



ESPORTS

71%

American parents who feel video games positively impact their child's life

35

The average age of the "American gamer."

31%

The portion of women that represent the video-gaming population. It's higher than the percentage of boys under 18 years old (18%)

62%

College League of Legends players studying STEM majors

Video game titles that utilize esports tournaments

30+

54%

Frequent gamers who say esports helps them connect with friends.

3x

Female gamers are 3xs as likely to seek STEM majors in college those females who do not play video games.

WHAT IS ESPORTS?

Esports is essentially competitive video gaming, where people play against each other online and in-person. Esports can be comprised of tournaments or season-long league play. And it exists in the professional landscape, on college campuses across the country, at the high school level, and even as amateur events in communities through the United States.

WHAT ARE THE BENEFITS?

Multiple studies show that participating in esports, or competitive video gaming, has significant benefits to a students cognitive abilities, including increased memory, problem solving and critical thinking. Also, being part of an esports club or team builds leadership, communication skills and confidence. And those students who play video games are more likely to pursue jobs in STEM fields, improving our workforce in critical areas of need.



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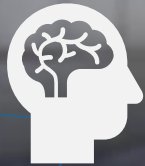
Positive STEM Outcomes from Esports:



Improves visual acuity & attention
(Green & Bevelier).



Increase problem solving skills
(Adachi & Willoughby).



Foster scientific reasoning
(Clark; Steinkuehler & Duncan; NRC).



Associated with higher math achievement
(Bowers & Berland).



Accelerate language learning
(Young et. al.).



Strongly associated with technology fluency
(Hayes).



Improve digital and print literacy
(Gee; Leander; Steinkuehler).



Increased STEM subject area activities
(website creation; streaming; analytics)
(Turner; Brown; Steinkuehler).