

ESPORTS IN EDUCATION

WHAT IS ESPORTS?

A dynamic fusion of entertainment, sports, and learning, encompassing competitive multiplayer video gaming that engages individuals and teams in strategic gameplay.

532 M

GLOBAL
AUDIENCE

\$1.38 B

INDUSTRY
VALUE

240 +

VARSITY
COLLEGIATE
PROGRAMS

\$16 M

ANNUAL
SCHOLARSHIPS



»» BENEFITS TO STUDENTS



Engaging in Esports can improve cognitive functions including memory, concentration, and problem-solving.

Esports foster effective communication, cooperation, and teamwork within a competitive context.

Students develop analytical and strategic thinking by adapting to evolving game scenarios.

Participation in Esports ignites interest in STEM fields like technology, coding, and game design.

Esports nurture skills like adaptability, and resilience that are valuable in real-life scenarios.

SOURCE:

STATISTA WORLDWIDE ESPORTS AUDIENCE SIZE 2020 - 2025

NEWZOO'S 2022 GLOBAL ESPORTS & LIVE STREAMING MARKET REPORT

NATIONAL ASSOCIATION OF COLLEGIATE ESPORTS (NACE)

INTERNATIONAL SOCIETY FOR TECHNOLOGY, EDUCATION, AND SCIENCE (ISTES)

2021 INTERNATIONAL JOURNAL OF TECHNOLOGY IN EDUCATION AND SCIENCE (IJTES)