



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION™

Toolkit

Esports and Learning in High School

You are free to copy, distribute, and otherwise share screen images of the North America Scholastic Esports Federation Toolkits for educational purposes, including training, in-person or online teaching, presentations, review, evaluation, internal Club use, and handouts for related activities. You may not use North America Scholastic Esports Federation Toolkits screen images for commercial gain, and may not alter, transform, or build upon them without written permission from the North America Scholastic Esports Federation.

Each use from the North America Scholastic Esports Federation Toolkits should be attributed as follows:

"Reprinted with permission from the North America Scholastic Esports Federation."



Table of Contents

- 03 Engaged Learning
- 04 Academic and Career Skill Development
- 05 College and Career Opportunities
- 06 Health and Social Development
- 07 Resources to Learn More
- 07 Acknowledgements



Engaged Learning

Can students learn from participating in high school esports? Yes!

Research shows that students learn best when they are interested, engaged and see real relevance in what they are learning.¹ Connecting learning opportunities with the interests of students who are already enthusiastically engaged in gaming and esports means we can meet the needs of more students and help create conditions where they can be further invested in their own learning.



“Despite it being his senior year, he allowed himself to be subbed out for the benefit of the [high school] team when he really wanted to play for our school during his senior year. This action showed me how he took his role as captain and did what was best for his team.”

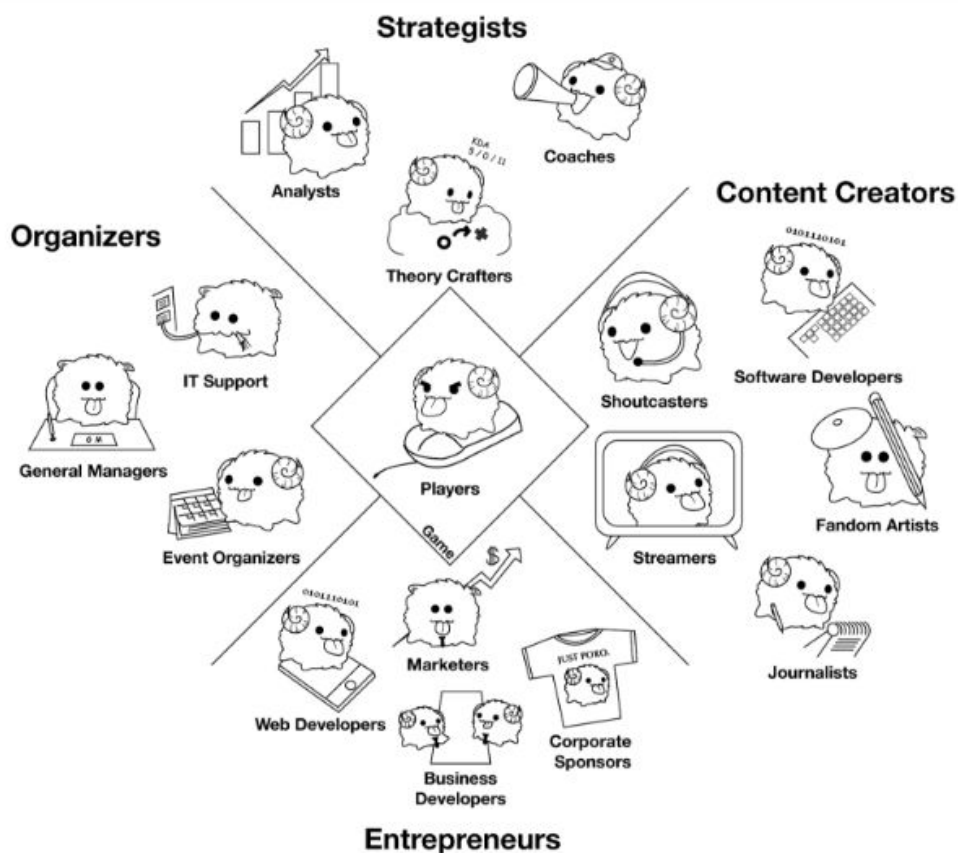
¹ https://dmlcentral.net/wp-content/uploads/files/Hanging_Out.pdf



Academic and Career Skill Development

Students who participate in esports Clubs and teams develop skills that will serve them in their educational pursuits and in their careers, including:

- Learning to communicate effectively in person and online
- Working collaboratively in teams
- Strategic thinking and complex problem-solving
- Setting, preparing for, and accomplishing goals
- Learning from successes and persisting through failures
- Time and resource management
- Using data to improve and inform decisions
- Leadership and conflict resolution



¹ https://dmlcentral.net/wp-content/uploads/files/Hanging_Out.pdf

College and Career Opportunities

College Opportunities

Joining a well-organized local or national high school league is a great way for students to develop a wide variety of academic and workplace skills. It helps them see pathways and connections to similar fields and communities in college and beyond. The [North America Scholastic Esports Federation](#) (NASEF) has been carefully designed to include STEM, English Language Arts, social-emotional learning, and career technical learning in its structure and programming. Participation in clubs and leagues like NASEF shows that beyond just gaming, there are many different and valuable roles that all contribute to esports, and that these related interests can be pursued in other domains and contexts.

For gamers who want to become esports athletes, there are also a growing number of colleges and universities offering scholarships for esports, with several high profile esports programs at universities like the ones at [University of California, Irvine](#), [University of Utah](#), and [Robert Morris University](#) in Chicago. An estimated 655 students from 40 universities will receive a collective \$4.1 million in scholarship packages representing their institutions as varsity players in competitive video game tournaments in 2018.

Career Opportunities

Beyond the academic and life skills students can learn by participating in esports, students are also exposed to an entire ecosystem of diverse careers and opportunities to explore in fields such as:

- Data analysis
- Game design
- Event management
- Journalism
- Graphic design
- Marketing
- Video production
- Computer programming
- Web development
- Coaching
- Communications
- Business development
- Engineering
- Professional gaming
- Advertising
- Research



Health and Social Development

Research demonstrates that students who participate in out of school activities like esports Clubs tend to do better in school and are more healthy and socially connected. A core component of NASEF's program includes involvement in activities that are engaging and interesting to the students, as well as meeting regularly with like-minded peers. This provides a proven, evidence-based context for fostering social and emotional skills, self-esteem, and a sense of belonging and contributing to a community. Like many school-based programs, NASEF also has education and GPA requirements to participate, motivating students to work hard to keep their schoolwork and grades up in order to continue participating in esports Clubs.



"Every day he put in hard work, all he did was practice practice practice... Although his team didn't come out victorious he will always be victorious in our hearts. He is how we define champion in today's society."

Resources to Learn More

“Schools Use Esports as a Learning Platform” by Constance Steinkuehler

<https://www.usnews.com/news/stem-solutions/articles/2018-06-12/commentary-game-to-grow-esports-as-a-learning-platform>

Career Spotlight | Anthony Saba, Head of School at Samueli Academy

https://www.youtube.com/watch?time_continue=30&v=ZW_C86ucqsl

Career Spotlight | Professor Constance Steinkuehler, on Esports and Learning

<https://www.youtube.com/watch?v=iTVgVxM0aqY>

Career Spotlight | Professor Mimi Ito, on Esports and Learning

<https://www.youtube.com/watch?v=DXcA8CAy3nk>

Career Spotlight | Dr. Jen Jen Chen, Pediatric Pulmonologist and Clinical Assistant Professor

<https://www.youtube.com/watch?v=Z6QwRGtwPKM>

Career Spotlight | Tiffany Bui, High School Biology Teacher and Esports General Manager

<https://www.youtube.com/watch?v=Mh6avPyU1EU>

James Paul Gee on Learning with Video Games

<https://www.youtube.com/watch?v=JnEN2Sm4IIQ>

Katie Salen on Power of Game-Based Learning

https://www.youtube.com/watch?v=Wk_OfUHpCbM

Video Games and Learning with Constance Steinkuehler and Kurt Squire

<https://www.youtube.com/watch?v=KoW1Fnur6Bc>

Constance Steinkuehler on Interest-Driven Learning

<https://www.youtube.com/watch?v=3wMk8SqFoEk>

Cultural Anthropologist Mimi Ito on Connected Learning, Children, and Digital Media

<https://www.youtube.com/watch?v=xuV7zcXigAl>

Book on Kids Living and Learning with New Media: *Hanging Out, Messing Around, and Geeking Out*

https://dmlcentral.net/wp-content/uploads/files/Hanging_Out.pdf

Acknowledgements

About the North America Scholastic Esports Federation

Our *mission* is to provide opportunities for ALL students to use esports as a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life.

Contact Us: info@esportsfed.org

Visit Us: www.esportsfed.org

Toolkit Developed By

The Connected Learning Lab (CLL) is dedicated to studying and mobilizing learning technologies in equitable, innovative, and learner-centered ways. Located at the University of California, Irvine, the CLL supports interdisciplinary research and design, and partnerships with a broad network of educational practitioners and technologists. Learn more [here](#).

