

DESOTO ISD

CAREER TECHNICAL EDUCATION

Why Esports

- 90% of teens play video games (Pew Research)
- Extracurricular activity to reach disengaged students
- Social experience for students
- Manage success and failure
- Strategic thinking and planning
- Time management

Esports & STEM

- Captivates STEM learning for students
- Encourages pursuit in STEM-related career fields
- Manage websites and run social media pages (Design & Multimedia Arts)
- Oversee live streaming & cameras (Audio/Video Technology)
- Manage team logistics (Business Management)
- Public relations and videography (Business Marketing)
- Play-by-play reporting and color commentary (Journalism)



Post-Secondary

- College degree programs
- BS in eSports Management
- Esports Management Studies Certificate (UT Arlington)
- BS in Video Game and Esports Management
- \$16 million awarded last year in esports scholarships

Esports Statistics

- Market value of the industry exceeded \$1 billion in 2021
- Top teams have won nearly \$40 million in prize money
- Fastest growing high school sport (according to NFHS)
- 62% of collegiate League of Legends players were STEM majors (Director of Collegiate Esports)