

acer



PLANET 9™

# INITIALIZE ESPORTS EDUCATION





# ESPORTS IN EDUCATION – LEVEL UP!

A COMPLETE GUIDE TO BUILD UP ESPORTS EDUCATION IN YOUR SCHOOL

## What's included in this package

- 1.** What's Esports?
- 2.** Why Esports?
- 3.** How to initialize Esports Education in your school?
- 4.** Acer's recommended devices for an Esports lab
- 5.** We are with you – free trainings and additional resources

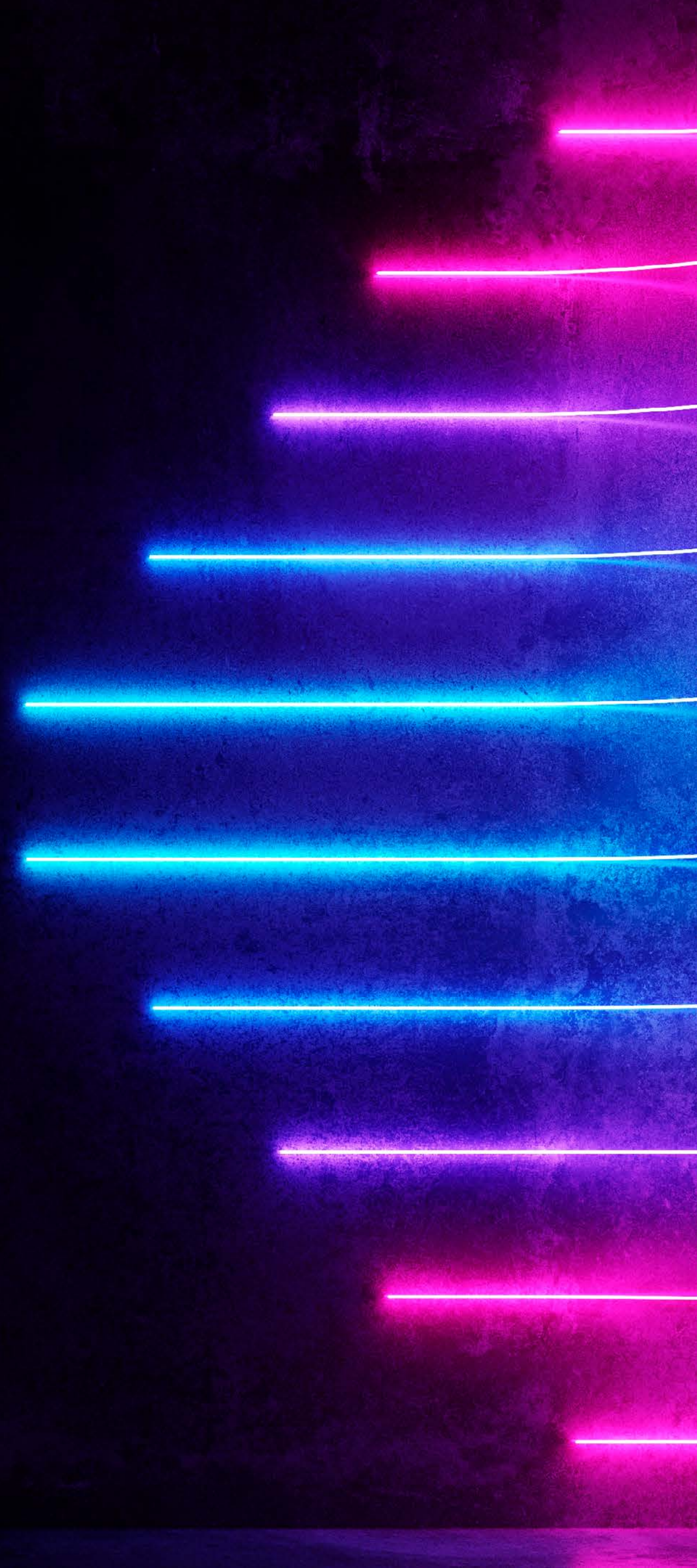


# WHAT'S ESPORTS?

Esports, short for **electronic sports**, is a form of competition using video games. Like traditional sports, Esports also require the players to learn and practice many skills such as teamwork, leadership, and strategy thinking if they want to top out of the competition.

Any video game 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** with huge fanbases and markets similar to matured sports industries such as football or baseball.

Esports is an area where any educators need to consider and prepare to broaden the possibility for the young generation.





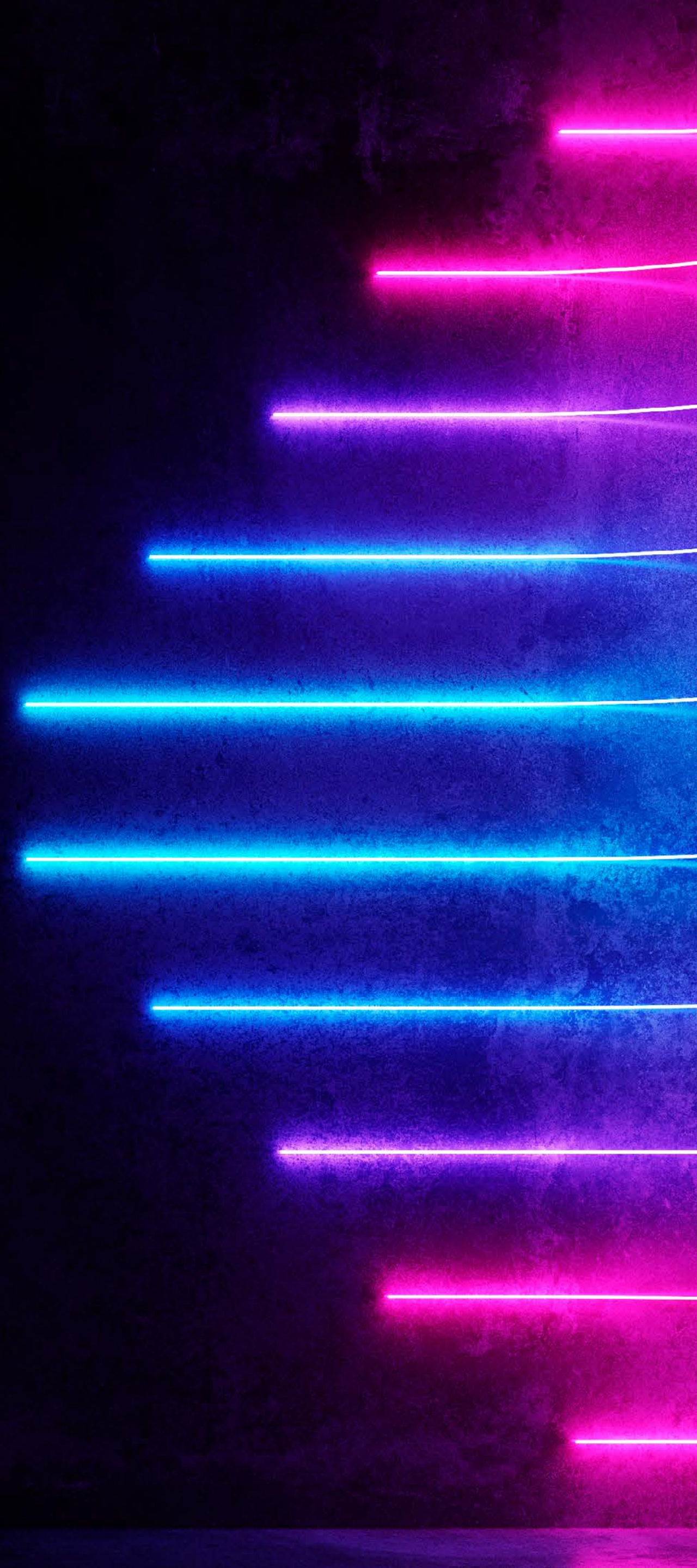
# WHY ESPORTS?

Esports in **Higher Education and K-12** can really make a difference by transforming learning environments with powerful, innovative gaming solutions to revolutionize education by fostering immersive learning, creativity and collaboration.

Besides the various studies of how Esports can benefit students' academic performance and attendance, schools that adapted Esports also found Esports can be a great tool for soft skills. Soft skills such as **leadership, teamwork, communication, pressure management** are essential in today's job market but are also hard-to-teach in schools. Thanks to Esports, now the students can practise these **21st-century skills** while learning Esports in the schools.

Also, Esports can be an efficient gateway for **STEM education. Science, technology, engineering and mathematics** can all be easily explained and practised when the learners simply play Esports football or car racing games. The enthusiasm behind Esports will inspire the students to **explore their limits** and, at the same time, sharpen their **problem solving and logical thinking skills**.

And the same **enthusiasm and love** for Esports can also encourage the students to be more proactive and independent. The students also learn how to organize **clubs, activities, tournaments and interact with the communities** while learning Esports. Not everyone indeed has the potential to become a professional Esports player. Still, during the Esports learning journey, they may find the **opportunity in different fields** such as media, sports agency, or programming.





# HOW TO INITIALIZE ESPORTS EDUCATION IN YOUR SCHOOL?

HERE ARE THE 6-STEPS MECHANISM RECOMMENDED BY MICROSOFT AND ACER.

## Step 1

### FIND A TEACHER / SPONSOR

As an adult and experienced teacher, you can be the mentor or coach of the club as long as you have an interest in Esports and the passion for implementing it in your school. **You don't have to be the expert** on the game titles your student chooses because this role's main task is to guide the students to the right place for the information and the resource. It's your **guidance** and **leadership** that really matters.

If you are interested to being a better coach for Esports, [here is a guide for you.](#)

## Step 2

### FIND INTERESTED STUDENTS TO JOIN

In a 2019 report from The NPD Group, **"73% of Americans ages 2 or older play video games, an increase of 6 points since June 2018."**

There is no shortage of gamers at any school – it's just a matter of finding them. Ask your students **what games they are playing** and listen to them, then choose the game the students spent the most time playing together.



Endorsement form third-party  
Esports experts:



**James Fracer-Murison**  
*Queen Mary's College*  
*Director of Learning*

“To any teacher who are committed to introduce Esports into their schools, the combination of Acer’s devices and PLANET9 platform is one of the best solutions out there as the starting point.”

### Step 3

#### DEVELOP A PLAN

When it’s time to think about the **environment** for Esports learning, again listen to your students, they know more about the mechanism of the game they love.

Most of the time, Esports involve **team competition**, so you will probably get the answers from the students like 3vs3, 5vs5, or something similar. Then from here, it’s what Acer can help. **Please refer to section 4 in this package for the recommended devices Acer offer for Esports Lab.** Bring this information back and discuss it with your students, but rest assured that the list of the device Acer provides here can **meet the requirement** of the most popular game titles in the market.

### Step 4

#### REACH OUT TO INTERESTED STUDENTS

Now you and your students are on the way to building **your first Esports club!** Besides the Esports Lab for students to practice, discuss strategy, and review together, you will also need an online platform to host the activity, publish information, and build up a **fan community** for your club and team.

Why not try **PLANET9**, the ultimate **Acer Esports platform?** Here the students can form their Esports club, create posts, send out invitations, and collect fans with all the preset tools ready to use.



## Step 5

### HOST FIRST TEAM MEETING

From here, **practice and practice until the team is ready.**

To determine how much the team has been improving, the PLANET9 provides **a strong statistic system** that helps the team quickly identify their **strengths and weaknesses**. Also, with PLANET9's matching system, the Esports learner will never lack practice.

Endorsement from third-party  
Esports experts:



**Craig Wood**  
*Hudl.gg*  
Founder

“Acer PLANET9 is one of the best 360 esports focused platforms with dedicated community, tournament and practice functions helping Schools to provide the right support to their students.”

## Step 6

### REACH OUT AND PARTNER WITH OTHER SCHOOLS OR LOCAL ESPORTS ORGANIZATION

Only joining a **tournament with outsiders** brings the students to the full journey of Esports learning – the preparation, the practice, the strategy discussion, the live competition experience, and the outcome.

In the end, beyond winning or losing, the most important thing for students is to **understand the meaning of sportsmanship and enjoy teamwork together.**



## OUR SUCCESS STORIES

There are many ways for you to host activities like tournaments for your students, and we would like to share some of the good examples from our success stories:



### UNIVERSITY INVITATIONAL, UK

A small-sized tournament for a big experience. Partnered with [Hudl](#).

#### READ

[\[STARGAZING / 01\]](#)

[PLANET9 University Invitational MVP - FiLexMamo](#)

#### READ

[\[STARGAZING / 02\]](#)

[PLANET9 University Invitational Star Player - JoJo](#)

#### WATCH

[PLANET9 University Invitational](#)

[LIVE BROADCAST RECAP](#)



### IVY LEAGUE CHARITY TOURNAMENT FOR COVID, US

When learning and playing meet a higher purpose.

#### READ

[PLANET9 and Ivy League Join Forces to Host Charity Tournament for Direct Relief](#)



### BRITISH ARMY, UK

Community & fan clubs: the heart of gaming and triggers for learning enthusiasm.

#### WATCH

[PLANET9 x British Army Esports Heroes Cup Recap](#)

#### EXPLORE

[PLANET9 Club page](#)



# ACER'S RECOMMENDED DEVICES FOR ESPORTS LAB

Here you can find our recommended devices for your first Esports lab in the school. Please check with Acer local sales representatives for the pricing information.

## Recommended for Enthusiast

First year experience | Casual gamer

**NITRO**

### MOBILE



Nitro 5  
AN515-58

### ARENA



Nitro N50  
N50-620

### ACCESSORIES



Nitro VG2  
VG272LV



Mouse  
NMW810



Headset  
NHW820



Backpack  
NBG-910

## Recommended for Pro

Skilled Gamer | Experienced

**PREDATOR™**

### MOBILE



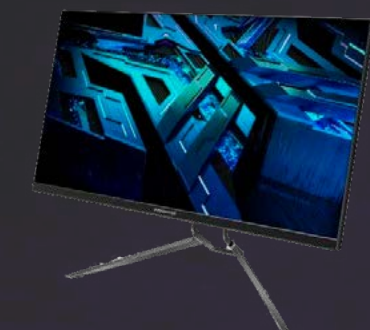
Helios 300  
PH315-55

### ARENA



Orion 3000  
PO3-630

### ACCESSORIES



Predator XB3  
XB253QGZ



Mouse  
Cestus 310



Headset  
Galea 350



Rolltop  
Backpack



OUR SUB-BRANDS

NITRO



OUR DEDICATED ESPORTS PLATFORM



OUR PARTNERS FOR ESPORTS IN EDUCATION

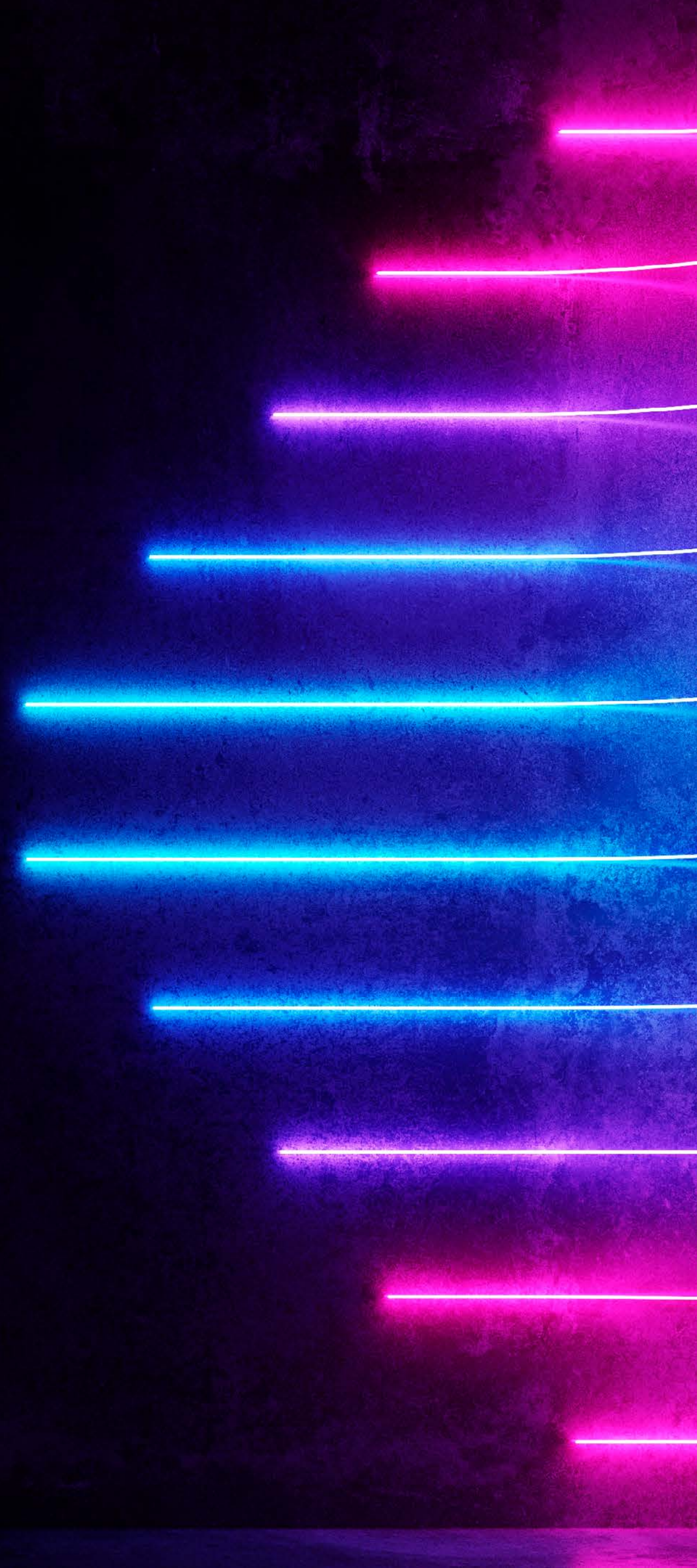




From here, your **Esports club** should be able to sustain itself and keep running. Then, as a mentor or coach, all you need to do is **help the student balance the practice and study** from time to time.

**CONGRATULATIONS!**

You have already successfully built up an Esports education program in your school!



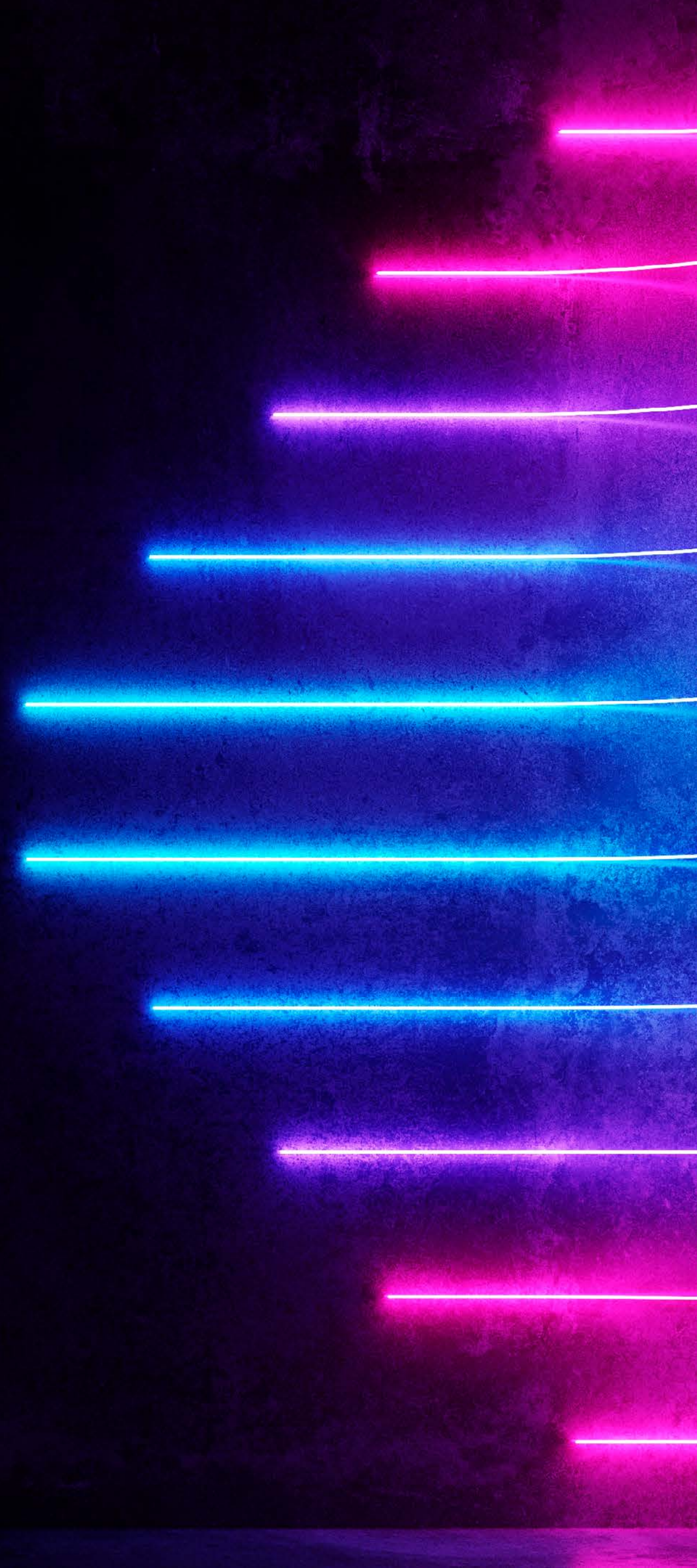


# WE ARE WITH YOU

Acer provides not just hardware but also contents, webinars and platforms to support you as teachers.

With Acer, you can launch Esports education in your schools safely.

Find out more on [Acer for education](#) blog and [PLANET9](#) websites. All you need for your first step on Esports education is just one click away!





# WE CAN'T WAIT TO INTERACT WITH YOU.

 Acer Teachers Community


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