Implementing Esports in Education:
A Train the Trainer Workshop

June 17 | **Pittsburgh Technology Council, Nova Place, 100 S Commons #172, Pittsburgh, PA 15212**

Duration | 10:00 am-Noon

Target Audience | Educators, School Administrators, and Educational Program Coordinators

Course Description

Embark on an innovative journey to integrate esports into your educational setting with our dynamic one-day workshop. This "Train the Trainer" program is specifically designed for educators and school administrators eager to explore the burgeoning world of esports and its potential applications in the educational sphere.

In this workshop, we aim to use three approaches:

The Feynman Technique - A framework for learning and teaching participants to gain a comprehensive understanding of esports, including its history, growth, and impact on modern education.

Learnt. AI – A platform designed to augment not replace educators in automating the creation of high-quality lesson plans, learning objectives, assessment questions, and a range of other resources. This platform will inspire you to create engaging esports content that aligns with best practices in education and deliver effective and impactful lessons to your students.

Game Play – Getting educators comfortable with gameplay to have the confidence in transferring the knowledge to their students.

The program is structured to offer a balance of theoretical knowledge, practical insights, and hands-on experience. Participants will engage in activities ranging from drafting esports program budgets to designing lesson plans seamlessly integrating esports concepts into various subject areas. The workshop also includes a hands-on session where participants will set up and troubleshoot a basic esports setup, culminating in a mini-tournament to experience the excitement and educational value of esports firsthand.

Key highlights of the workshop include:

- Understanding Esports: An in-depth look at what esports are and their relevance in the educational landscape.
- Benefits of Esports in Education: Exploring the positive impact of esports on student learning and development.
- Setting Up an Esports Program: Practical guidance on starting an esports program, including resource identification and budgeting.
- Curriculum Integration: Innovative strategies to integrate esports into existing curricula and lesson plans.
- Practical Esports Experience: Hands-on experience in setting up and managing an esports event.
- Overcoming Challenges: Identifying and addressing potential challenges in implementing esports in schools.

By the end of this workshop, participants will not only have a thorough understanding of esports in an educational context but will also be equipped with the tools and strategies necessary to implement and advocate for esports programs in their schools. Join us to be a part of this exciting educational evolution and become a pioneer in integrating esports into your teaching practices.

Workshop Structure:

Unit 1: Introduction to Esports

- History and evolution of esports.
- Comparing esports with traditional sports.

Unit 2: Benefits of Esports in Education

- Cognitive, social, and emotional benefits.
- Case studies of successful school esports programs.

Unit 3: Setting Up an Esports Program

- Necessary equipment and infrastructure.
- Budgeting and funding strategies.

Unit 4: Curriculum Integration

- Aligning esports with educational standards.
- Developing interdisciplinary projects.

Unit 5: Practical Application and Troubleshooting

- Hands-on session to set up and run a basic esports event.
- Discussion on potential challenges and solutions.