What is esports?

**ESPORTS STANDS FOR ELECTRONIC SPORTS** Esports is about teamwork, communication, strategic thinking and leadership - in all the same ways that traditional sports are and then some.

Esports officially stands for electronic sports, not to be confused with video games. It’s much more than that. What sets it apart is the level of organized competitive gameplay between teams and its own strict set of rules and guidelines. Esports is about teamwork, communication, strategic thinking and leadership – in all the same ways that traditional sports are and then some.

Today, esports is growing exponentially with 400 million fans worldwide who repeatedly pack out arenas. Currently, there are 200 colleges and universities offering almost 10 million dollars in scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn scholastic recognition.

**Benefits of Esports**

**Character Development**
Students build character and develop discipline, self-esteem and sportsmanship through practice and gameplay.

**Increase Participation**
Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

**STEM Engagement**
Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

**College Scholarships**
200 colleges and universities offer esports scholarships and are actively recruiting players for activities.

“I have seen firsthand the impact that esports can have on students, especially ones who have been largely disengaged with learning. Esports has a future in education.”

Coach Magoffin
Orange, MA

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