

A young woman with brown hair, wearing a black and blue esports jersey and large black headphones, is smiling and giving a high-five to a teammate whose back is to the camera. The teammate is also wearing a headset. They are in a gaming arena with blurred monitors and a blue water bottle visible in the background.

acer
for education

intel.

IT'S MORE THAN JUST GAMING

Esports for Education 2021

At Acer, we believe that with the right technologies in the hands of children, their capabilities to learn will be limitless. Acer's vision is to create a dedicated experience for each individual school and to provide technological solutions, using award-winning products and technologies, to provide needed support in the classroom. We are excited and humbled to be a part of the process in which our next generations become our strong, resilient, skilled leaders of tomorrow.

“We are proud to be the Official PC Sponsor of the Australian Esports League. We look forward to bringing esports as a valuable tool of learning and teamwork to all schools in Australia.”

– Rod Bassi, Oceanic Sales Director
Acer Computers Australia

CONTENTS

1

What is esports?

2

Why should your school consider esports.

3

How to implement esports into your school.

4

How to get your school more involved.

5

Contact.

WHAT IS ESPORTS?

IT'S MORE THAN JUST GAMING

Esports takes the world of video gaming to the next level. Simply put, esports is the collective term to describe teams or individuals competing in organised multi-player competitions against each other.

Using video gaming as a platform, teams representing schools, organisations, or other communities compete to gain a prize or trophy and often compete in front of millions of online and physical spectators. Just like traditional physical sports, players are highly skilled, train regularly, and compete across the globe.

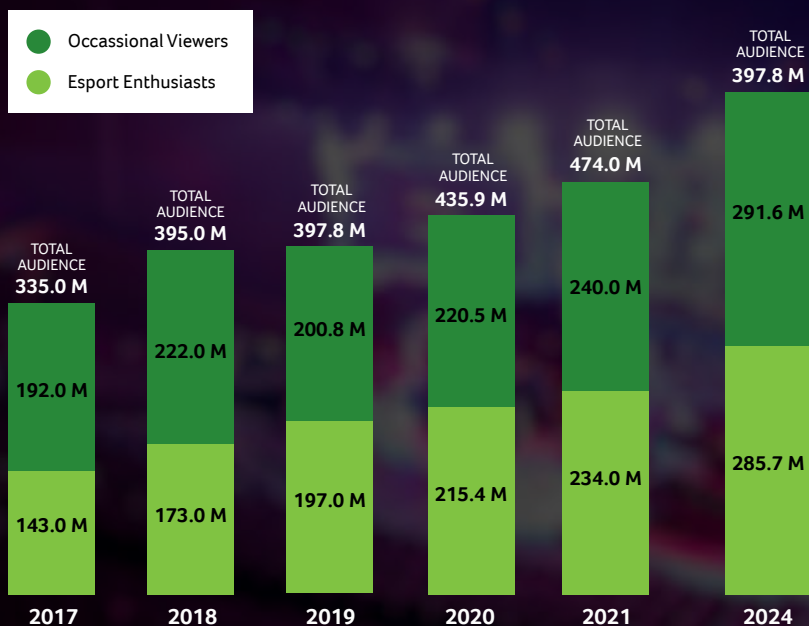
GLOBAL ESPORTS

In 2021, we now have an incredible 3 billion players and counting. (Newzoo Global Esports & Live Streaming Market Report 2021). The growing pop culture of esports has been the power behind this phenomenal growth.

With the global attention to this newest sports subculture, esports has become a powerful advocate for inclusivity and diversity, since anyone can play, regardless of gender, race, culture or creed. Esports brings people from around the globe together to pursue a shared goal.

Esports Audience Growth

Global (From 2017 - 2024)



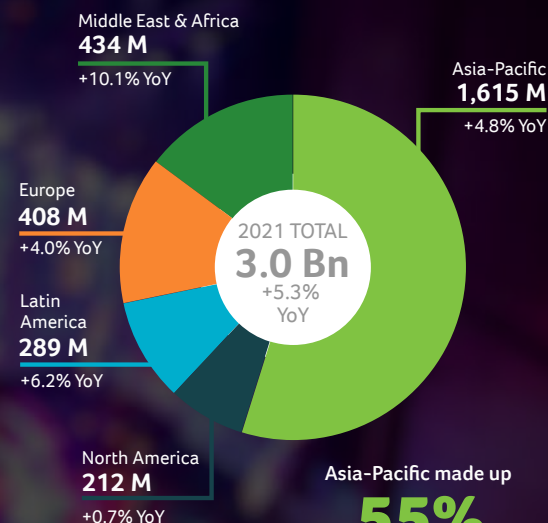
Due to rounding, esports enthusiasts and occasional viewers do not always add up to total audience.

CAGR*: **+7.7%**

Enthusiasts 2017 - 2024

2021 Global Players

Per Region With Year-on-Year Growth Rates



Asia-Pacific made up **55%** of global players in 2021 and the region still houses some of the fastest-growing markets worldwide.

Data based on "Global Esports & Live Streaming Market Report 2021" by NewZoo

*Compound Annual Growth Rate

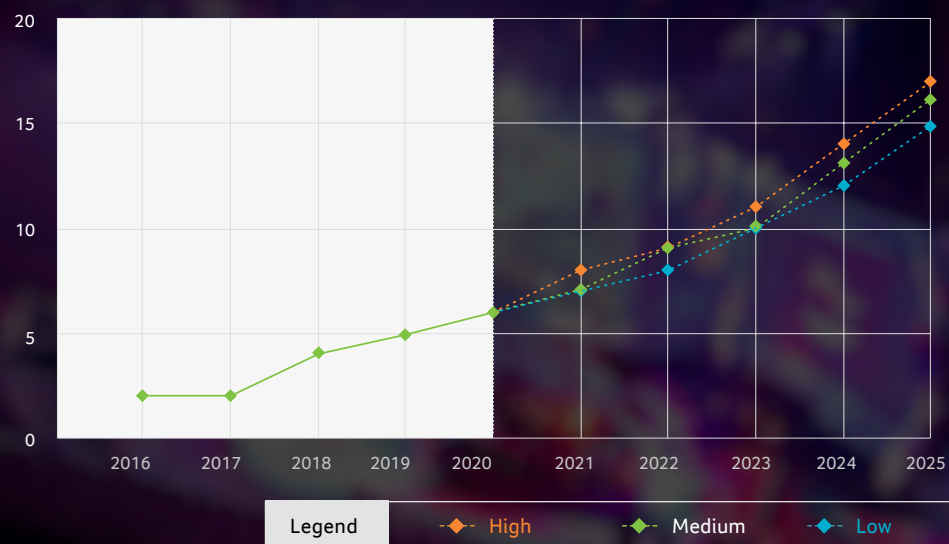
ESPORTS IN AUSTRALIA

Competitive video gaming is flourishing in Australia. The University of Melbourne magazine, Pursuit, reports that in 2018, Qudos Bank Arena in Sydney hosted the Intel Extreme Masters. Over 18,000 seats were sold—seats filled with spectators eager to watch countries such as Brazil, China, the US, and Australia compete for victory on the Counterstrike platform¹.

Australia's engagement with esports continues to grow at a remarkable rate. The Newzoo Global Esports & Live Streaming Market Report 2021 placed Australia's current esports audience at 2.3 million viewers, predicting that by 2025 that number will have exploded to 646 million².

Esports market (A\$ millions)

Compound Annual Growth Rate (CAGR) 2019-2025: 21.2%



“The interactive games and esports market accounted for 5.9% of the total Australian entertainment and media market in 2020. By 2025, this share is expected to grow to 6.8%, making gaming one of the sectors with the highest rate of growth.”

2021 Australian Entertainment and Media Outlook Report, PWC Australia

¹ Murray, K., 2018. How do we grow Australian's Esports industry?. [Blog] Pursuit, Available at: <<https://pursuit.unimelb.edu.au/articles/how-do-we-grow-australia-s-esports-industry>> [Accessed 6 October 2021].

² NewZoo, 2021. Global Games Market Report 2021. [online] NewZoo. Available at: <<https://newzoo.com/insights/trend-reports/newzoo-global-games-market-report-2021-free-version/>> [Accessed 6 October 2021].

HOW DOES ESPORTS RELATE TO EDUCATION?

Schools around Australia are now beginning to use the youth appeal of esports to help engage students in their learning, improve learning outcomes and make learning more enjoyable. Esports offers students and teachers alike a unique platform for cultivating academic ability and highly transferable real-world skills.

The learning applications of esports traverse a wide range of personal and academic growth opportunities and include the cultivation of leadership skills, cognitive skills, and organisational skills significantly boosting learning outcomes.

In addition, esports teaches better communication and collaboration and problem-solving skills, helping students thrive in the real world as they follow their various career pathways.



Gaming Concepts:

Using game elements as the content.

Esports offers a unique platform for academic improvement when game content aligns with academic objectives.

For example, literacy outcomes have increased in students, who may not usually read at or above their level, but when reading text on the screen is a part of the game, reading levels rose in students (Steinkeuhler, Constance - 2012, The mismeasure of boys: Reading and online Video games).

Similarly, collaborative, cognitive and team-building skills are game elements that underpin the concept of esports and are then transferable to real life and academic outcomes.



Gamification:

Using game elements to make non-game content more enjoyable.

The merits of game-based learning in education have long been understood, and now esports is emerging as a highly effective way to enhance learning.

When esports is used in an educational setting, certain academic outcomes may be focused upon, while the 'fun' elements of gaming keep students enthusiastic and engaged.

WHY SHOULD YOUR SCHOOL CONSIDER ESPORTS?

BENEFITS OF ESPORTS IN K-12 EDUCATION



Students benefit by learning and developing social and emotional skills.

Expands college and career opportunities.

Greater inclusion of students and the wider community.

Improves focus, attendance and extra-curricular involvement.

Gateway into technology-related STEM learning.

THE SCIENCE BEHIND ESPORTS & EDUCATION LEARNING & DEVELOPMENT

STUDIES HAVE SHOWN ...

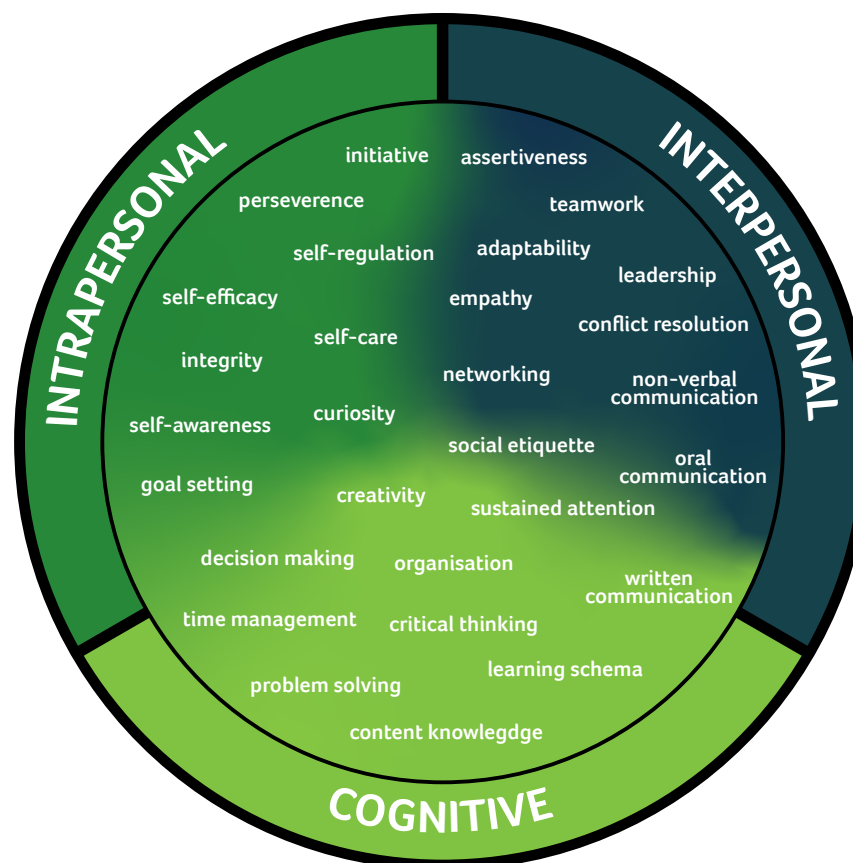
Harnessing student interest in esports is proving to be a valuable gateway into technology-related STEM skills: programming, robotics, graphic design, and web design.

The majority of students in esports clubs have never participated in an after-school activity previously. Extra-curricular activities are proven to improve student attendance and student grades.

In addition, esports also provides opportunities to instill hard-to-teach social-emotional competencies desired by employers.

Given this link between social and emotional learning and student success, it is unsurprising that the gaming concepts curriculum as implemented in schools has been shown to increase student attendance by more than 10% while improving student grades.

Emotion and Cognition in the Age of AI, The Economist



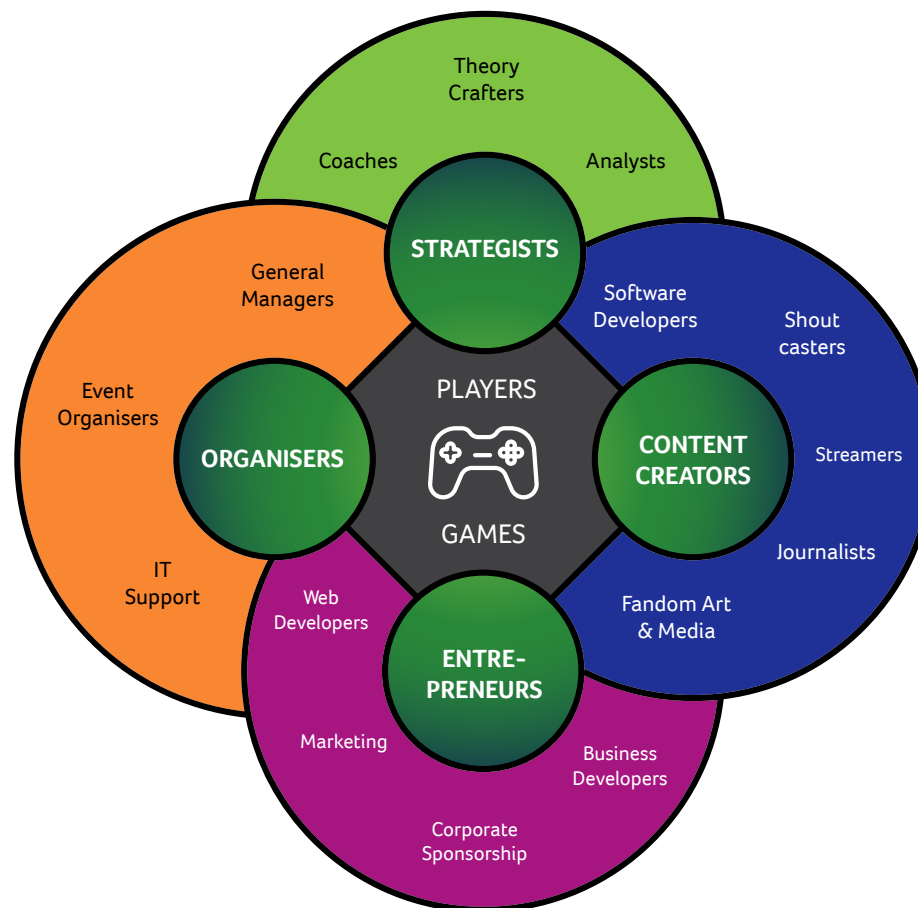
Source: Career and College Competency Framework
The Skills that Matter: Teaching Interpersonal and Intrapersonal Competencies in Any Classroom
A, Erickson and P, Noonan,

POTENTIAL CAREER PATHS & OPPORTUNITIES

Participation in esports opens up a gamut of opportunities to succeed in future career pathways. The nature of competitive team gaming means that qualities and skills such as teamwork, being able to make quick and informed decisions, and team management skills are all highly transferable skills that will give participants a significant advantage in the workplace.

Strategic skills, communications and problem-solving skills are highly sought-after qualities that will enhance a young person's advantage when moving forward in any career pathway.

However, there are wider benefits to participation in esports. Teams of competitors require support, and as the industry develops, new positions will be created and filled. Organisers, strategists, content creators, IT specialists, event organisers, and web developers are a few of the potential careers that esports offer to young people coming into the working world.



Source: North America Scholastic Esport Federation (NASEF) Ecosystem Framework
Anderson, Tsaasan, Reitman, Lee, Wu, Steele, Turner & Steinkuehler (2018)

HOW TO IMPLEMENT ESPORTS INTO YOUR SCHOOL

STARTING AN ESPORTS PROGRAM AT YOUR SCHOOL

Esports is undoubtedly turning heads in both the world of sports and entertainment. Its presence in schools is rapidly expanding.

Acer believes that any school with the right passion, commitment, and time can build a successful esports program. There are just a few key steps necessary to creating a successful esports program. While the formula isn't set in stone and isn't guaranteed to work, here are a few steps that Acer recommends to start the road to success.

**1**

Find teachers/mentors to manage teams and meetings.

**2**

Find interested students to form an esports team.

**3**

Develop a plan and get equipment ready.

**4**

Communicate expectations.

**5**

Compete.

BUILDING AN ESPORTS CLUB



The first step for any school looking to add esports to their program is to have a community of students they can build and support. Like any other extracurricular or school program, an esports program cannot thrive without a student base to sustain it.

There is no shortage of gamers at any school – it’s just a matter of finding them. To start an esports club, a school needs to have a devoted member of staff who loves playing games and is willing to work with students to build one. Once found, spreading the word of a newly created club or program is critical.

From announcing the club in schoolwide meetings or club fairs to adding an article to the school newspaper and posting flyers around campus, mention esports to as many ears willing to listen. After, it is up to the students to maintain and foster the community. Students need to be devoted and enthusiastic to make this a success.

ACER GAMING RANGE



GEARING UP YOUR STUDENTS FOR ESPORTS

Embarking on a journey to integrating esports into your school curriculum can be a new and exciting adventure. However, it begins with the right computer solutions.

Not all esports experiences are the same: there are few fundamental questions to consider before committing to your esports project. For example, is the experience you intend to offer your students temporary or permanent? How serious are your prospective students about esports and gaming?



NITRO 5

If this is your first contact with esports, Acer's Nitro 5 notebook is a match made in heaven. The Nitro 5 is equipped with all the technology features that give students a crisp, intense experience involving all their senses.

The Nitro 5 can easily withstand multiple gaming sessions without the risk of overheating and let players monitor the CPU/GPU throughout their gaming adventures.

11th Gen Intel®

Core™ i7

Mobile Processor¹

NVIDIA®

GeForce RTX™ 30 Series

Laptop GPU

RAM/SSD

32GB¹ / 2TB¹

DDR4-3200 / Raid 0



Powered by
Intel® Core™ i7 Processor.



IT LIES WITHIN

POWERED BY INTEL®

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¹ Specifications may vary depending on model and/or region. All models subject to availability.

HELIOS 300

Are your students ready to embark on the next step in their esports journey and take the gaming scene by storm?

The Helios 300 is the next step in gaming notebooks and the perfect mobile solution for students taking esports more seriously.

Easy to setup in your school's esports hub, the Helios 300 is a gaming notebook that offers efficient and high-performing features that does not compromise the immersive esports experience students enjoy while competing.

10th Gen Intel®

Core™ i7

Mobile Processor¹

NVIDIA®

GeForce RTX™ 3080

Laptop GPU

RAM/SSD

32GB¹ / 2TB¹

DDR4-2933 / Raid 0



Predator powered by Intel®.
Play like the Pros.

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¹ Specifications may vary depending on model and/or region. All models subject to availability.

NITRO 50

Looking for an everyday esports desktop solution for your school's esports hub? Acer's Nitro 50 desktop allows your students to get the best possible performance while competing.

The fiery-accented black metal styling of the Nitro 50 sets the mood for your students to journey into the world of intense gaming. The GameBoost network feature focuses all latency-reducing options towards gaming, so lag issues don't bog down your esports team.



IT LIES WITHIN

POWERED BY INTEL®



Powered by
Intel® Core™ i7 Processor.



GEFORCE
RTX™



11th Gen Intel®
Core™ i7
Processor¹

NVIDIA® GeForce®
RTX™ 30 Series
Graphics¹

RAM¹
64GB¹
DDR4-3200

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¹ Specifications may vary depending on model and/or region. All models subject to availability.

ORION 3000

If your students go beyond casual gaming, your computers will need to match your students' skills. So let your esports team perform faster and better with the superior characteristics of Predator Orion 3000.

The Orion 3000 is a gaming powerhouse designed to build confidence in aspiring pros with everything from its futuristic design to its game-oriented capabilities; this is your go-to desktop to take your esports team to the next level.



Predator powered by Intel®.
Play like the Pros.



10th Gen Intel®
Core™ i7
Octacore CPU¹

NVIDIA® GeForce®
RTX™ 3070
8GB GDDR6¹

RAM¹/SSD + HDD
64GB¹ / 1TB+6TB¹
DDR4-2666 / NVMe PCIe

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¹ Specifications may vary depending on model and/or region. All models subject to availability.

X SERIES MONITORS

A high performing gamer's computer needs a monitor that is up to the challenge, and what better than Acer's X series monitors to provide your best players with the best experience?

Designed to provide an outstanding visual experience and the highest degree of comfort, the X Series monitors give students the fastest, smoothest gaming performance enabling them to make the most of their computer's power and skills.

X34

ULTRA WIDE QHD+

3440 x 1440

Overclock to

180Hz

Refresh

Up to

0.5MS

Response Rate



XB3

4k UHD SCREEN

3840 x 2160

Overclock to

280Hz

Refresh

Up to

0.1MS

Response Rate



GAMING PACKAGES

Let Acer help you navigate esports and create your school's ultimate esports lab. Our experts are able to help you navigate through the complexities of hardware integration and device management.

Together, let's propel your school to the forefront of esports in Australia enhancing learning and playing simultaneously.

Contact us for a technology consultation.

education.aca@acer.com



HOW TO GET YOUR SCHOOL MORE INVOLVED

THE ACER HIGH SCHOOLS CUP

The Australian Esports High School League (AEHSL) is a national program providing students across Australia with a robust and well structured structure that empowers high schools to participate in competitive video gaming.

AEHSL offers students a powerful platform to pursue their passion for video games and esports a constructive pursuit that hones cognitive skills, team building, communication and sportspersonship through gaming.

Acer has partnered with Australian Esports League (AEL) to turn AEHSL into the Acer High Schools Cup powered by Predator. With Acer's support, AEL is looking to extend its reach within the secondary education space.

As an additional layer of value for participating High School gamers, Acer will also be offering esports starter kits for schools and students. These kits include all the necessary information and required technology to facilitate an easy entrance into the world of esports.

acer



HIGH SCHOOL

powered by

PREDATOR

THE ACER HIGH SCHOOLS CUP FORMAT

So far, in 2021, a total of 28 schools have competed. There is no limit to how many teams and students can play for each school.

TERM 1 2021

Matches played ONLINE
3v3, Groups into
Double Elimination Play-offs

REGISTRATION:

Submissions due 1st Mar
Verification due 6th Mar

COMPETITION:

Saturdays from 2pm AEDT
13th Mar - 27th Mar 2021

FINALS:

3rd Apr 2021

TERM 2 2021

Matches played ONLINE
3v3 (Rocket League)
1v1 (Smash Bros. Ultimate)

REGISTRATION:

Submissions due 21st May

COMPETITION:

Saturdays from 2pm AEDT
22nd May - 18th June 2021

FINALS:

19th Jun 2021

TERM 3 2021

Matches played ONLINE
3v3 (Rocket League)
1v1 (Smash Bros. Ultimate)

REGISTRATION:

Submissions due 1st Aug

COMPETITION:

Saturdays from 2pm AEDT
7th Aug - 4th Sept 2021

FINALS:

11th Sept 2021

TERM 4 2021

Matches played ONLINE
3v3 (Rocket League)
1v1 (Smash Bros. Ultimate)

REGISTRATION:

Submissions due 24th Oct

COMPETITION:

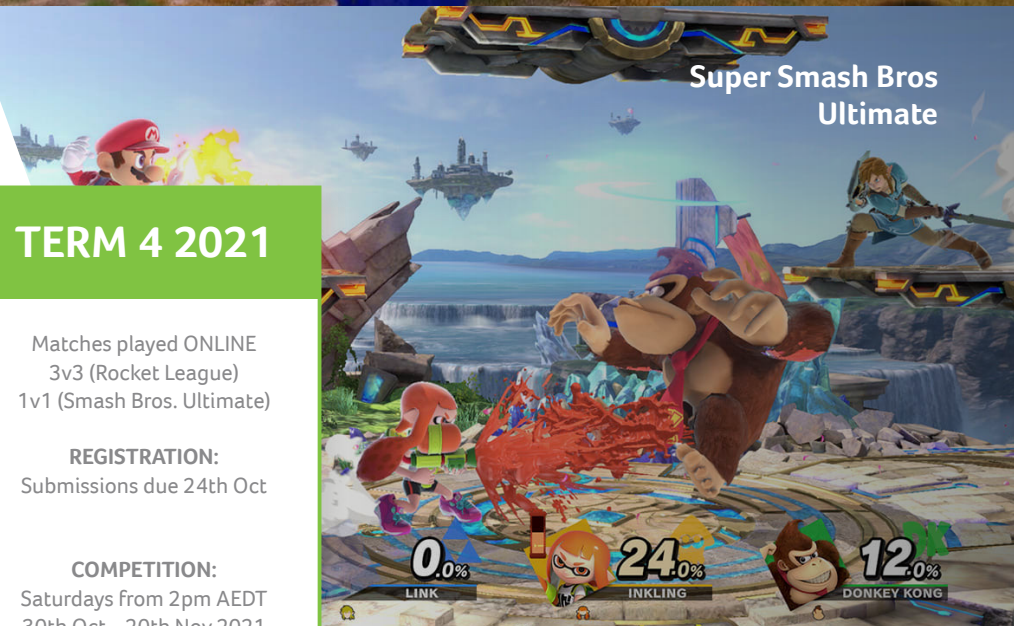
Saturdays from 2pm AEDT
30th Oct - 20th Nov 2021

FINALS:

27th Nov 2021



Rocket League



Super Smash Bros
Ultimate



Overwatch 6v6
(Exclusive to Acer Schools)

THE PRO SCENE: PREDATOR LEAGUE

The Predator League is held by Acer yearly to reinforce the commitment of Predator in supporting the gaming industry, particularly in the Asia Pacific region. A gamer needs to be ruthless and obsessed with winning, like a Predator ready to attack its prey.

The Predator brand has the most complete gaming devices line ranging from laptops, desktops, monitors, tablets, and projectors. The Predator series offers the latest technology in gaming, made especially to enhance the gaming experience of hardcore gamers.

For the Asia Pacific Predator League 2020/21 Grand Final, Predator League transitions online to bring fury across the region, with 14 Dota 2 teams and 32 PUBG teams from all around the Asia Pacific battling it out to the finish and claim the prestigious shield of champions.



TOTAL PRIZEPOOL
USD **400,000**
SUMMON YOUR STRENGTH

PLAYERUNKNOWN'S
BATTLEGROUNDS

PLANET9: NEXT-GENERATION ESPORTS PLATFORM

PLANET9 is an esports social platform that equips gamers with every necessary instrument in the gaming ecosystem. It provides a robust framework for players to join or organizers to host tournaments across all tiers and game titles. PLANET9's performance visualization technology helps players and teams analyze match results to identify their strengths and weaknesses. This information can be utilized by a wide range of gaming coaches on PLANET9 for analysis in 1:1 lessons or lecture-style courses.

PLANET9 offers the most flexible platform for teachers and students in the gaming space. Whether you are passionate about sharing exclusive gaming tips or improving your mechanics, PLANET9 is the perfect medium to link both parties with its user-friendly course interface.

PLANET9 also allows gamers to apply their personal gaming stats to find teammates with similar skill level and commitment—even from communities across the world, thanks to the platform's live AI chat translator "SigridWave" which has been trained with game terms and in-game tactical jargon to help break language barriers.

Above all, PLANET9 is a place for gamers across the globe to connect, battle, evolve, and master their play



CONTACT

INTERESTED IN GETTING YOUR SCHOOL INVOLVED IN ESPORTS?

FOR SCHOOLS AND DEPARTMENTS, CONTACT US FOR A TECHNOLOGY CONSULTATION:

education.aca@acer.com