PowerUpIDU ISPORTS



Why eSports?

Esports or electronic sports provides opportunities for growth and learning

- Creates "Soft Skills" –
 Communication, Collaboration,
 Critical Thinking and Creativity
- Promotes Engagement & Participation
- Promotes Teamwork & Camaraderie
- Prepares Students For Many Related Career Paths
- The Gaming Industry is Projected to be a \$350 Billion Industry by 2025!

Here's the Facts

- Esports Gamers have a 10%
 Increase in Attendance and 1.7
 GPA Growth
- More than 200 Colleges Offer Varsity esports
- \$20 Million in Scholarship Money is Awarded to Students Annually
- 97% of School-aged Teens Already Play Video Games
- 82% of High School Esports
 League Members Have Never
 Participated in Extracurricular
 Activities

5 Key Parts to the Solution











Hardware

PC, Desk, Chair, Headphones, Keyboard, Controllers, Mouse, etc.



Software

League

Management

Software, Games

Streaming Platforms

Installation Services

Lab Design, Cable Management, Infrastructure

Learning Coach Accreditation,

Professional

Curriculum Implementation Curriculum

STEM/STEAM **Based Curriculum** Solutions: Game Design & Development





PowerUpEDU Brings Esports to the K12 Classroom

At PowerUpEDU, our focus is and always has been to create collaborative learning environments that engage students, empower teachers, & facilitate dynamic instructional practices providing optimal instruction in any learning environment. Through the integration of cutting-edge technology, pedagogy and professional learning, PowerUpEDU promotes academic achievement while making a teacher's life easier.

Complete(Turnkey) Ready-to-Use Solution

PowerUpEDU brings the same expertise, experience and dedication to esports as with all its Core Practices. Our team of Specialists have years of experience with the Gaming industry, and an unmatched passion for growing the sport. We are ready to assist with all your needs in bringing this amazing solution to your school.

Contact a PowerUpEDU Esports Specialist Today!