Esports Competition Brings A Wealth of Benefits to Students

Educators recognize the benefits to students that participate in esports. In fact, there is now more than $15 million per year in collegiate esports scholarships available in the U.S. 

A recent interview conducted by NFHS highlighted the benefits of adding esports to high school activities programs, including the ability to “attract a group of students who were not typically involved in extracurricular school activities.” It further recognizes that “Connecting students to a positive team culture is unique for gaming and important to our goal of increased participation with certified coaches and mentors as an extension of the academic day.” “With esports, communication, strategy, camaraderie, and teamwork are emphasized.”

Esports has the power to “provide opportunities for all students with a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life.”

LG Partners with Ultimate Gaming Championship to Deliver a Turnkey esports Solution for Education

To address challenges in building sustainable scholastic esports programs, LG has partnered with UGC, an esports event company who provides support to the global community of professional players and a tournament structure utilizing emerging technologies. LG Solutions include a variety of advanced displays that range from UltraGear™ monitors to brilliant, fine-pitch LED displays that deliver amazing images to spectators.

Interested in learning more about how we can help you bring this opportunity to your customer? Please contact: Aaron Addison at aaron.addison@lge.com today!

The Case for High School Activities

• Better Educational Outcomes
Students who compete in high school activity programs have better educational outcomes, including higher grades, higher achievement test scores, and higher educational expectations beyond high school.

• Enhanced School Engagement And Sense Of Belonging
Participation in high school activities is a valuable part of the overall high school experience, enhancing students’ school engagement and sense of belonging.

• Positive Youth Development/Life Skills
Co-curricular activity programs promote positive youth development and provide opportunities for learning a number of life skills and values not typically taught in classroom education.

• Healthier Behaviors
Students involved in educational activities often have many healthier behaviors leading to better physical and mental health.

• Post High School Positive Results
Participation in activity programs yields positive results after high school as well.

• Developing Better Citizens
Co-curricular activities teach lessons that lead to better citizens.

• Esports-based Learning
Esports presents an immense learning opportunity for those involved, and individuals who are starting their careers as players today, are becoming part of the industry’s burgeoning workforce of tomorrow.
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https://www.nfhs.org/articles/adding-esports-to-your-high-school-activities-program/
https://www.nasef.org
https://www.nfhs.org/articles/the-case-for-high-school-activities/#chapter1