



Esports

WVS's Quest to Enrich the Student Experience

DPAC General Meeting
Wednesday, December 2, 2020



Esports The Big Ideas

Explore Student Opportunity

School & Community Awareness

Garner Support

- Harness the students' current interest in Esports
- Inform & educate school communities to understand the positive benefits for students to learn, work & play in the realm of Esports
- Work in a platform that creates a healthy, positive environment for students to support their overall wellbeing



The WVS Esports Plan

Become Well Informed

Consult & Partner with Experts

Start Small but Take Action!

We want to learn:

- What esports means and some of the characteristics for success for students in WVS
- The facts about why Esports is a legitimate form of entertainment & athletics
- Why Esports is finding a home in education K-12 & at the post-secondary level
- The global competencies that students can obtain by participating in Esports
- The opportunities for students as they graduate moving onto post secondary education or looking to join the work force

Become Well Informed

Consult & Partner with Experts

Katina Papulkas, Dell Technologies Education Strategist

- Experienced Educator for over 25 years
- Administrator & Central Leader
- Support school districts (K-12) and post secondary institutions
- The focus is on transformational change related to teaching & learning initiatives across Canada




@katpapulkas

Katina_Papulkas@Dell.com

What is your definition of Esports?

Please enter your answer in the CHAT bar



Competitive video gaming that can drive a spectating audience

(usually via livestream)

Crucial attributes for successful teams include:

- Analytics
- Teamwork & Cooperation
- Leadership
- Effective Communication
- Strategy



27M online viewers
League of Legends

World Final

Seoul, Korea

2014

Full medal event
Asian Games

Hangzhou, China

2022

Demonstration event
Olympics

Paris, France

2024

Why Esports in Education?



The rise of high school esports

- 800 high schools in North America belong to the High School Esports League
- 15,000 students belong to Esports clubs



CLUB ESPORTS

THE NEXT FRONTIER

With esports poised to become a multibillion-dollar industry, schools are getting into the game with teams that support the next generation of gaming talent. As players compete, they also hone collaboration and social skills.

800
Schools that belong to the High School Esports League*

50
The number of colleges that recruit and provide scholarships to esports players**

15K
The number of students in the High School Esports League*

589 MILLION PEOPLE
will watch esports by 2020, by one estimate, many on livestreaming platforms such as Twitch and YouTube*

26%
The percentage that global esports

GAMING SYSTEMS

All games have different requirements, but systems like the Dell Alienware Aurora 15R offer the speed and power gamers need to win, such as an Intel 8th-Generation Core i7-8700K processor, 32GB of RAM, a 512GB solid-state drive and a 2 TB hard drive. Virtual reality and 4K capability round things out, while the Alienware Command Center app lets players monitor and customize their rigs.

GAMING MONITORS

Realistic detail and sophisticated visuals deliver an immersive experience that draws players in. Specs like a 90Hz refresh rate, 1-millisecond response time and QHD resolution with 3.68 million pixels keep things smooth, while tools like NVIDIA G-Sync eliminate glitches between the monitor and graphics card.

DELL EMC

Ottawa

 CBC

Ottawa high school to offer esports class

news







Esports: Post Secondary Opportunities



3000+
student athletes



130+
schools belong to the
National Association of
College Esports



200+
colleges offer
Esports Scholarships

First esports arena for Canadian university opens at Western in London, Ontario



The grand opening of the esports arena at the University of Western Ontario. February 5, 2020. *SEAN OLEGARIO/TORONTO OBSERVER*

Global Competencies



Critical thinking
and problem
solving



Innovation and
creativity



Entrepreneurship



Collaboration



Communication



Learning to
learn and
self-directed
learning



Global
citizenship



Preparing Students for the Workplace



Our Goals

Partnership

Excited to be partnering with WVS
Continue to support Diane & her team

Continue to Inform

Provide informational sessions where
needed

Assist to Educate

Provide educational opportunities
(webinars) for educators and/or
administrators



Our Goals

Share Ideas & Programs Available

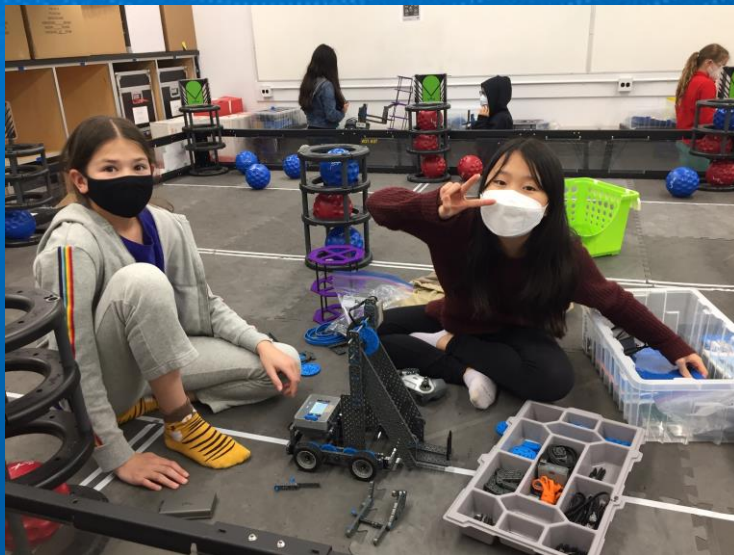
Girls Who Game

Pillars

Girl Centric Ecosystem

Authentic Application

Mentorship



Continue to
Provide Opportunities
for Females

Become Well Informed

Consult & Partner with Experts

Jacob Martin, Marketing Manager: Esports – Canucks Sports & Entertainment



Western University, Ontario
Bachelor of Management &
Organizational Studies
Specialization in Consumer Behaviour



Hockey Canada, Calgary
Coordinator, Events & Properties
Logistics Lead
2019 World Junior Championship

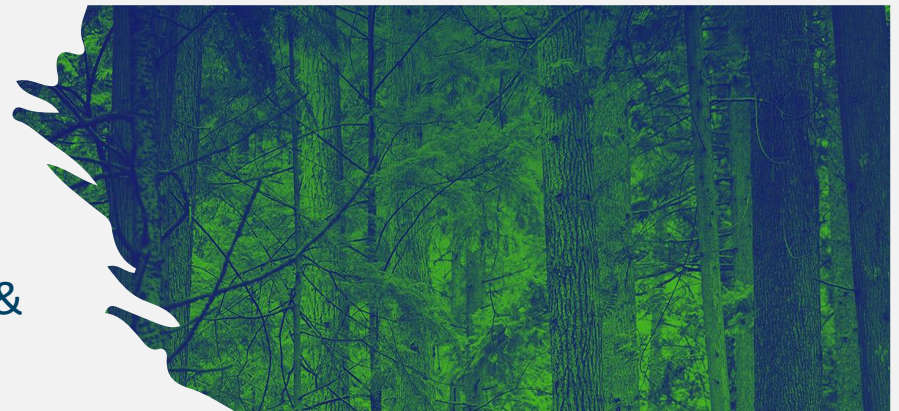


**Loughborough
University
London**

Master of Science, Sports Business &
Innovation
London, UK



**ROGERS
ARENA.**





VANCOUVER
TITANS

Who are the Vancouver Titans?



Home

Away



- Founded in 2018
- Professional Esports team in Vancouver
- Compete in the Overwatch League
- Our Pillars
 - Competitive Culture
 - Community Building
 - Physical and Mental Health
 - Teamwork

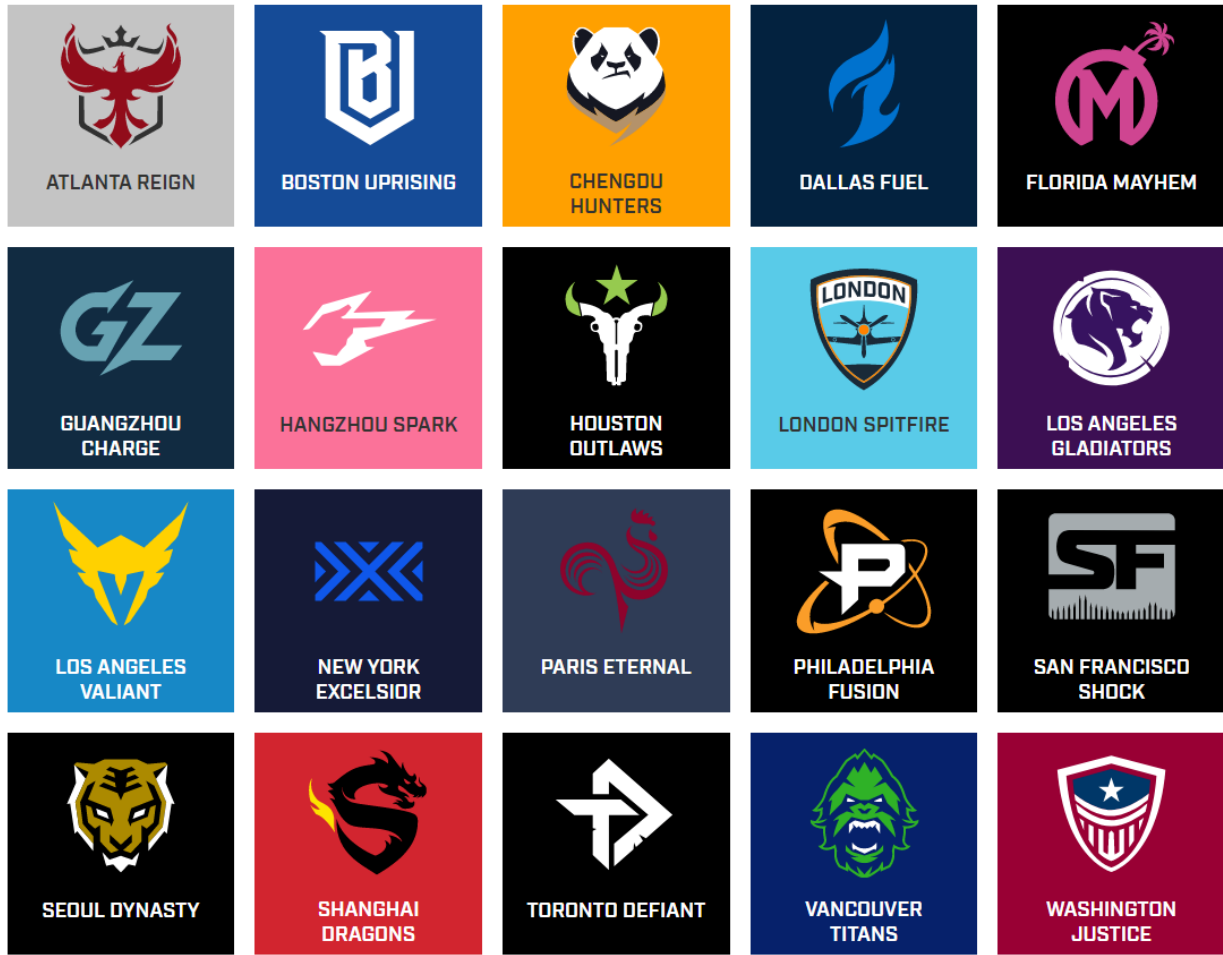


DOTA 2



- Team Game
- 6v6
- Diverse Characters
- Cartoonish Style
- Teamwork, Communication, Trust
- Wide Appeal





2019 Grand Finals
Wells Fargo Center Philadelphia, PA

Purse - \$1.7 Million



2018 Grand Finals
Barclays Centre Brooklyn, NY

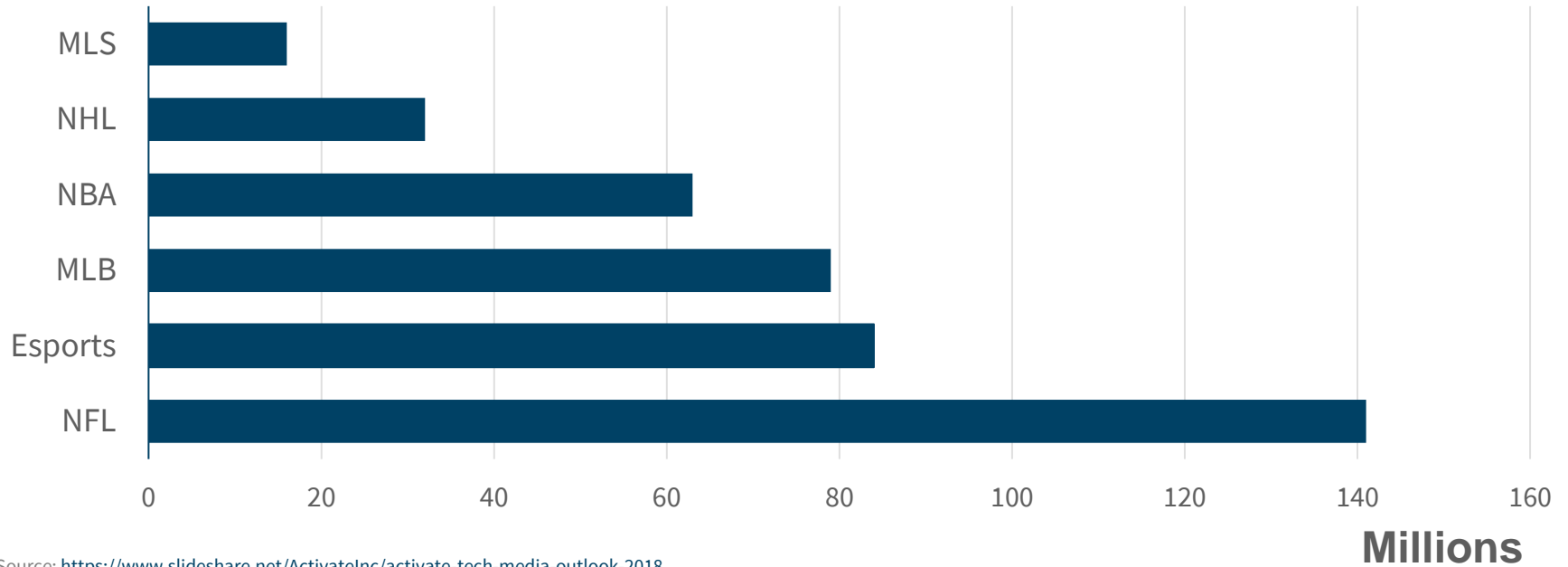
Purse - \$1.4 Million



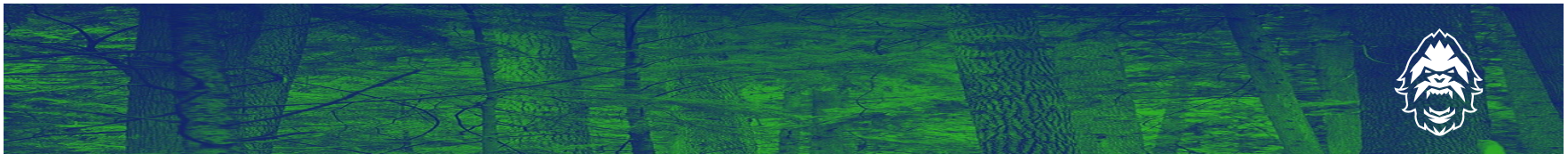
Esports Tournament Viewership

In the United States, esports will have more viewers than every professional sports league (other than the NFL) by 2021.

VIEWERS IN THE UNITED STATES



Source: <https://www.slideshare.net/ActivateInc/activate-tech-media-outlook-2018>
Created by MBA@Syracuse, Syracuse University's online MBA program



Who are the Fans?

- Unique characteristics
- Young
- TV-averse millennials
- Higher-than-average disposable income

<https://adage.com/article/ad-age-research/esports-ad-revenue/316975>

How many of you are gamers, fans and/or know someone who is a gamer or fan?





Our Goals:



1. Engage our local community
2. Host Epic Events
3. Inspire the next generation of Esports professionals





West Vancouver Schools & the Vancouver Titans Partnership

- Assist WVS Esports Clubs w Strategies & Analysis
- Job Shadows
- Internships
- Esports Career Seminars
- Networking Opportunities
- High School Championship
- The “Vancouver Cup”

THANK YOU



VANCOUVER
TITANS



**WEST
VANCOUVER
SCHOOLS**

A world of opportunity

Start Small but Take Action!

Jeff Huang, Math & Science Teacher, Sentinel Secondary Teacher Coach for Sentinel's Esports Club

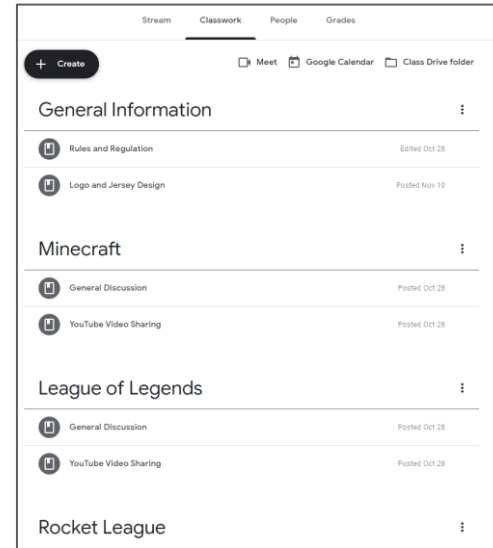
- 2006 – 2011: B.Sc - Chemistry (UBC)
- 2011 – 2012: B.Ed - Secondary Science (UBC)
- 2012 – 2014: Mapleleaf Canadian International School (China)
- 2016 – Current: Science and Math teacher at Sentinel Secondary
- 2020 – Current: WVS District Ignite Your Passion Program: Code with Confidence Grades 6 & 7





WVS High School Esports Clubs

- WVS teacher-led Esports Clubs at the secondary schools
- All students encouraged & supported
- Esports Clubs are virtual clubs
- Take place outside of school time
- Opportunity for all students (female & male)
- Participation for students in a safe and healthy environment
- Google Classroom is the platform used by teachers to facilitate communications with students



Many Opportunities for Students



Many different organizations are interested in working & playing in the space of Esports

Varied Esports opportunities for students

North Shore Scholastic Esports League

Developed by a school Vice-Principal & a few teachers in the North Vancouver School District

Game selected: League of Legends

Sentinel Secondary currently participating in this league

Many Opportunities for Students



BC School Sports (BCSS) Esports League

BCSS test piloting their own Esports League

Game Selected: League of Legends

- 34 schools participating in this league
- Rockridge Secondary is currently participating in this league

Other

- Interschool Competitions
- Other school district – school district competitions that arise
- Year end culminating event – partnering with the Vancouver Titans



Feedback: Teachers & Students.....so far!



Teachers Enjoy:

Observing many skills use by students:

- Communication
- Team Work
- Strategizing
- Problem Solving
- Critical Thinking

Students not impacted by a loss but an overall desire to learn & improve

Teacher professional development (enthusiastic & energetic in this new learning space)

Students Enjoy:

- Ability to learn about their games
- Discuss strategies
- Opportunity to ask questions
- Compete in a fun environment
- Connect with peers

Student Highlight

Interview with Natalie Yu (Sentinel Spartans – League of Legends)

- French Immersion student at Sentinel Secondary
- High-level competitive swimmer

NATALIE YU

Thank you for your Support



WVeSports

**Big
Admin
Support
Shout
Out:**

WVS
Principals

Judy
Duncan

Mike
Finch

Steve
Rauh



Keith Rispin
WVSS

Jeff Huang
Sentinel

Derrick Cheung
Rockridge



**WEST
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SCHOOLS**

A world of opportunity

Panel Open to Questions or Comments