Holland Patent High School Esports

What is Esports?

Esports (electronic sports) is the term used to describe the sport of competitive video gaming, which is recognized by the Eastern College Athletic Conference as a varsity sport. It is the fastest growing sport in the United States.

For those unfamiliar with esports and its global influence, in 2018, the second most watched sporting event in the United States after the Super Bowl was the League of Legends finals.

Involvement = Success

"The research is clear that involvement in extracurriculars at school lead to better student development and learning. Having an esports team is an opportunity to reach more students and let them know we value them and what they love. Esports is another way to let kids know they matter. "

~ Chris Aviles, www.techedupteacher.com

Currently, more than 475 of the nation's colleges support esports, providing a total of more than $9 million in scholarships to scholar gamers. Some colleges even offer full rides for specific games. In New York State, Canisius, Siena, Keuka, Iona, and other universities offer esports as a competitive sport, opening a pathway to college for students who may have never considered higher education.

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According to a recent market report,
esports is estimated to make nearly $1.5 billion by
2020, with an audience of over 600 million
people. Forbes notes that
esports is one of the fastest growing
content categories in the world.

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Revenue & Viewership

Revenue

- $906 million global revenue projection for 2018 (38% YoY), with **$1.65 billion global revenue reached by 2021.**
- Combined, China and North America should generate 56% of global esportsrevenues in 2018, a total of $509 million.

Viewership

- 14% year-over-year audience growth over the next few years, reaching over 500 million occasional viewers by 2021.
- Over 50 percent of esports enthusiasts in 2018 are projected to come from the Asia-Pacific region.

Data provided by Newzoo2018 Global Esports Market Report.

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"By diversifying our student opportunities for participation, you're again knocking down that barrier that may keep a child from wanting to be part of a team or sport or activity in their school, and hopefully then that connects them into the school in ways that raises our overall academic standing.

~James O'Hagan, Director of Digital & Virtual Learning, Racine, WI

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Benefits

- Provide students who play video games a platform to compete and make friends.
- Promote positive mental and physical health.
- Create pathways to higher education in the video game and programming industries.
- Reach students that are otherwise not participating in extracurricular activities.
- Increase school affiliation, attendance & retention.
- Pursue BOE goal of maximum student participation.
- Promote teamwork.
- Increase skills such as cognitive thought and problem solving.
- Increase reflexes, hand-eye coordination.
- Increase social interaction.
- Instruction and practice of programming, reading, math skills.
- Increase student aptitude in citizenship, leadership, goal setting and digital literacy.
- Provide framework for inquiry and project based learning.
- Preparation for careers that require mastery of digital media and technology.
- Increased interest in STEM related fields.
- Provide opportunities for personal and team recognition.

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High School Esports League Mission

"To provide an organized high school level esports league, in a comfortable environment with healthy competition. We believe that esports should be available to every student as a legitimate varsity level sport in high schools across the nation. We want to connect high school gamers and clubs across the country, expanding the world of high school esports."

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"Our work with HSEL is an important part of building a path for high school gamers into collegiate esports."

- Michael Brooks | Executive Director | NACE (National Association of Collegiate Esports)

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SUNY Canton

http://www.canton.edu/esports/

Canisius College

https://blogs.canisius.edu/the-dome/2018/10/24/esports-lab-now-open/

Cazenovia

https://cazenoviawildcats.com/news/2018/8/30/varsity-esports-coming-to-cazenovia-college.aspx

Siena College

https://sienasaints.com/news/2018/10/2/general-siena-college-announces-esports-team.aspx

Keuka College

https://www.keuka.edu/news/varsity-esports-coming-keuka-college

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Why Join?

"Esports means more than gaming to me, This is an opportunity to use skills that previously were not recognized as legitimate. I hope to be part of something revolutionary,"
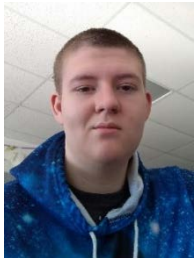
~ *Ryan McGahey, President*

" I joined esports because it is a great opportunity to come together as a team and work with each other."
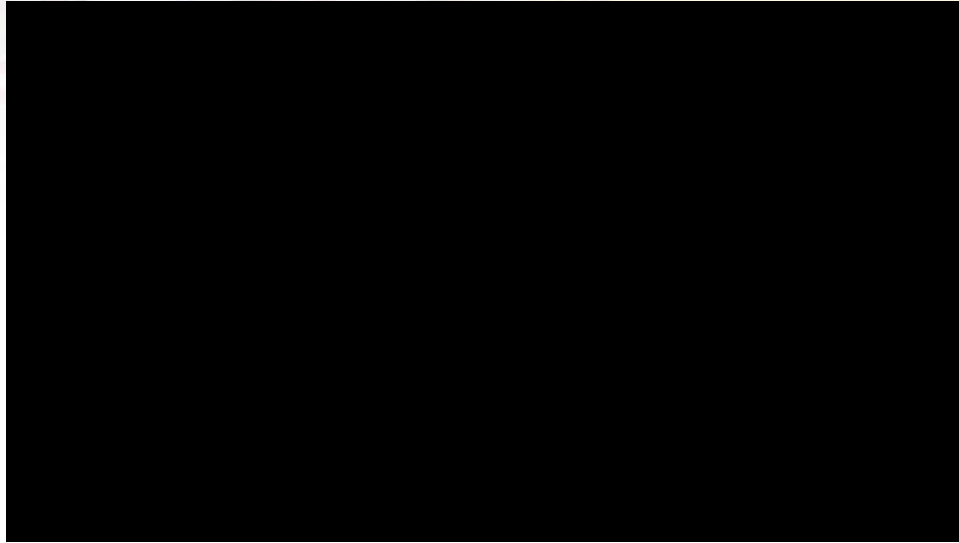
~ *Aaron Tarbania, Secretary*

"I joined Esports because I can play and compete with other people, and because I enjoy playing games."
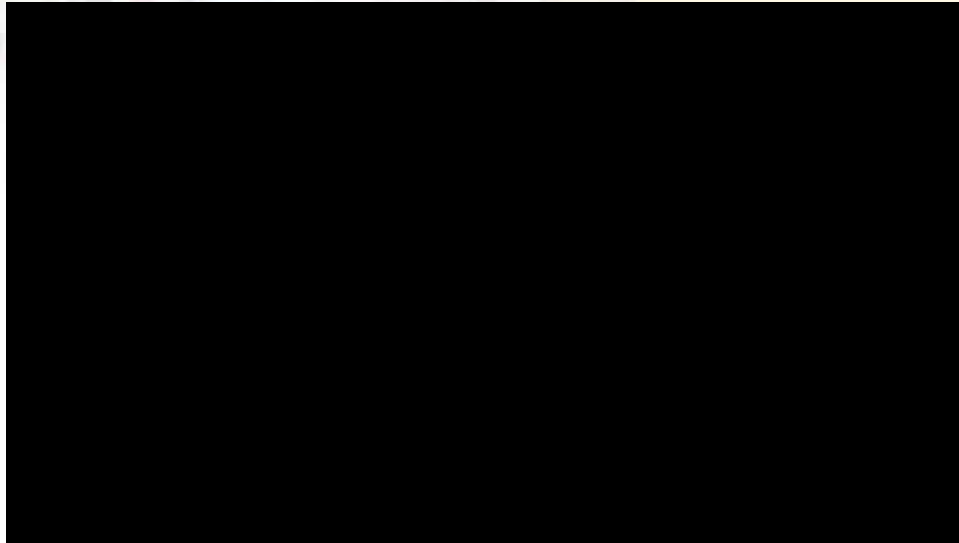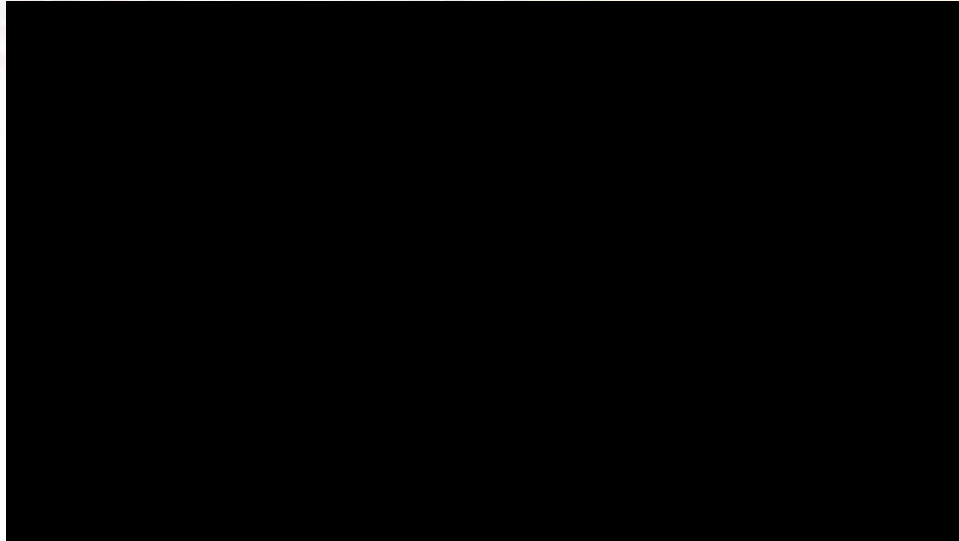
~ *Logan Baker, Treasurer*

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James O'Hagan

https://www.youtube.com/watch?v=cI-X3MYYe-Y

Family Focus

https://www.youtube.com/watch?v=9hiiIdyvGs4

Kiernan Ensor, Canisius College Esports Coordinator

https://www.youtube.com/watch?v=UogHzr7boM4

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