eSports   UW-Eau Claire

It might be larger than you think…

1 - It is GIGANTIC!

2 - UW-Eau Claire's path to eSports

How much prize money was awarded in eSports in 2018?

One million? Three million? Five million? Ten million? Thirty million? Forty million?

eSports Prize Money Is Escalating Quickly
Annual aggregate eSports prize pools worldwide from 2010 to 2017

$3m 2010 — $8m 2011 — $11m 2012 — $17m 2013 — $35m 2014 — $75m 2015 — $96m 2016 — $121m 2017

@StatistaCharts Source: EEDAR

statista

Almost $149 MILLION was won in 2018

How many people identify themselves as gamers?

Over 60% of college students self-identify as gamers

How many Wisconsin high schools have eSports teams?

- *6?*

- *100?*

- *18?*

- *59?*

- *0?*

According to Wisconsin's Department of Public Instruction, there are...

59 Wisconsin High Schools with eSports Teams and over 20 more have expressed an interest

Appleton East
Appleton Online School
Arrowhead High School
Baraboo High School
Bay Port
Bradford High School
Brookfield Academy
Carmen High School
Cedarburg High School
CESA 10
Clear Lake High School
Clinton High School
DC Everest Idea Charter

East Troy High School
Edgerton High School
Edgewood High School
Elkhorn High School
Fort Atkinson
Fox Valley Lutheran
Goodman High School
Harborside Academy
Hillsboro High School
Idea School - DC Everest
Janesville High School
Jefferson High School
Juda High School
La Crosse Central
Menomonee Falls High School

Milton High School
Milwaukee Academy
Montello High School
Muskego High School
Oconomowoc High School
Oconto High School
Pecatonica High School
Pulaski High School
Racine Horlick
Racine Unified
Random Lake High School
Solon Springs High School
Southwestern High School
SPASH
St Catherines
Sun Prairie

Walden III
Warriner Schools
Waterford High School
Waterford High School
Waukesha West
Wausau West
Wautoma High School
Wauwatosa High School
West De Pere
Whitefish Bay
Whitehall High School
Whitnall High School
Wilmont High School
Wisconsin Dells High School
Wisconsin Lutheran High School

eSports will increase STEM equity in higher education

Some experts speculate that **esports** could be a **powerful way for universities to invigorate science**, technology, engineering and math program enrollments, **narrowing the racial and gender gaps** persisting in STEM education.

https://edtechmagazine.com/higher/article/2019/06/esports-can-increase-stem-equity-higher-education

Competitive gaming opens door for learners

Jason Zimmerman <u>struggled to connect with his peers</u>, many of whom made assumptions about his intelligence because of his autism. In video game competitions, however, Zimmerman found a level playing field, where he improved his social and academic proficiencies and discovered a passion for STEM. "I developed my social skills over the past nine years," Zimmerman said. "When I do something different or weird, people assume I'm dumb, but then I play them in Smash and they realize I'm way smarter than they think."

eSports and under represented students

In 2018, <u>researchers at the University of California</u>, Irvine identified specific strategies that help institutions **make a connection between esports programs and underrepresented students**. These include themed housing, where men and women can encourage each other to explore STEM subjects through a mutual love of gaming.

eSports exponential growth in higher education

NACE membership is rapidly growing, too. Michael Brooks, NACE's executive director, told the Martin Center that they receive six or seven inquiries every day from schools wanting to join NACE. In a year, he estimated that NACE will have 300 affiliated schools and 800 schools within five years
https://www.jamesgmartin.center/2019/03/collegiate-esports-programs-are-here-to-stay/

https://sway.office.com/LmLzlJYAKlWAYSrU#content=EsPipaFVgSpZYa

- *Talk to Students*

- *Brought Various Pockets of Interest Together (Admissions, Student Computer Gaming Club, Facilities, Foundation, Administration, University Recreation, Student Senate, Executive leadership)*

- *Addressed Academic and Political Issues*

- *Students Senate Votes To Purchase High-end Computers, chairs, peripherals*

- *Found a Location for an eSport Center*

- *Building the Center (completed February 2020)*

Student Code of Conduct

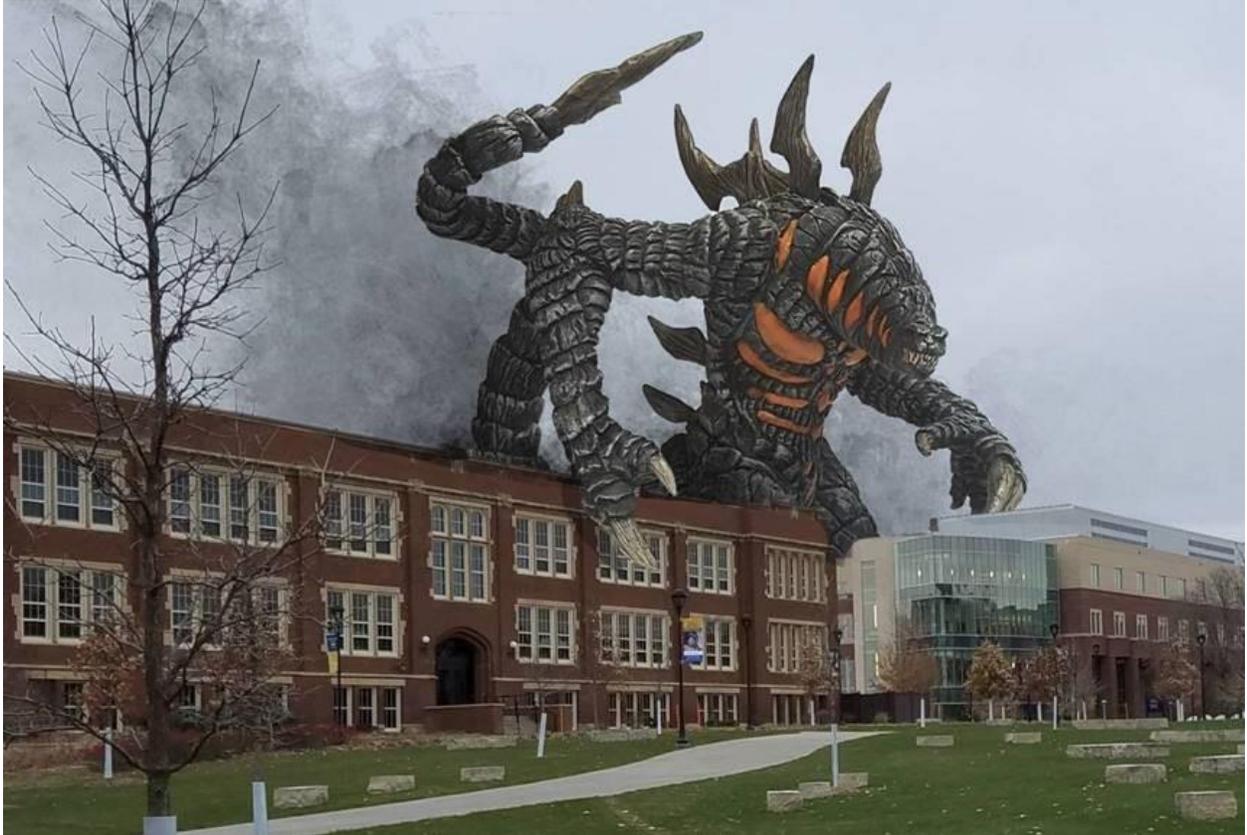## *It is ALL about the Students, Needs to be Student-led*

eSports Ruberic

3 - Some of UW-Eau Claire's current Blugold LoL club. We currently have four Diamond level League of Legends players

4 - https://www.weau.com/content/news/Esports-More-than-simply-playing-video-games-568113451.html

5 - *We plan on tying to retention and recruitment, with a focus on academic excellence*

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https://sway.office.com/LmLzlJYAKlWAYSrU?ref=Link

Other resources