The Future of Sports is eSports

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Why Should You Care?
What is eSports?
eSports?
eSports commonly refer to competitive (pro and amateur) video gaming that is often coordinated by different leagues, ladders and tournaments, and where players customarily belong to teams or other ‘sporting’ organizations who are sponsored by various business organizations.
334 Million People Watched 4 Weeks of Playoff Matches of League of Legends in October 2015
36 Million People Tuned in to Watch the 2015 League of Legends Finals in Berlin
Peak Concurrent Viewership reached 14 Million During the 2015 League of Legends Finals in Berlin.
The 2016 League of Legends Playoffs are Coming to San Francisco, New York, Chicago and Los Angeles in October.
The 2016 League of Legends Playoffs are Coming to the Bill Graham Civic Auditorium, Madison Square Garden, The Chicago Theater and Staples Center in October.
eSports in Schools?
We talk about the 4Cs...
There’s also the 5th C...
Community
Interest in Academics

**Accounting** - 10.9%
**Anthro/Soc. Sci** - 2.6%
**Architecture** - 6.3%
**Art** - 5.1%

**Biology** - 12.3%
**Pre-Med** - 15.4%
**Business** - 16.6%

**Chemistry** - 12.5%
**Computer Science** - 58.2%
**Comp. Hardware Eng.** - 35.4%

**Engineering** - 23.6%
**Criminal Justice** - 6.1%
**Digital Media** - 9.5%
**Education** - 3.8%
**History** - 5.1%

**Hospitality Mgmt** - 0.8%
**Humanities** - 2.0%
**Interdisciplinary** - 0.6%
**Journalism** - 3.0%
**Law** - 7.1%
**Marketing** - 6.1%

**Mathematics** - 13.3%
**Music** - 7.7%
**Nursing** - 2.2%
**Philosophy** - 6.3%

**Physics** - 12.5%
**Political Science** - 5.0%

**Psychology** - 10.7%
**Production (V/R/T)** - 7.3%
**Real Estate** - 1.6%

**Religious Studies** - 1.4%
**Social Work** - 2.4%
**Foreign Language** - 3.6%
**Statistics** - 3.0%
**Theatre** - 2.4%
**Writing** - 6.1%

Other (write-in):

- **Game Design** - 11.1%
- **Optics**
- **Comp. Networking**
- **Cyber Security**
- **Pre-Pharm**
- **Actuarial Science**
- **Optical Comp. & Photonics**
- **Astrophysics**

*Source*
Benefits of eSports

- Every single student that stated they participate in an eSports club also stated they aspire to attend university (100%), compared to those that did not (88.21%).
- Students that play video games competitively at schools that have an esports club have a higher GPA than those that do not. These students also more culturally acceptive than those without a club.
- Participants in a “good” club are 20% more likely to take AP classes, and they do take more AP/IB classes as a percentage of their schedule than those participating in an “average” club.*

*defined by respondents as how much structure and resources are available

Source
Colleges are noticing...
... and they are offering scholarships
From the UC Irvine eSports Website...
“... We hope that participating in eSports will allow students to engage in various aspects within the gaming world - game development, graphic design, marketing, and video production to name a few.”
Playing 3-D video games can boost memory formation, UCI study finds

Results suggest novel approaches to maintaining cognition as we age

ON DECEMBER 8, 2015

Irvine, Calif., Dec. 8, 2015 — Don’t put that controller down just yet. Playing three-dimensional video games – besides being lots of fun – can boost the formation of memories, according to University of California, Irvine neurobiologists.

Along with adding to the trove of research that shows these games can improve eye-hand coordination and reaction time, this finding shows the potential for novel virtual approaches to helping people who lose memory as they age or suffer from dementia. Study results appear Dec. 9 in The Journal of Neuroscience.

For their research, Craig Stark and Dane Clemenson of UCI’s Center for the Neurobiology of Learning & Memory recruited non-gamer college students to play either a video game with a passive, two-dimensional environment (“Angry Birds”) or one with an intricate, 3-D setting (“Super Mario 3D World”) for 30 minutes per day over two weeks.
The Pac-12 Will Become The First Conference To Run And Broadcast Esports

Patrick Redford
5/24/16 7:48pm • Filed to: ESPORTS

Source
“Intercollegiate competition in egaming is in its initial stages, but Pac-12 universities are increasingly involved through passionate student groups competing in competitions with popular games. eSports is also closely tied to academic departments at Pac-12 universities such as computer science, visual and cinematic arts, engineering and others.”
Bringing eSports into Schools
Stakeholders
Projected Benefits
Cost Considerations
Let’s Talk About Football
"We are seeing damage not just to neurons, but also to the vasculature and glial cells in the brain. I was particularly disturbed that when you get to the offseason - we are looking somewhere between two and five months after the season has ended - the majority of players are still showing that they had not fully recovered."

- Eric Nauman, a professor of mechanical engineering, basic medical sciences and biomedical engineering
Where Do Students Play eSports?
5 MISTAKES STUDENTS MAKE ON THEIR SCHOLARSHIP ESSAYS
High School Starleague Club Guide

The High School Starleague
Challenges to the Audience
Is your school meeting the needs of today’s students with the technology available?
How will eSports support and redefine creativity, communication, collaboration and critical thinking?
How can eSports create a positive and culturally acceptable community of students?
How can eSports create an inclusive sports culture?
What avenues can eSports open for student access to higher education?