

eSports

Board Presentation
January 8, 2020

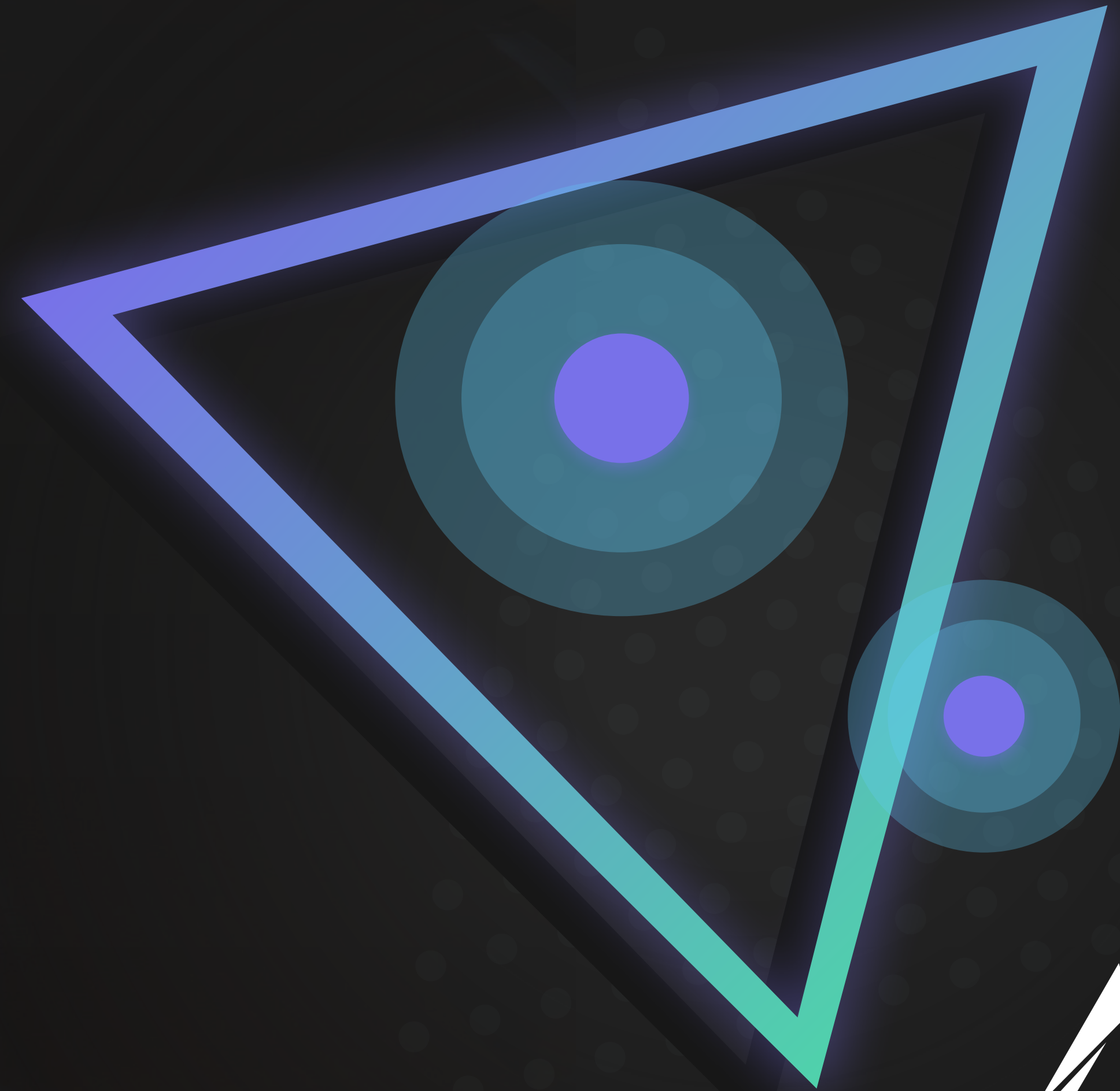
esports.innovatesd.org

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san diego county office of
EDUCATION

FUTURE WITHOUT BOUNDARIESSM



@SanDiegoCOE

What is eSports

Accepted Definition

eSports describes the world of competitive, organized video gaming. Competitors from different leagues or teams face off in the same games that are popular with at-home gamers: Fortnite, League of Legends, Rocket League, Overwatch and Madden NFL, to name a few. These gamers are watched and followed by millions of fans all over the world, who attend live events or tune in on TV or online.

CNN retrieved Nov. 22

<https://www.cnn.com/2018/08/27/us/esports-what-is-video-game-professional-league-madden-trnd/index.html>



League of Legends Tournament

Nov. 22, 2019

SDCOE's Goals

1. To provide support & build a countywide eSports League
2. Encourage schools to form a team/club to engage students
3. Develop curriculum, pathways & coursework to increase access to college & career



ESports Coach

Helix Charter High School

Angelique Gianas

"Esports improves students' innovation, communication skills, critical & analytical thinking, and promotes complex teamwork. It provides students of all levels, who are often uninvolved in extracurriculars, a safe, inclusive environment that turns their hobbies into college scholarships, career possibilities and more!"

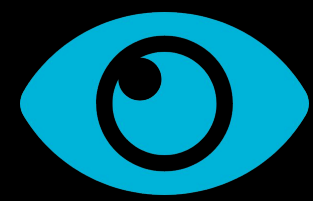


ESports Coach

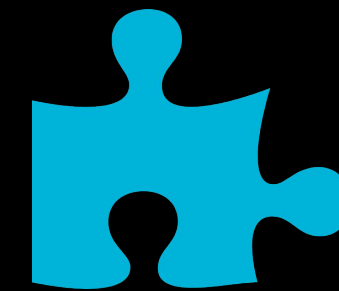
Monarch High School

Mark Rounds

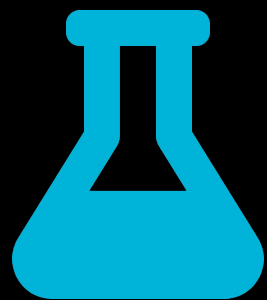
"It's all about teamwork," said Mark Rounds, a teacher at Monarch School. "There were things that I saw from some of the students that I hadn't seen before."



Improve **visual acuity & attention**
(Green & Bevelier).



Increase **problem solving skills**
(Adachi & Willoughby).



Foster **scientific reasoning** (Clark;
Steinkuehler & Duncan; NRC).



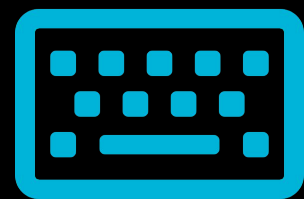
Associated with **higher math
achievement** (Bowers & Berland).



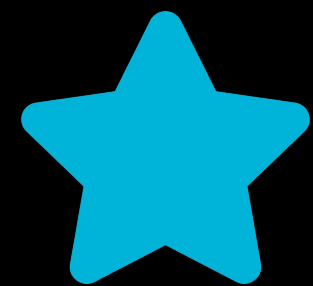
Accelerate **language learning**
(Young et. al.).



Strongly associated with **technology
fluency** (Hayes).



Improve digital and print **literacy**
(Gee; Leander; Steinkuehler).



Associated with **higher GPA** for HS students (Fox et. al.).



Fosters **personal growth** (Richard & Ares).



Increases **satisfaction with school** (Astin).

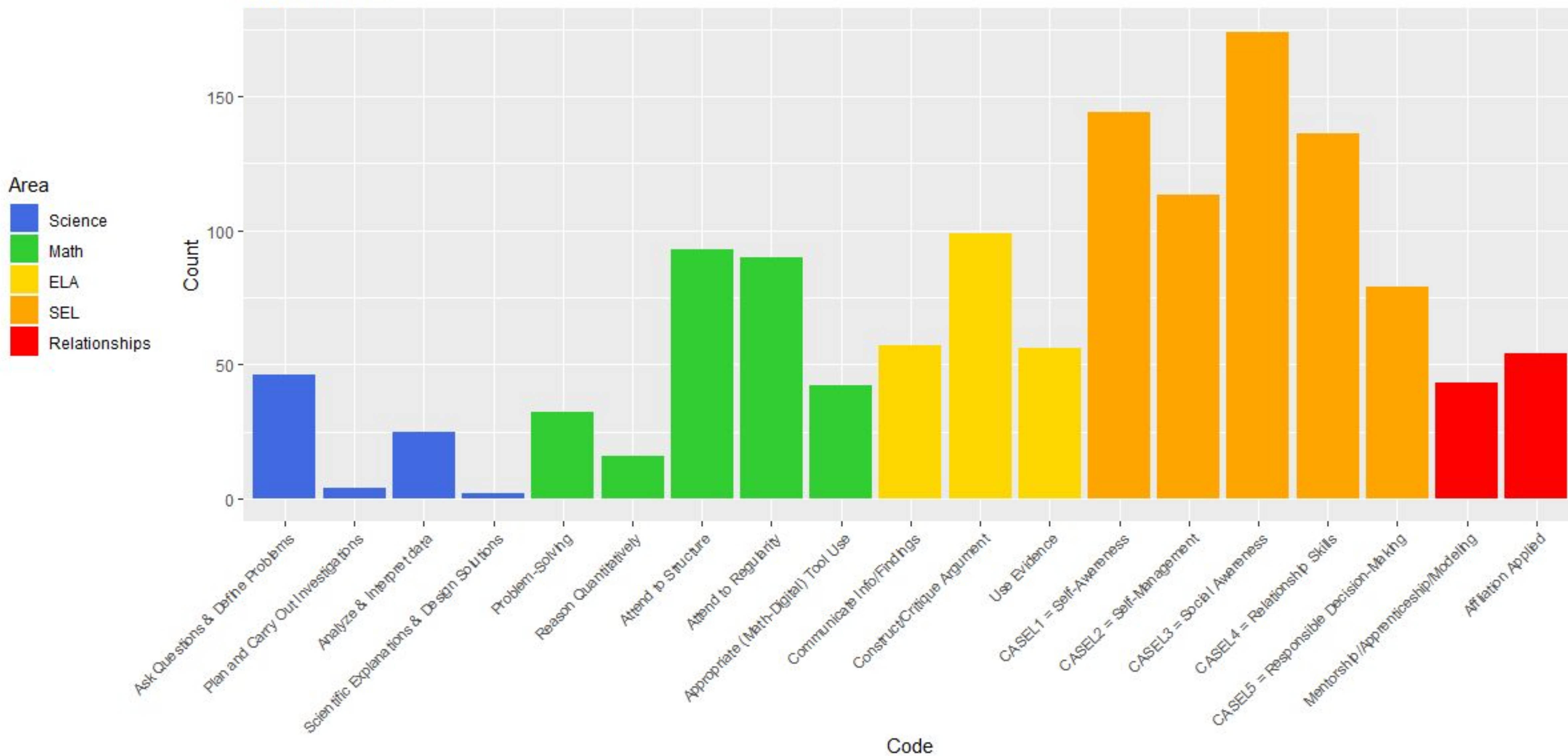


Associated with higher **degree completion** (Ryan).



Cultivates **persistence** - specifically, gains in “internal locus of attribution” (Pascarella et. al.).

Student Talk



SDCOE'S Involvement

Thanks to ITV at SDCOE
for the great video.

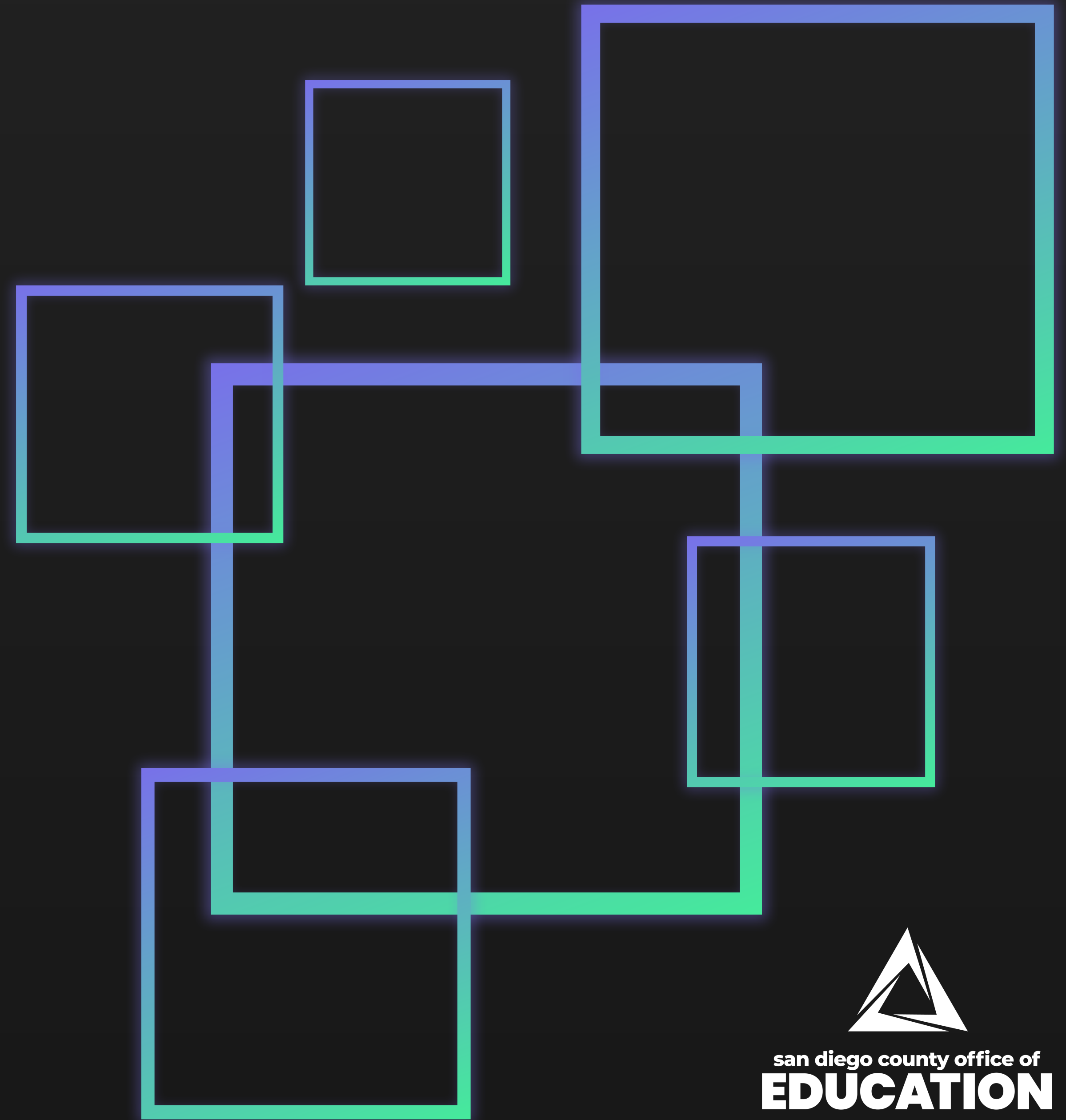


- 553 Clubs residing in 42 states and 3 provinces in 2 NA countries + Japan representing
 - 5500+ students
- # San Diego County



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Ask a question?



A photograph of a group of students sitting at a long table in a computer lab, all wearing large headphones and focused on their computer monitors. The students are of various ages and ethnicities. In the background, there are posters on the wall, including one that says "Gift Id" and another that says "Mature Game Area". The room is dimly lit, with the primary light source being the computer monitors.

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