The Power of Play and Esports
STEAMing It Up Conference - NIU
1-16-20

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My Expertise

- Playful Learning
- Game Clubs
- Esports - University High School - Normal
- Illinois State University
- IHSA - Emerging Sport Status

What is Esports?

Competitive digital gaming with teams or as individuals.

[Our Game | League of Legends](#) - Riot Games

[How esports changed the game: From media laughingstock to media craze](#) - A history of esports from theScore esports

What Games Are Played? (at University High School)

- League of Legends
- Rocket League
- Super Smash Bros.

_____

- Overwatch?
- Fortnite?
- Minecraft?

NASEF

It's Okay That Your Student Enjoys Video Games!

🌐 esportsfed.org

📷 NASEFgg

🐦 NASEFedu

▶️ North America Scholastic

f Esports Federation

MEETING KIDS WHERE THEY ARE

RESEARCH

Video games and learning

Improve **visual acuity & attention** (Green & Bevelier).

Foster **scientific reasoning** (Clark; Steinkuehler & Duncan; NRC).

Accelerate **language learning** (Young et. al.).

Improve digital and print **literacy** (Gee; Leander; Steinkuehler).

Increase **problem solving skills** (Adachi & Willoughby).

Associated with **higher math achievement** (Bowers & Berland).

Strongly associated with **technology fluency** (Hayes).

Sports and learning

Associated with **higher GPA** for HS students (Fox et. al.).

Fosters **personal growth** (Richard & Ares).

Increases **satisfaction with school** (Astin).

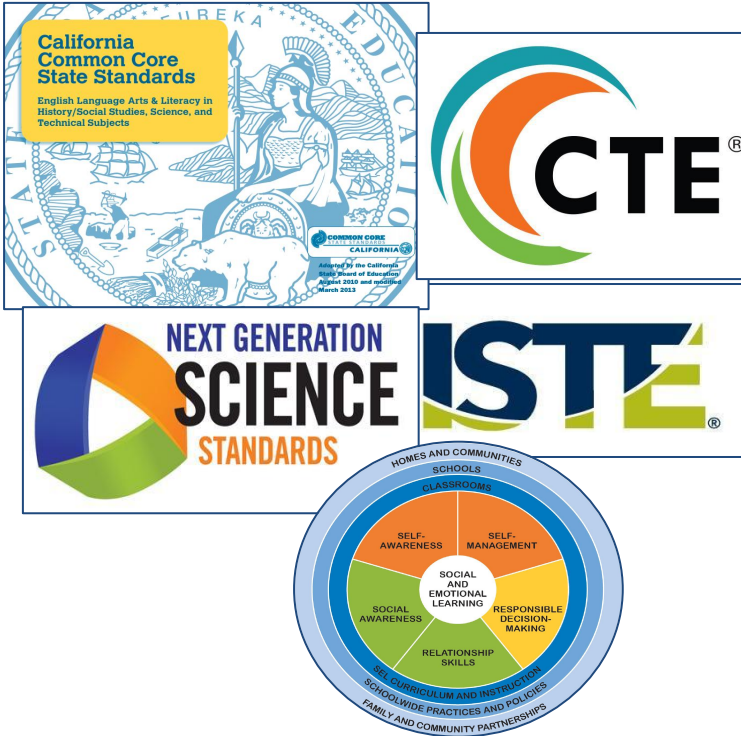Associated with higher **degree completion** (Ryan).

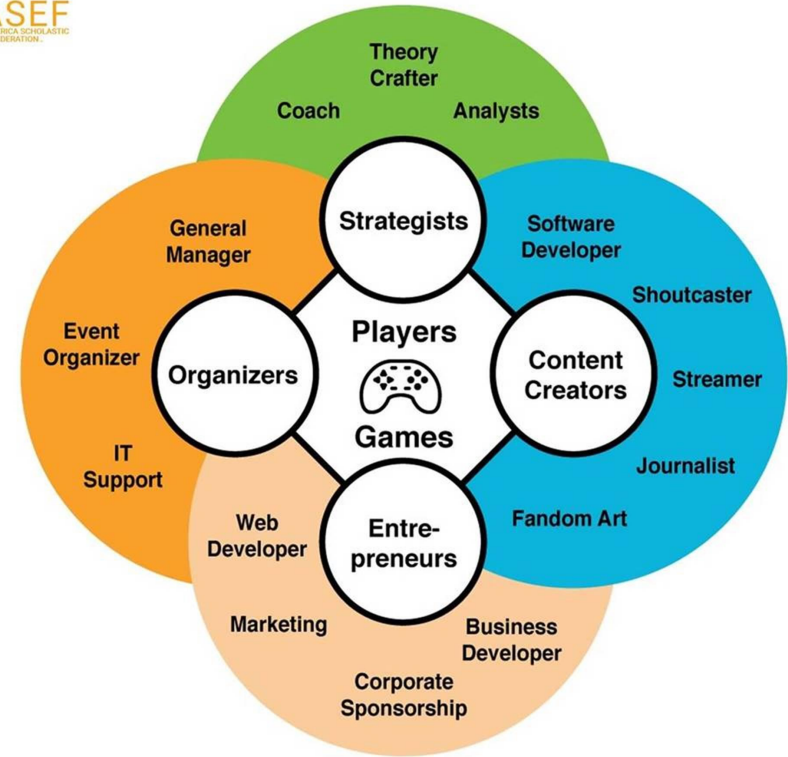Cultivates **persistence** - specifically, gains in "internal locus of attribution" (Pascarella et. al.).

CURRICULUM

California Common Core State Standards — English Language Arts & Literacy in History/Social Studies, Science, and Technical Subjects

CTE

NEXT GENERATION SCIENCE STANDARDS

ISTE

Social and Emotional Learning
- SELF-AWARENESS
- SELF-MANAGEMENT
- RESPONSIBLE DECISION-MAKING
- RELATIONSHIP SKILLS
- SOCIAL AWARENESS

NASEF — NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION

Players / Games

Strategists — Theory Crafter, Coach, Analysts
Content Creators — Software Developer, Shoutcaster, Streamer, Journalist, Fandom Art
Organizers — General Manager, Event Organizer, IT Support
Entrepreneurs — Web Developer, Marketing, Corporate Sponsorship, Business Developer
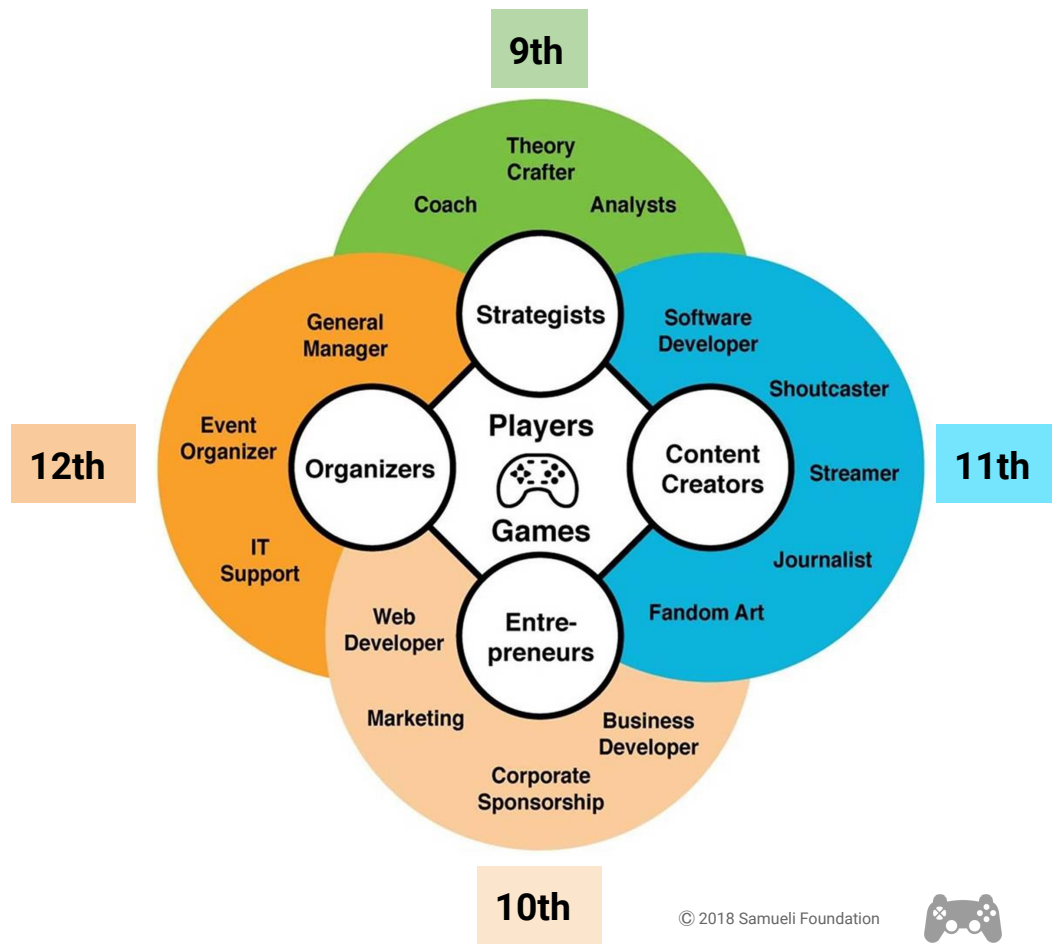
KB

Curriculum Overview

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 Unit modules, weeks or semesters
- Adopt Full Curriculum

Available **free** on the NASEF website.

9th

Theory Crafter

Coach   Analysts

Strategists

General Manager

Software Developer

Event Organizer

Organizers

Players

Content Creators

Shoutcaster

Streamer

11th

Games

IT Support

Journalist

12th

Web Developer

Entre-preneurs

Fandom Art

Marketing

Business Developer

Corporate Sponsorship

10th

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Positives From Esports

Stanford Report, April 28, 1999 - Garry Kasparov

https://news.stanford.edu/news/1999/april28/kasparov-428.html

- Kasparov on sports: 'Human actions in extreme conditions' at Stanford
- *"By working out in the gym, swimming and rowing, Kasparov said, he tries to keep himself in peak shape."*

CLUBS

Mission and Values-based, just like your schools

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

Your Partner in Scholastic Esports

We are the **only** organization that closely ties scholastics with video game play for high schools, middle 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:

CLUBS   **CURRICULUM**   **CAREERS**   **COACHING**   **COMPETITION**

Keeping your students safe!

Concerns →	Remedies →	Security / Management
● **"Addiction"**	● Club Membership Requirements	● Weekly Club Meetings
● **Chat Access**	● YouTube Gaming / Discord	● GM-based control
● **Internet Safety**	● Game Designer access assistance	● District IT techs offered a prescriptive way to allow for gaming without the chances of viruses, hacks, trolls, etc.
● **Toxic Language**	● General Manager / Coach + Google Hangouts	● GM-based monitoring on a closed loop (club only) communication platform
● **Violence Factor**	● Robust deliberation of game choices; OCDE buy-in	● Game-neutral deliberation and vetting; Club ALWAYS has final say
● **Game Rating**	● Board of Directors and CommonSenseMedia.org	● Schools / CBOs may choose ANY game they feel is optimal

How do I know what games are "good" to play?

The Entertainment Software Ratings Board provides **standardized ratings for video games**, recognized by Congress

Common Sense Media is a non-profit organization that provides education and advocacy to families to **promote safe technology and media** for children.

The North America Scholastic Esports Federation works to ensure that **ALL** students possess the knowledge and skills needed to be society's game changers: **educated, productive, and empathetic individuals**.

Our affiliated game titles are **approved by an advisory board** with leadership from the Orange County Department of Education, UC Irvine, CSU Fullerton, Chapman University, and more.

Sixty Six Games Expo

January 17-19, 2020

Why Should You Care About Esports?

...

Give students a safe place to play! (Esports or a game club)

Thank you!

For more information, contact us at info@esportsfed.org.

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Esports Resources and Contact Information

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- edgamer.net

- Twitter

  - @EdGamer

  - @NASEFedu

  - #Esportsedu

  - @mr_isaacs