LTC

CREATING AN
ESPORTS
TEAM

WHAT ARE ESPORTS?

Esports are video games that are played in a highly organized competitive environment. These games can range from popular, team-oriented multiplayer online battle arenas (MOBAs), to single player survival battles and virtual reconstructions of physical sports.

27% of millennials significantly prefer esports to traditional sports. (1)

In the U.S., esports will have more viewers than every professional sports league but the NFL by 2021. (2)

BENEFITS OF ESPORTS IN K-12

Esports are more than just fun and games. Students have a lot to gain academically and interpersonally from participating in esports. (3)

- Higher graduation rates and higher attendance
- Improved scores in math and reading
- Improved communication, collaboration, and social skills
- Opportunity to form friendships, gain respect, and increase self-esteem

MYTHBUSTING!

"It's Not a Real Sport"

Like any other traditional sport, esports requires significant mental and physical prowess. This includes strategizing and teamwork, as well as the dexterity and visual acuity needed to make split-second decisions based on on-screen actions.

"Too Much Screen Time"

Moderation is key to a successful esports experience. Just as traditional sports can teach the need for exercise and a healthy diet, esports can foster the same while emphasizing healthy screen time habits.

"Esports Can Harm Students' Studies"

Esports can be a gateway to numerous emergent fields of study, including coding, information technology, software development, and game design. Participants can also pick up transferrable skills to help them break into the modern broadcast entertainment industry.

STEPS FOR STARTING YOUR ESPORTS TEAM

Establish a Program
- Find a coach or mentor (no experience needed)
- Work on a proposal for the club or after-school program

Create Budget
- Research cost for hardware, software & reliable internet connections
- Determine fees, if needed (to pay for game memberships)
- Locate external grant funding sources

Select Equipment & Focus
- Choose computer/console & peripheral models that meet your team's needs
- Pick games that interest team members

Secure Location
- Determine space needs
- Select practice space (classroom, computer lab, or purpose-made room)
- Reach out to a local university for resources, mentoring, and practice space
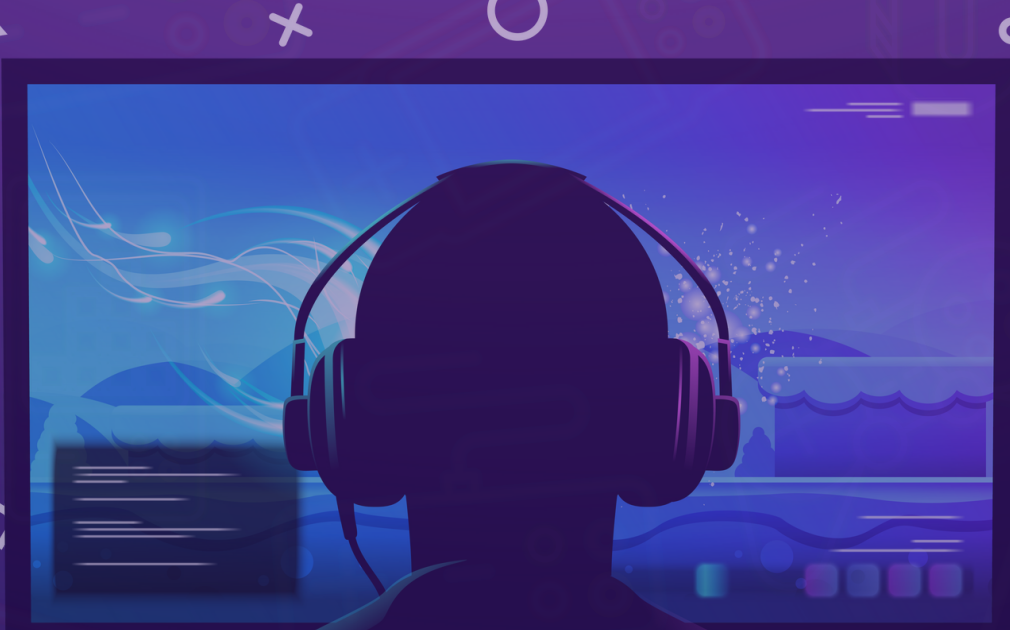
SUMMARY

Esports clubs are a great way to get more students involved in an interactive, skill-building activity. Participants gain confidence, grow friendships, and develop transferable skills that will help them through school and into a future career.

Starting an esports club at your school is easy, and the LTC can help you do it. Contact us for hardware recommendations, logistics insights, funding support, and more.

GAME OVER

1. Internet Trends 2017 survey (Kleiner Perkins)
2. Syracuse University, "With Viewership and Revenue Booming, Esports Set to Compete with Traditional Sports"
3. ViewSonic, "How to Start a High School Esports Team & Benefit Your School" September 29, 2022