

Introduction:

Speakers:

- Bryan Erskine
 - WIHSEA Chief Financial Officer (CFO)
 - Clinton Director of Technology
 - **Clinton Esports Director**
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WIHSEA



- Wisconsin High School Esports Association
 - WIHSEA
 - 3 years of operation.
 - Current Board consists of 5 Representatives.
 - Mike Dahle (CEO), Nathan Delano (COO), Bryan Erskine (CFO), David Lockstein (CIO), James O'Hagan
 - An Advisory Committee of 7
 - Multiple other Committees (Onboarding, Scheduling, etc)

Currently Serving

- 70 Schools in the 2019-2020 School year
 - First year 7 schools, Second year semester 1, 16 schools, Second year semester 2, 30 schools. This year 70 Schools.

222 teams

Mission Statement





Mission Statement

The WIHSEA governs, supports and promotes the growth of high school esports through community development, advocacy, equitable participation, and interscholastic competition to enrich the educational experience. What are Esports?

Esports or "Electronic sports" are competitive electronic games of strategy and discipline that can be played individually or as a team.



Most of the games we play are team oriented. Current Titles include but are always subject to change: League of Legends, Overwatch, Rocket League, Super Smash Brothers.

Esports emphasizes student communication, teamwork, analysis, time management, and many other skills which are transferable to the classroom and daily life.

Why esports in schools?



In 1903 children first started competing in athletic competitions for the purpose of teaching the "American" values of cooperation, hard work, and respect for Authority (Friedman 2013)

Go back 100 or so years and schools did not have music or arts programs nor did they have sports. But it is now hard for us to imagine our schools not offering these crucial programs for our students.

Esports is the next evolution in our schools.

Why esports in schools?

Pew Research Center reported that 97% of teen boys and 83% of teen girls play video games. Only about half of these students are engaged in sports or clubs.

These students come from every social group.

Esports allows both males and females of every social group to come together to compete in a common ground breaking down social and gender barriers.



Why sports/esports in schools?



Most Athletes perform better academically.

Most Athletic teams require students to maintain grade eligibility.

Most Athletic teams teach worth ethic which is a transferable skill.

Most Athletic teams build confidence and determination.

Most Athletic teams teach students to overcome obstacles and problem solve.

Most Athletic teams teach discipline, responsibility, communication, teamwork, time management and more. All transferable skills

Esports teaches the same things and reaches more students.

Skills Taught?



21st century skills



Team Work Communication Time Management **Critical Thinking** Leadership **Social Awareness** Networking **Community Involvement** Fundraising

Employable Skills

Graphic Design IT networking Broadcasting Statistician Analyst Social Media Marketing Sports Psychology Coaching/Mentoring

Concern

ESPORTS

Why would we want to allow our students to sit in a room and play video games? Isn't our IT department trying to stop that?

I would argue that if you allow your students to just play the game in a room your are not serving them as a Coach/Advisor.

Would you put your Football team on the field and tell them to go play, have fun, figure it out?

Why would you do that with esports?

Concern

I don't know anything about the game!!



That's OK!

The WIHSEA offers an onboarding process and coaching clinic to help you learn how to be an effective Coach/Advisor. We will give you drills and other activities you can do with your students to help them.

Why esports in schools?

Through competitions esports helps your students to learn and practice 21st5 century skills.

Esports brings in students from all social groups including those students we are not reaching with traditional sports and activities.

Esports allows both male and female students to compete equally on the same field creating new opportunities of equality in sports.

Like any other sport students compete for scholarship opportunities.







Popularity



Viewership in 2018

- NFL Superbowl 103.4 Million
- NBA Championship 16.5 Million
- MLB World Series 14.3 Million
- League of Legends Championship 99.6 Million
- Viewership in 2019
 - NFL Superbowl 98.2 Million
 - NBA Championship 10.5 Million
 - **MLB World Series 14 Million**
 - League of Legends Championship 100 Million

Collegiate Opportunities



There are more than 175 colleges offering scholarships for esports.

UW Stout and UW Madison are among those colleges offering scholarships to students for esports.

The difficulty right now for colleges is how to recruit players for these scholarships.

This is why State run leagues are important.

Wisconsin (WIHSEA), Illinois (IHSEA), Ohio (OHSEA)

Why Join the WIHSEA



National Leagues

- PlayVS (9 states on board) (\$65/student per season)
 - 5390 per team for League with 1 Sub.
 - \$780 for 1 Varsity and 1 JV team with 1 Sub each. (Can't move JV players up)

HSEL (\$233 for a 7 player team / per season)

WIHSEA (\$100 per team per year unlimited teams)

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Total Cost (1 Varsity 1 JV for All 4 games) No Subs
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PlayVS
\$2,470
HSEL
\$1,406
WIHSEA
\$100

Why the WIHSEA over others?





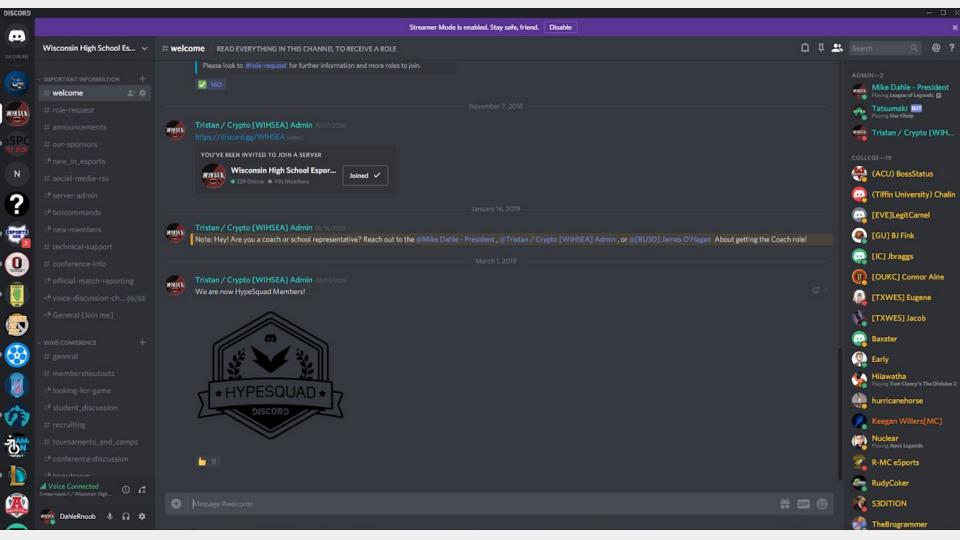
As shown in previous slide we are more cost effective. We provide competitive equity

- Unlike the other platforms that work off of a swiss system we separate out schools into divisions based on student enrollment to ensure competitive equity for teams.
- We provide an in person State Championship for students to compete with each other in the same area for networking and family/community engagement opportunities.
- We provide schools with the opportunity to compete for a "State Championship" title rather than competing for a single National title.
- We are run BY YOU the schools. Board members are elected by the schools and serve you the schools as a Non-Profit.
 - The other Leagues are for profit and are not interested in the students needs.

How do we get started?

- Identify the Staff member to oversee and participate.
 - a. If possible someone interested in learning to Coach.
- 2. Survey students and their interest
- 3. Get dedicated area setup
 - a. 5-6 PC's
 - b. Nintendo Switch and TV (If Smash)
 - c. Ensure Firewall is setup properly
- 4. Join Discord
- 5. Get in touch with someone from the WIHSEA so we can help you onboard.
- 6. Fill out the Registration
- 7. Have fun!





How does competition work?



WIHSEA

- Students play from their school against another school at their school
- Log on between 3:30-4pm
- Make a custom lobby
- Home team invites Away Team
- Compete in the match
- Winning team reports the match to the Discord channel
- Form updates on the website
- **Rinse and Repeat**



WIHSEA.org

- Stream Match of the Week
 - Twitch.tv/wihs_esports



What do we need to participate?



Game	<u>Rocket League</u>	League of Legends	<u>Overwatch</u>	<u>Smash</u>
Equipment	3 PC's	5 PC's	6 PC's	1 Nintendo Switch And 1 TV
Game Cost	\$20	Free	\$20	\$60

Reiterate Why should schools participate?



- **Reach the WHOLE Student Population**
 - Every student has an level playing field to compete and participate in Esports competitions.
- Gaming reaches every demographic of student these days! Provide an outlet
 - Esports provides an opportunity for non-traditional athletes to compete for their schools and learn the same great principles of teamwork, practice, and competition as with traditional sports.
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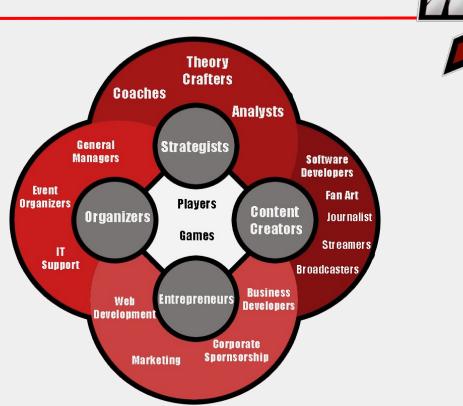
This also allows students to get involved, and help motivate them to maintain academic eligibility, and provide a safe atmosphere to express themselves.

Our Future Plans



- Expanding into 20-30 more schools each year
 - Develop sponsorships and partnerships
- Provide more opportunities for our students
 - Internships
 - Writing
 - Broadcasting
 - Graphic Design
 - Marketing
 - Work Experience
 - **Community Events**
- Look at curriculum connections like that of Orange County.

Links to Careers





What else can be done with Esports?

Charity Events Extra Life Live streaming events \checkmark Platforms Twitch YouTube Facebook **A** Any school event Sports Concerts Graduation **Morning News**



Questions?



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Find us on Discord:

Discord Invite Here

