

LEVEL UP ESPORTS EDUCATION IN YOUR SCHOOL WITH ACER AND PLANET9

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2022/03/24

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2. THE BENEFIT OF ESPORTS EDUCATION
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WHAT IS ESPORTS

WHAT IS ESPORTS?

ESPORTS, SHORT FOR ELECTRONIC SPORTS, IS A FORM OF COMPETITION USING VIDEO GAMES. SIMILAR TO THE SPORTS, ESPORTS ALSO REQUIRE THE PLAYERS TO LEARN AND PRACTICE MANY SKILLS SUCH LIKE TEAMWORK, LEADERSHIP AND STRATEGY THINKING, IF THEY WANT TO TOP OUT OF THE COMPETITION.

ANY VIDEO GAMES WITH COLLABORATION AND COMPETITION FEATURES CAN BE CATEGORIZED AS ESPORTS. IN FACT, BESIDES POPULAR ESPORTS GAME TITLES SUCH AS FIFA, COUNTER-STRIKE, LEAGUE OF LEGENDS, ROCKET LEAGUE, LEARNERS OF ESPORTS CAN EVEN START THE JOURNEY FROM MICROSOFT MINECRAFT.

ESPORTS IS ALSO A RAPID-GROWING BILLION-LEVEL INDUSTRY WHICH HAS THE HUGE SIZE OF FANS AND MARKETS SIMILAR TO MATURED SPORT INDUSTRY SUCH AS FOOTBALL OR BASEBALL.

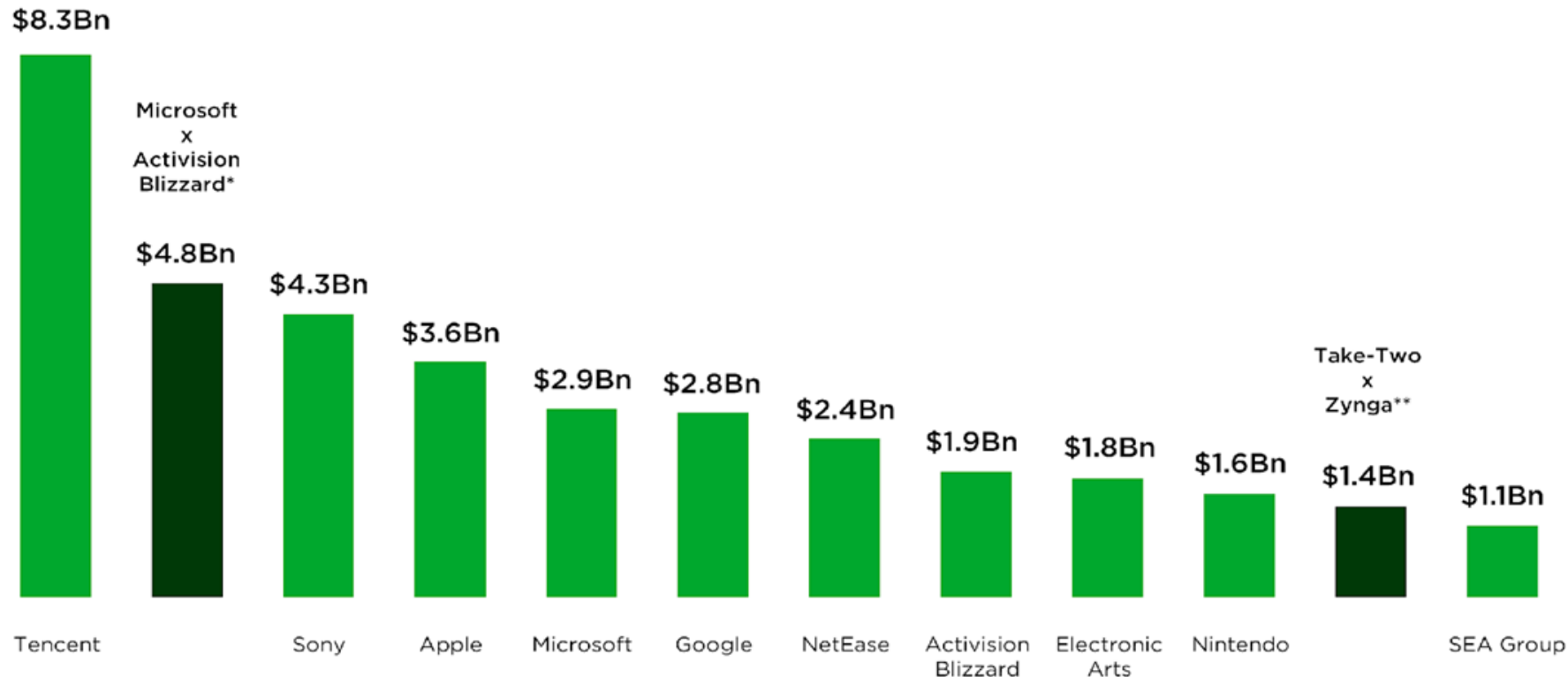
AS SUCH, ESPORTS IS AN AREA WHERE ANY EDUCATORS NEED TO CONSIDER AND PREPARE IN ORDER TO BROADEN THE POSSIBILITY FOR THE YOUNG GENERATION.



WHY ESPORTS

FAST-GROWING INDUSTRY

Top Companies by Game Revenues in Q3 2021



\$4.8Bn

*Microsoft and Activision Blizzard's Q3 2021 game revenues combined, which would make them #2



\$1.4Bn

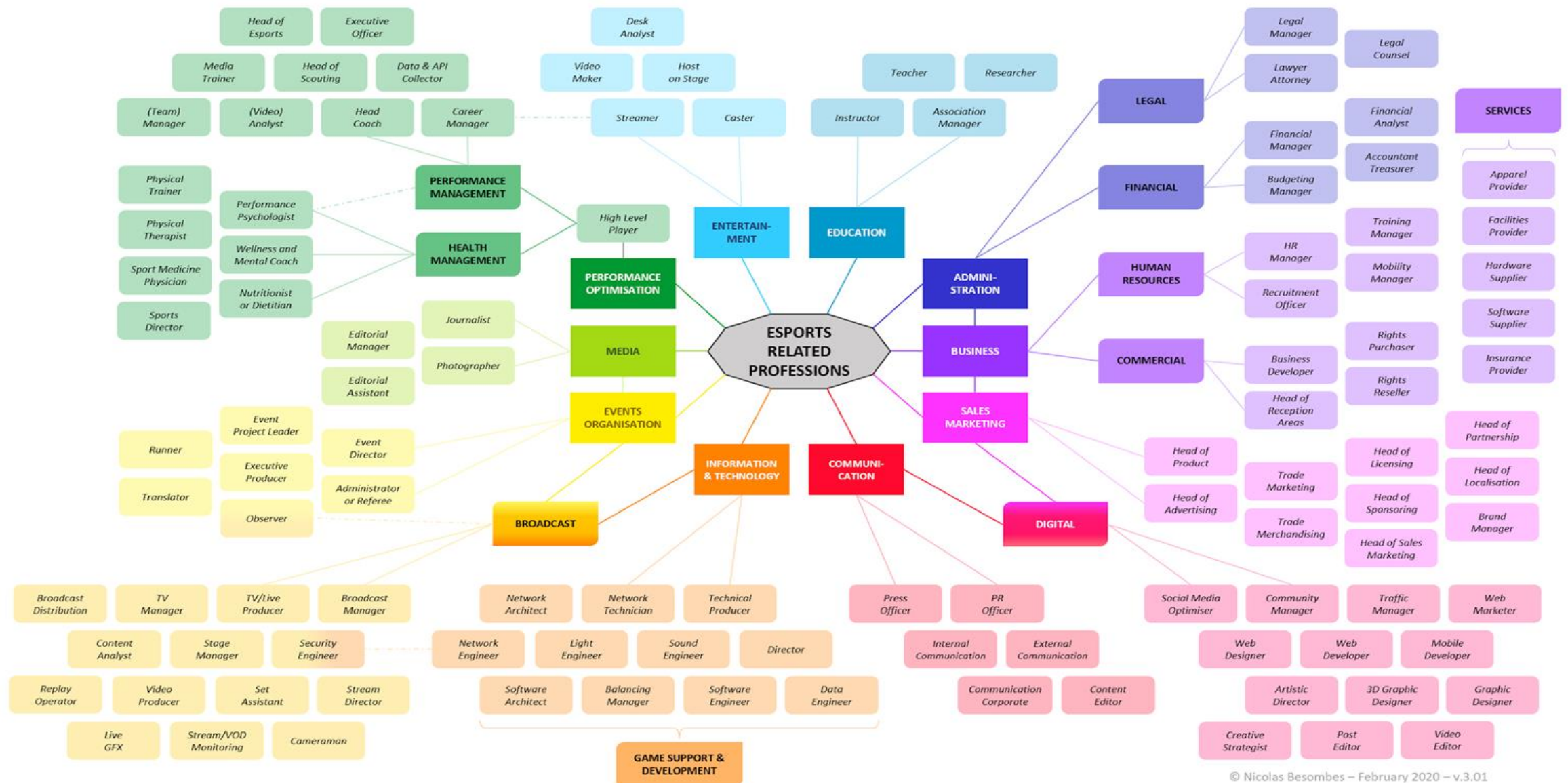
**Take-Two and Zynga's combined Q3 game revenues, which would have put them in the top 10.

Source: © Newzoo 2022 | Global Games Market Report subscription. newzoo.com/globalgamesreport

Based on analysis of annual and quarterly financial reports published by a number of relevant publicly listed game companies. For companies that do not split out their game revenues, the analysis includes estimates, which may or may not be indicated explicitly. Revenues (GAAP) are restated to reflect Calendar Years, therefore do not necessarily match reported Fiscal Year results of individual companies. Revenues exclude hardware sales and other non-game sales to the extent publicly available. Microsoft, Sony, and Nintendo estimates represent all Xbox, PlayStation, and Nintendo non-hardware platform revenues



OPPORTUNITIES IN ESPORTS INDUSTRY



THE BENEFIT OF ESPORTS EDUCATION

SKILLS NEEDED FOR THE FUTURE

Top 10 skills

in 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility



in 2015

1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening
10. Creativity



Source: Future of Jobs Report, World Economic Forum



Top 10 skills of 2025



Analytical thinking and innovation



Active learning and learning strategies



Complex problem-solving



Critical thinking and analysis



Creativity, originality and initiative



Leadership and social influence



Technology use, monitoring and control



Technology design and programming



Resilience, stress tolerance and flexibility



Reasoning, problem-solving and ideation

Type of skill

- Problem-solving
- Self-management
- Working with people
- Technology use and development



5 KEY BENEFITS TO STUDENTS

- ✓ Boosts social and communication skills
- ✓ Develops friendships and communities
- ✓ Develops problem solving, decision-making and multitasking abilities
- ✓ Increases perceptual and cognitive skills
- ✓ Provide cyber, digital and other transferable skills.

UK DEPARTMENT OF CULTURE, MEDIA & SPORT - 2020

ESPORTS HAS THE POTENTIAL TO DEVELOP AS AN AREA OF REAL NATIONAL STRENGTH IN THE UK, BUILDING ON OUR WORLD-CLASS VIDEO GAMES, ENTERTAINMENT, AND SPORTS SECTORS. THE STEEP GROWTH IN ONLINE ESPORTS AUDIENCE FIGURES AND THE INCREASING NUMBER OF ESPORTS EVENTS AND INVESTMENTS IN THE UK INDICATE THE EXISTENCE OF A SOLID FOUNDATION TO BUILD ON.

ESPORTS HAS ALSO COME TO THE FORE DURING THE COVID-19 LOCKDOWN, OFFERING ENTERTAINMENT AND A WAY TO CONNECT WITH OTHERS. THIS HAS INCLUDED NOTABLE LINK-UPS WITH TRADITIONAL SPORTS INCLUDING THE EPREMIER LEAGUE INVITATIONAL EVENT IN APRIL 2020 AND THE FORMULA 1 VIRTUAL GRAND PRIX SERIES.



WHY ACER

WHY ACER

Acer is in the perfect position to leverage its leadership in the Education & Gaming segments to become both a pioneer and a reference in the Esports in Education domain.

Unique
Education
Ecosystem



PoC

Academy/Lab framework
Content lessons
Training for teachers



Acer's multi-brand portfolio
powered by the latest
innovations to ensure the
ultimate gaming experience



A COMPLETE ESPORTS ECOSYSTEM

HARDWARE



Full lineup of premium gaming devices designed for competitive gamers

TOURNAMENT



The Predator League is held by Acer yearly to reinforce the commitment of Predator in supporting the esports and gaming community

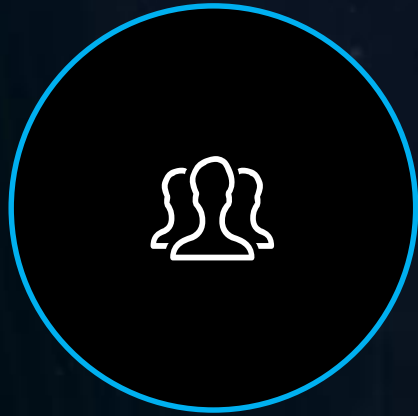
PLATFORM

Esports social community for gamers to connect, evolve, and compete!



INTRODUCING PLANET9

PLANET9 | PILLARS



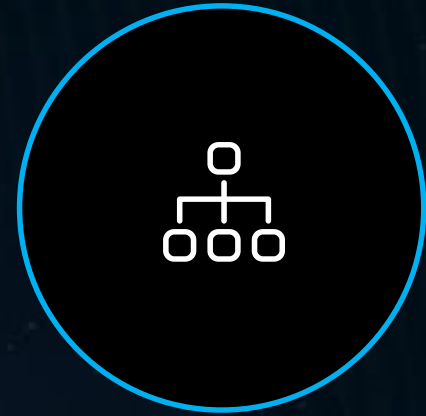
CONNECT

Form teams within an active community, and find likeminded teammates.



EVOLVE

Through online learning and data analysis, effectively improve your skills and mechanics.



COMPETE

Compete alongside your team in scrims and tournaments. Hone your skills

PLANET9 | MAIN FEATURES



▼
COMMUNITY



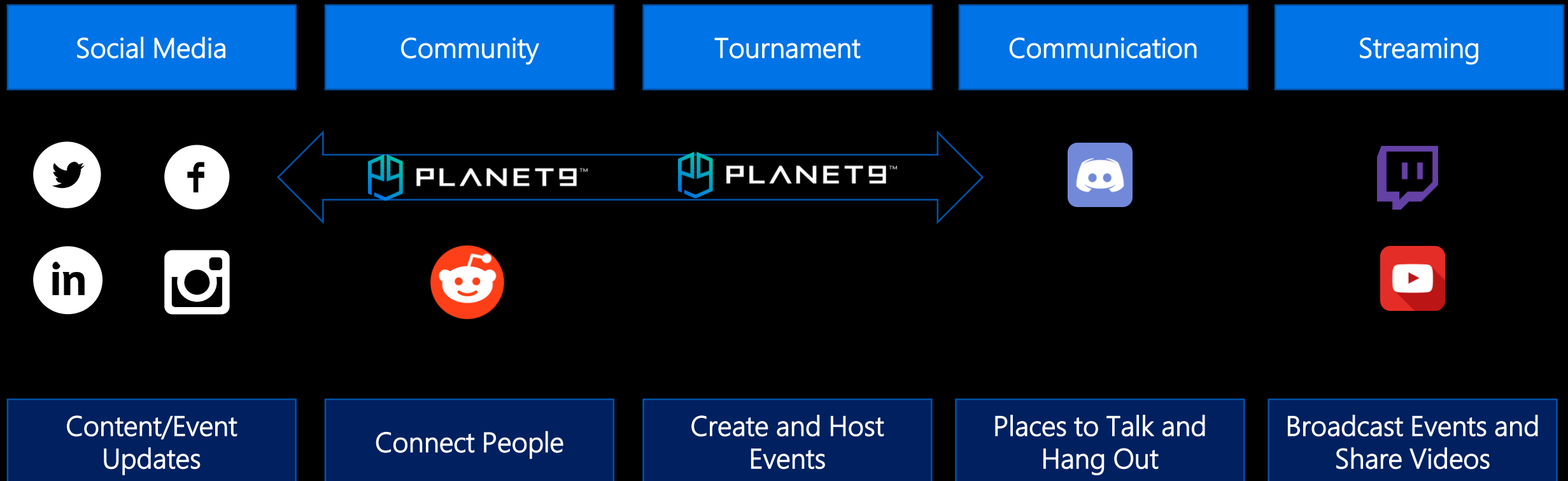
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TOURNAMENTS



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COURSES &
TRAINING

PLANET9 IN THE ECOSYSTEM

Best place for Esports club to organize, manage, practice and share activities together.



PLANET9 | SUCCESS STORIES



University Invitational
UK, 2020/Nov

A small-sized tournament for
big experience.



Ivy League Charity
Tournament for COVID
US, 2021/Apr

When learning and playing meet
a higher purpose.



British Army Esports Club
UK, 2021/Dec

Community & Fan club: the heart
of gaming and triggers of
learning enthusiasm.