

Esports



By Kooper Vosburg and the Esports Club

How it started

- COVID-19 quarantine had all students at home learning remotely
- Mrs. Rice gave Work-Study a project to begin and compete in an esports club league
- Throughout quarantine Work-Study students all competed (Fortnite and Rocket League)
- After we all came back, there was a grant for a gaming lab
- Mrs. Rice and I made the proposal, but did not get chosen
- We decided to try and get a lab ourselves
- eventually after a few meetings with administration and a lot of compiling information, we received the enrichment money (\$32,568) to create our own

eSports Proposal for Cincinnati Central School District

2021-2022



By: **Kooper Vosburg**



\$32,568.08

What we do

- We now have a multi-purpose esports lab that we compete from and that other classes come and use
- With some troubles at first, we finally began competing in the HSEL Spring Major tournament
- Within the State rankings of the Rocket League teams, Ranked 22nd
- We host weekly esports meet-ups in the lab
- We would have students that had joined the club come and play games, compete, and overall have fun
- There is a Captain, then class, and then club



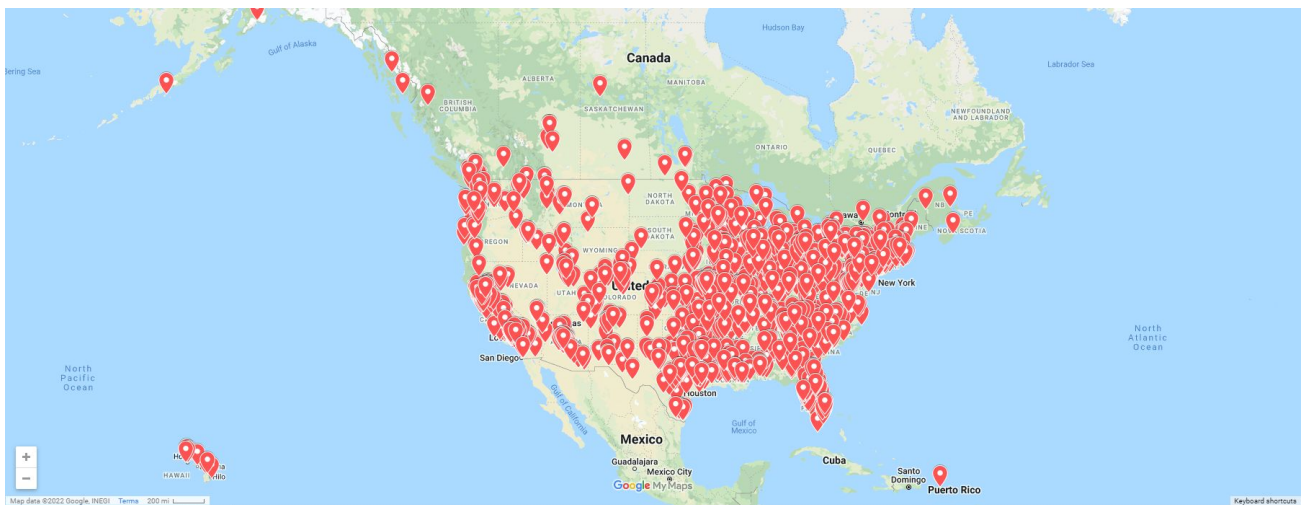
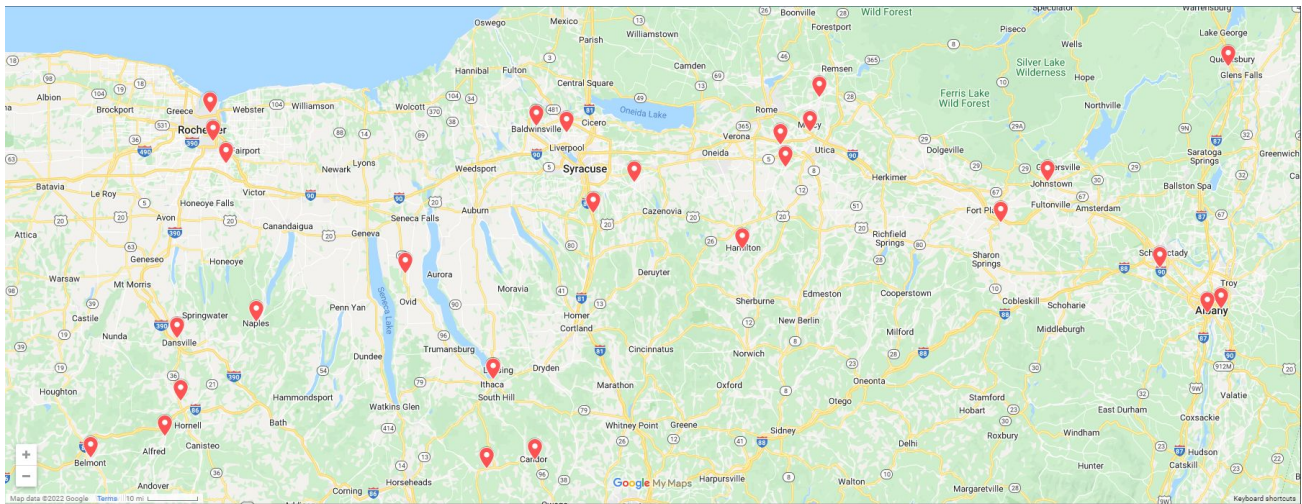


Curriculum

- STEM based learning
- Healthy eating and sleeping habits
- Open-ended questions
- Every student gets a booklet
- Class is run like an entrepreneurship start up:
 - Team Captain
 - Team Manager
 - Budgeting for Uniforms
 - PR for gamer names and promotions
 - Practice scheduling
 - Discord communications with other esports schools and players
 - Other tasks to become a good working team
 - College prep, to go on to participate in college



High School Esports League



Impact on all Students

- Many students use gaming as a escape
- Favorite hobby
- Gaming sometimes can be a toxic environment
- Esports within our school limits that behavior and creates a safer environment for students to game
- HSEL prioritizes behavior/manor issues
- Gives students an opportunity to compete in something they really enjoy



College, Scholarships, and Rewards

- Many Colleges are beginning to offer esports clubs and even Majors you can study within esports (throughout US and even within the SUNY system)
- In 2019, the global esports industry is expected to hit \$1.1 billion and capture a fanbase of 454 million.
- Also in 2019, the Fortnite World Cup Duos and Solos Final had a combined \$30.3 Million prize pool
- Most recent tournament in Rocket League (RLCS Spring Major) had a \$300,000 prize pool and sponsored by Lamborghini

