



**eSports**



It might be larger than you think...



<https://sway.office.com/LmLzJYAKIWAYSrU#content=510H6iTJcV1TDJ>

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?

---



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	East Troy High School	Milton High School	Walden III
Appleton Online School	Edgerton High School	Milwaukee Academy	Warriner Schools
Arrowhead High School	Edgewood High School	Montello High School	Waterford High School
Baraboo High School	Elkhorn High School	Muskego High School	Waterford High School
Bay Port	Fort Atkinson	Oconomowoc High School	Waukesha West
Bradford High School	Fox Valley Lutheran	Oconto High School	Wausau West
Brookfield Academy	Goodman High School	Pecatonica High School	Wautoma High School
Carmen High School	Harborside Academy	Pulaski High School	Wauwatosa High School
Cedarburg High School	Hillsboro High School	Racine Horlick	West De Pere
CESA 10	Idea School - DC Everest	Racine Unified	Whitefish Bay
Clear Lake High School	Janesville High School	Random Lake High School	Whitehall High School
Clinton High School	Jefferson High School	Solon Springs High School	Whitnall High School
DC Everest Idea Charter	Juda High School	Southwestern High School	Wilmont High School
	La Crosse Central	SPASH	Wisconsin Dells High School
	Menomonee Falls High School	St Catherines	Wisconsin Lutheran High School
		Sun Prairie	

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 struggled to connect with his peers, 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, researchers at the University of California, 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/LmLzIJYAKIWAYSrU#content=EsPipaFVqSpZYa>

---

- *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*

*Other resources*