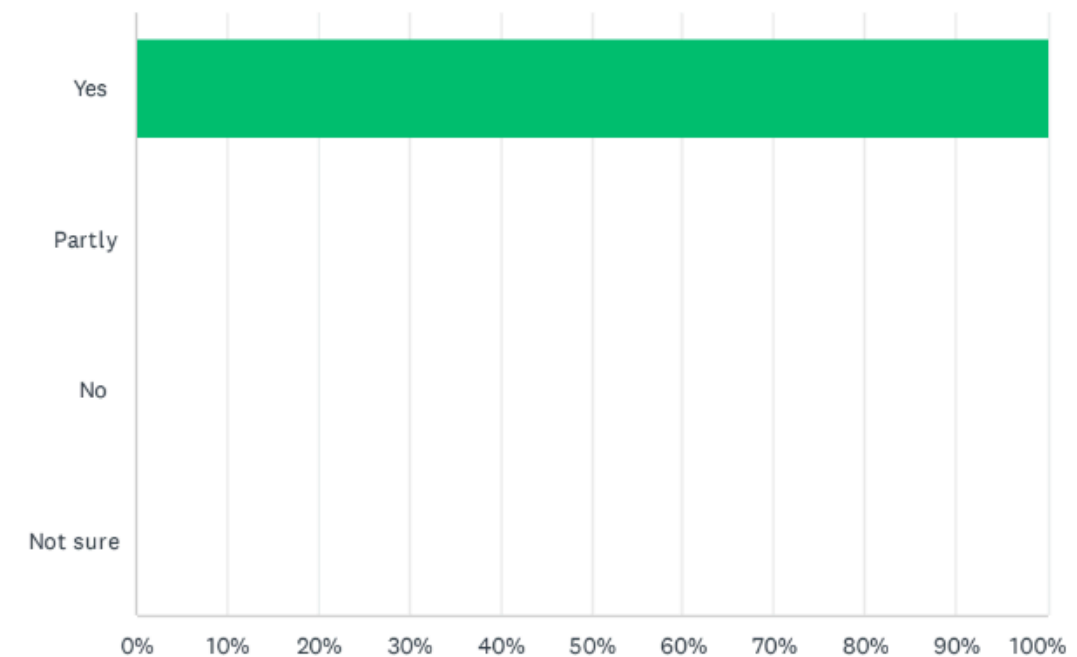
 Under 15s A RL

81:47
Rocket League 3v3
Check In

 Under 16s A RL

Would you be disappointed if your school could no longer participate in an Esports competition in the future?

Answered: 10 Skipped: 0



"The platform really helped with all the matchmaking and taking care of all the logistics of connecting with other schools"



DAIGON Esports: Student Development

01

21st Century Skills

02

Student Engagement &
Behavior Management

03

Inclusion

04

Global Citizenship



01

21st Century Skills

Boosting 21st Century Skills

“Students improved their digital collaboration during this event, something that can be quite challenging to develop in school. As adults, we often collaborate remotely and digitally, however students tend to experience this less.

It was extremely valuable for them to experience working with each other remotely and in person when crossing different operating systems and platforms.”

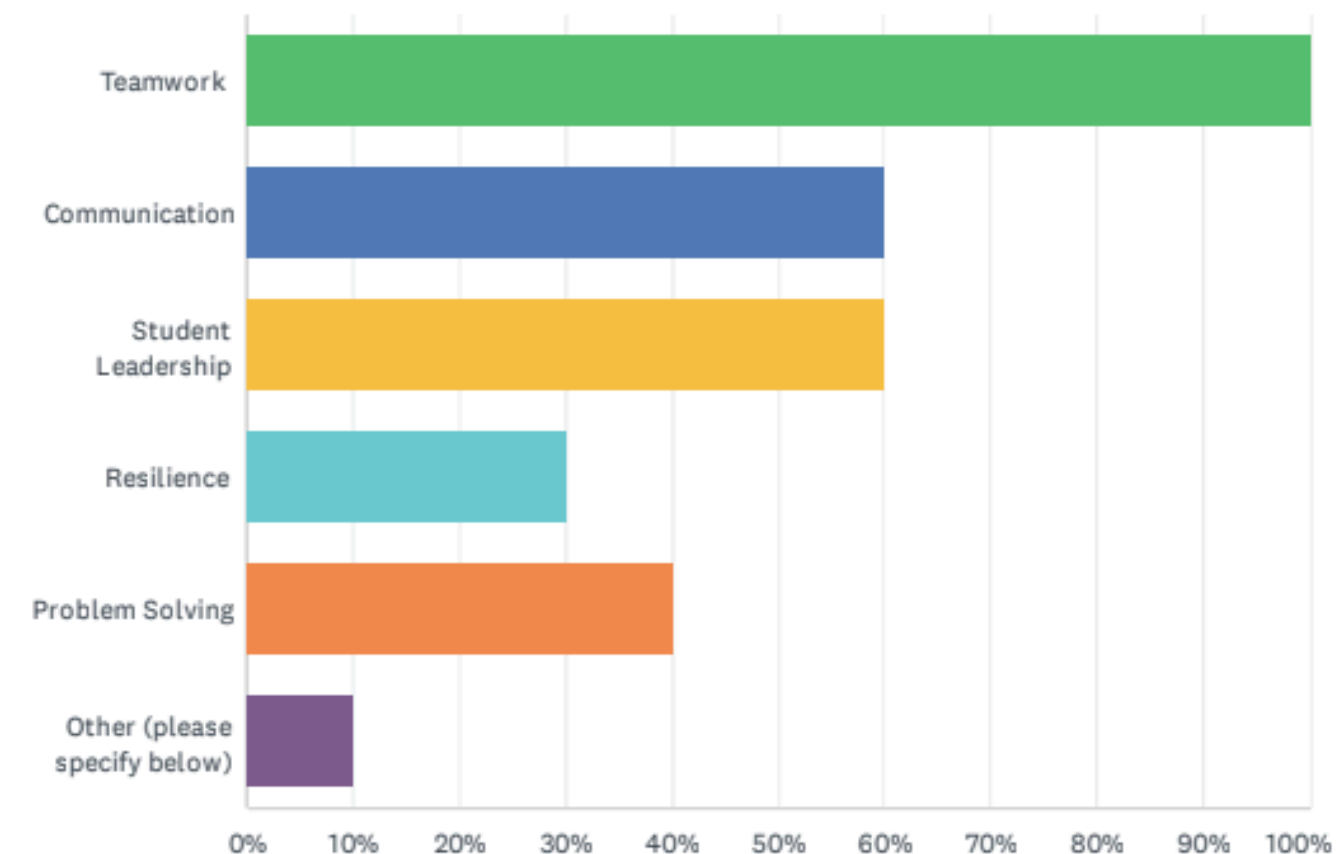
Niall Statham
Head of PE & Digital Strategy



COBIS x DAIGON Esports Competition 2023/24 - Feedback Form

Please select the skills that your students have improved as a result of the competition:

Answered: 10 Skipped: 0





02

Student Engagement &
Behavior Management

Enhancing Student Engagement and School Life

“Although our school offers a diverse range of extracurricular activities, there was previously limited engagement in computer gaming, **with only one available activity**. However, this was not the primary motivation for our participation in a Daigon Esports competition.

Our school's foray into Esports stemmed from the idea of positively impacting a specific group of students who held **negative perceptions of school life**, often leading to disruptive behavior and disengagement in lessons. Identifying a shared interest in computer gaming among these students, **we decided to introduce Esports to see if it could make a difference**.



Stephen Young
Head of Faculty

The results surpassed our expectations. We have observed significant improvements in behavior and engagement among these students, as **evidenced by their latest PASS assessment** indicating a more positive outlook on school life.

The positive change brought about by the introduction of Daigon Esports is unmistakable. As a result, we have allocated a budget for Esports in the upcoming academic year, intending to offer it regularly as part of our school's activities.”



03

Inclusion

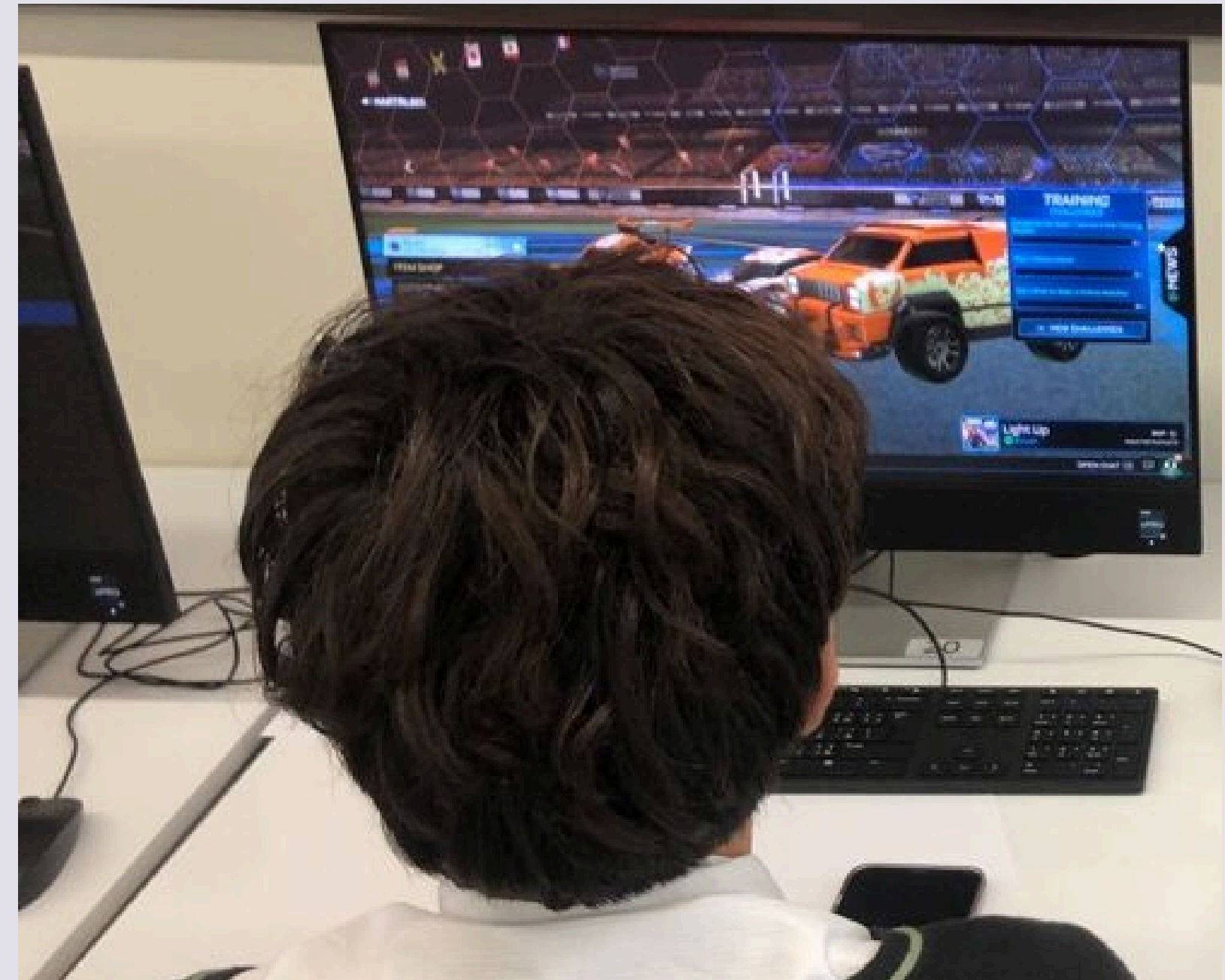
Enabling Students to Find a Place to Shine and a Sense of Belonging

“Whilst esports is a rapidly growing industry and huge component of popular culture, many students who are passionate about it can still feel isolated.

Being part of a team and building a bond with their peers is a very singular school experience that not all students get to enjoy, so it is wonderful that these students get that chance.

Parents of students who have been typically quite shy have expressed their excitement for their children to be part of a team and gaining the friendship and comradery that comes with it.”

Phil Willis
Secondary Teacher of Science





04

Global Citizenship

Building Global Citizens



“Our esports team consisted of a diverse range of students, including boys and girls, students from year 7 to 13 and, most importantly, the vast majority of our participants had never represented The British School in Tokyo in a competitive fixture before.

This opportunity provided a unique connection to their international school peers around the world. All teams spent time before each fixture discussing where their opponents were playing from, which led to some fascinating discussions on Uganda, Azerbaijan and The Cayman Islands!”

Duncan Grey
Deputy Head Teacher





GET IN TOUCH

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