

Connecting, engaging, growing, and empowering students through Esports

HISTORY OF OUR ESPORTS PROGRAM

- AFTER SCHOOL MADDEN CLUB LAST YEAR
- THREE PLAYSTATION 5 CONSOLES
- CAPPED AT 40 STUDENTS
- WHY? ACCOUNTABILITY, BELONGING, & OPPORTUNITIES FOR SUCCESS

When students experience small successes, they are more likely to engage in academic tasks with confidence, leading to increased effort and resilience.

Schunk and Pajares (2002)

Madden Club 2023-2024 School Year

STUDENT PARTICIPATION & ENGAGEMENT





131 students enrolled in Esports Course

- 80% Male, 20% Female
- 43% Caucasian, 38%
 African American, 18%
 Hispanic, 1 % Other

132 students participate in Esports Club

- 20% in Before School Club
- 39% in After School Club
- 41% in Flex Club



15 students on Esports Spring Competition Team

 Games- Super Smash Bros, Rocket League, Mario Kart 8 Deluxe, & Minecraft





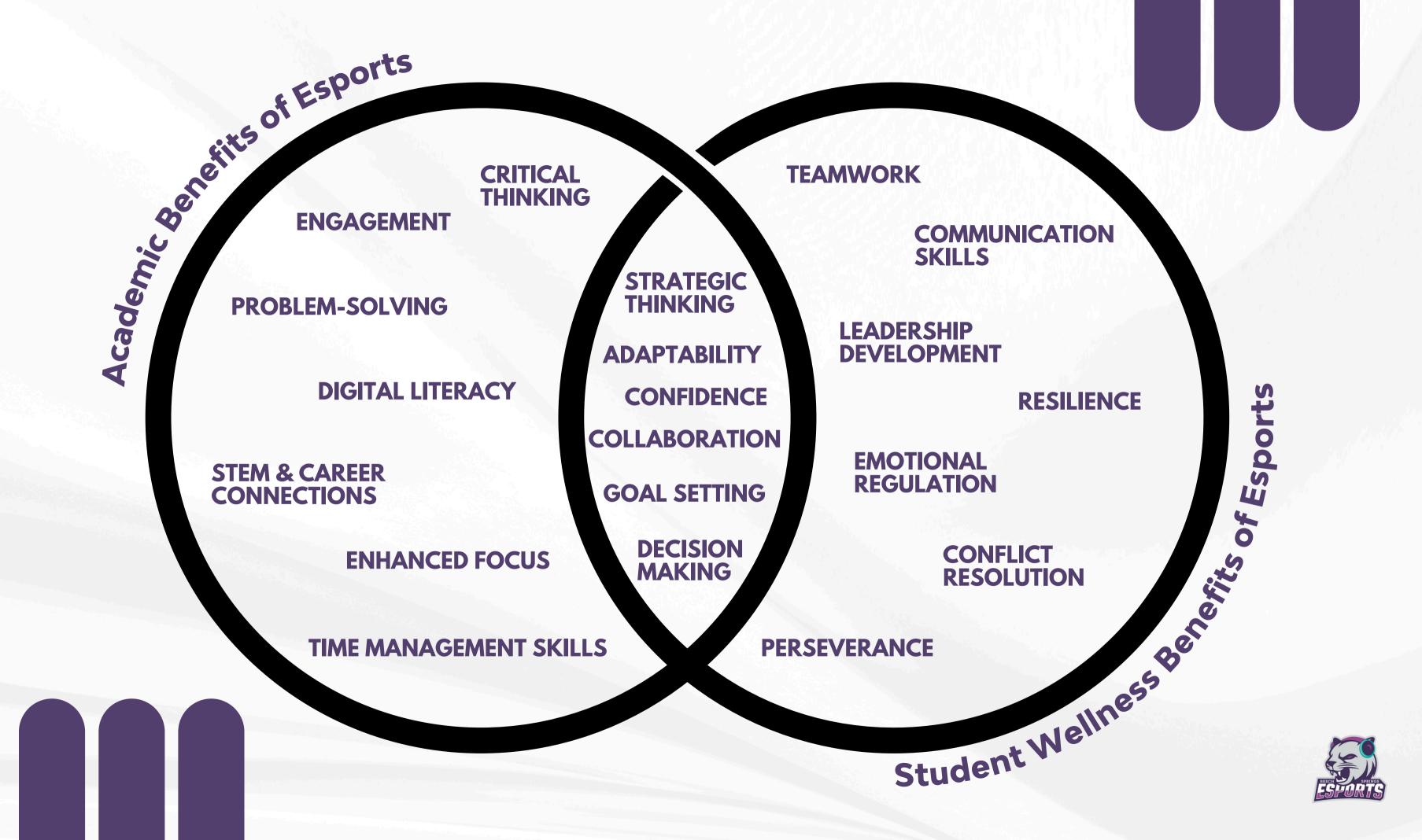
Seventy-eight percent of students in the extracurricular club have never been involved in an extracurricular activity at school before.





EDUCATIONAL & DEVELOPMENTAL BENEFITS OF ESPORTS





COMMUNICATION **SKILLS**

LEADERSHIP DEVELOPMENT

EMOTIONAL REGULATION





- Chaarani, et al (2022)
- and persistence. Eccles & Roeser (2011)
- achievement in males.

COGNITIVE **AND SOCIAL ADVANTAGES**

• Children who play video games each day are faster and more accurate on cognitive tasks than those who never play video games.

• Students who feel a strong sense of belonging are more likely to have higher academic performance

• A single success can bolster self-efficacy for up to a year, leading to improved academic performance for all and significant improvement in academic

Uchida, Michael, & Mori (2018)

LONG-TERM BENEFITS FOR COLLEGE STUDENTS

- In 2024, the National Association of Collegiate Esports distributed over \$16 million in scholarships to Esports players
- Involvement in collegiate Esports teams leads to increased communication and collaboration with peers Shimokawa (2024)
- Participation in Esports can develop skills relevant to the workforce, such as mental agility, processing speed, and executive function *Yin, et al. (2020)*



The global Esports industry surpassed \$1 billion in revenue in 2023, with an average salary for an Esports professional being \$156,348 per year.

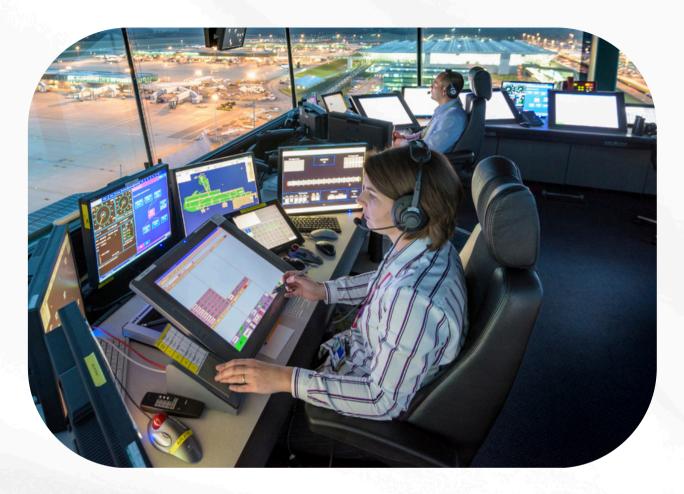






ZipRecruiter (2025)

TWO CAREERS AT A GLANCE



- Air traffic control recruiters often target gamers because they have the following skill set:
 - Multitasking & situational awareness
 - Fast decision-making under pressure
 - Hand-eye coordination & fine motor skills
 - Pattern recognition & spatial awareness
 - Communication & teamwork

Federal Aviation Administration Level Up (2022)



• A study found that surgeons who played video games for at least three hours per week made around 37% fewer errors and completed procedures 27% faster than non-gamers.

Rosser, et al. (2007)

LEADING THE WAY IN EDUCATION

- Hosted educational leaders from Orangeburg County School District, Anderson School District Five, Spartanburg District Six, Spartanburg District Seven, and are scheduled to host Spartanburg District Three
- Beech Springs' Esports Arena was used as an example of a premiere lab by Lenovo at the Future of Education Technology National Conference in January 2025
- Presenting at the South Carolina Assocation for Middle Level Education Conference in February 2025 and at the South Carolina Association of School Administrators Conference in June 2025



WELCOMING TOMORROW'S LEADERS WHILE DEVELOPING **OUR OWN**





