

# Esports in Education

*Do the benefits outweigh the drawbacks of video games for students?*



Utah State  
University



**Ryan G. Miner**  
Utah State  
University

## Introduction

Today's younger generation is plagued with bad technology habits, one of which being addictions to video games. In an effort to make a positive impact, many schools around the world are beginning to implement esports in education, but this raises the question: Do the benefits of esports outweigh the drawbacks of video games?

- The possibilities of esports in education are endless.
- This research project aimed to find the good and bad affects of video games to determine if esports can help students.



*Esports is competitive video gaming, usually in teams of 5 or 6.*

## Methods

I conducted research to find primary and secondary sources of how a variety of people of varying ages feel about video games and how it has affected their personal lives and education.

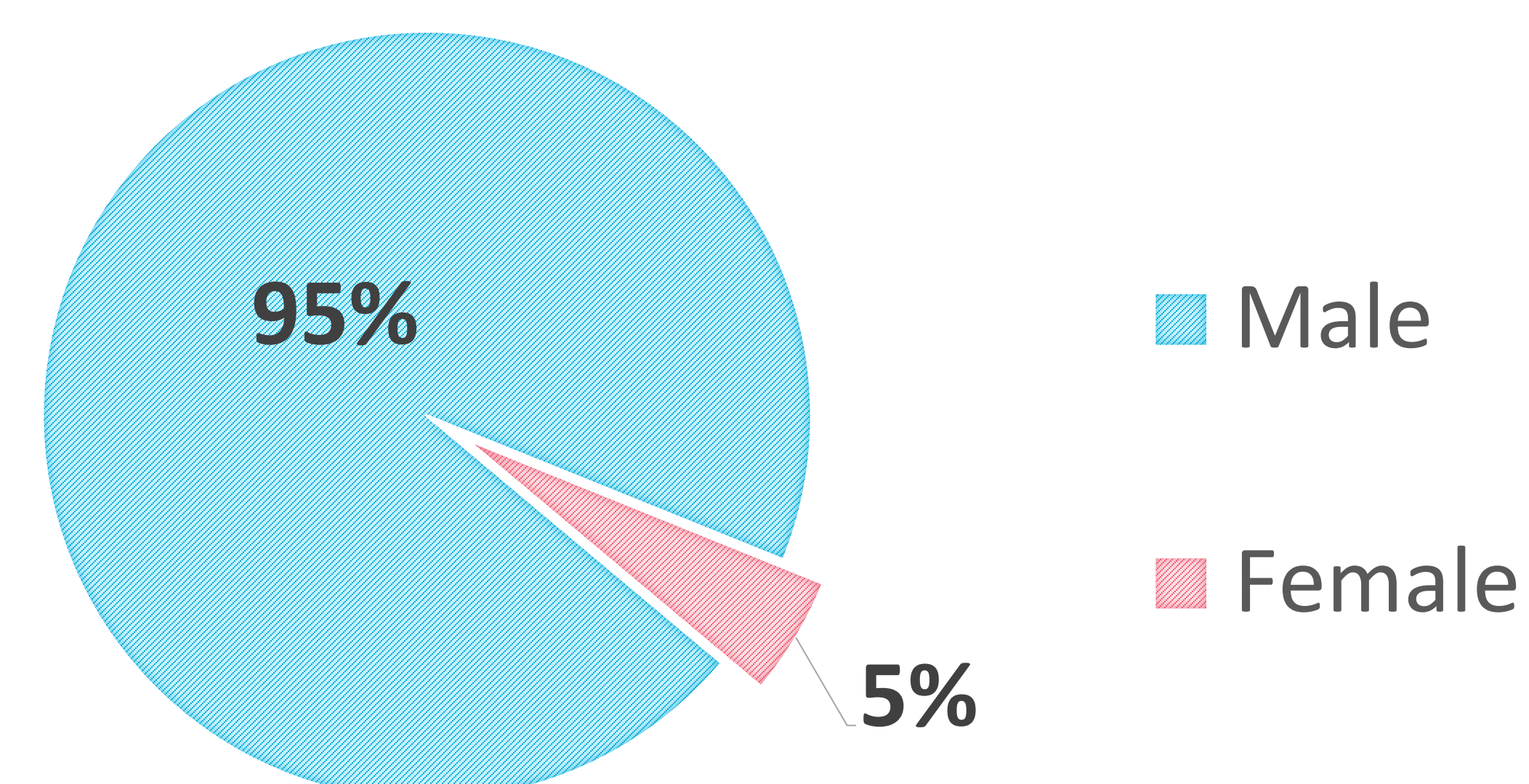
This includes elementary, middle school, and high school aged students, parents, and educators.

## Results

Video games lead to isolation, depression, and a lot of wasted time. Parents are lost in the world of video games, so education is required can bridge that gap.

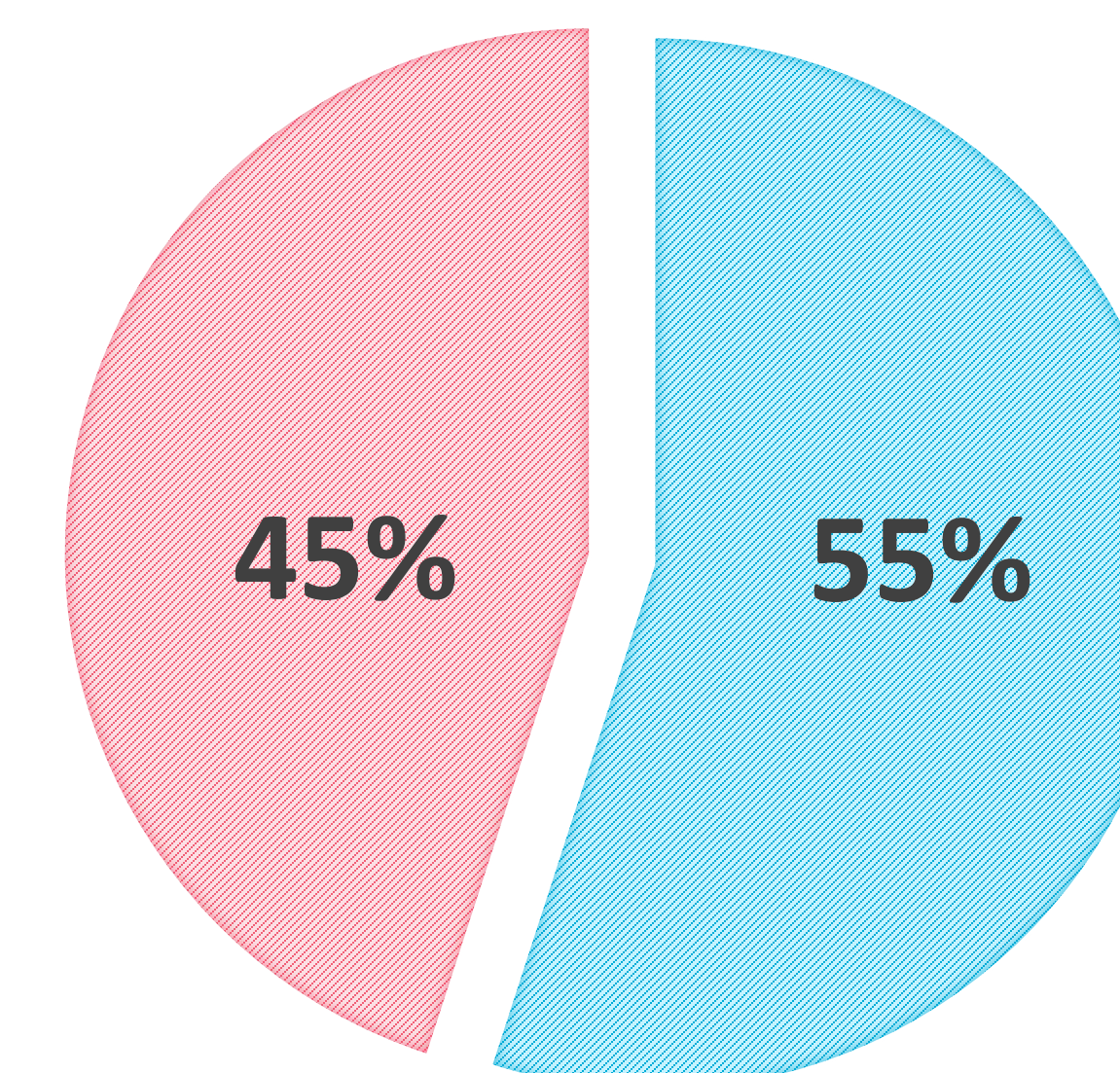
By offering esports curriculums, clubs, and an using video games to teach concepts, all the negative effects of video games can take a turn for the positive.

PROFESSIONAL ESPORTS ATHLETES



*Women are grossly under-represented in the esports industry. Implementing esports in education can change this.*

CASUAL VIDEO GAMERS (2021)



## Conclusion

Video games have positive and negative effects, but most of the negative effects can be helped by implementing esports in education. For example:

- Some students can become addicted to video games, but by facilitating their hobby at school through a club or curriculum, they can learn how to have healthier habits.

- The video gaming industry is known for being sexist, unhealthy, and inconsequential, but by providing another way for educators to teach through video games, and by giving the opportunity for esports clubs and curriculums to be facilitated, the students can learn digital citizenship, practice healthy physical habits, and learn many skills that can help them in their career, whatever that may be.



*Many schools can't afford the equipment needed for esports, but many grants and funding programs are being made available.*