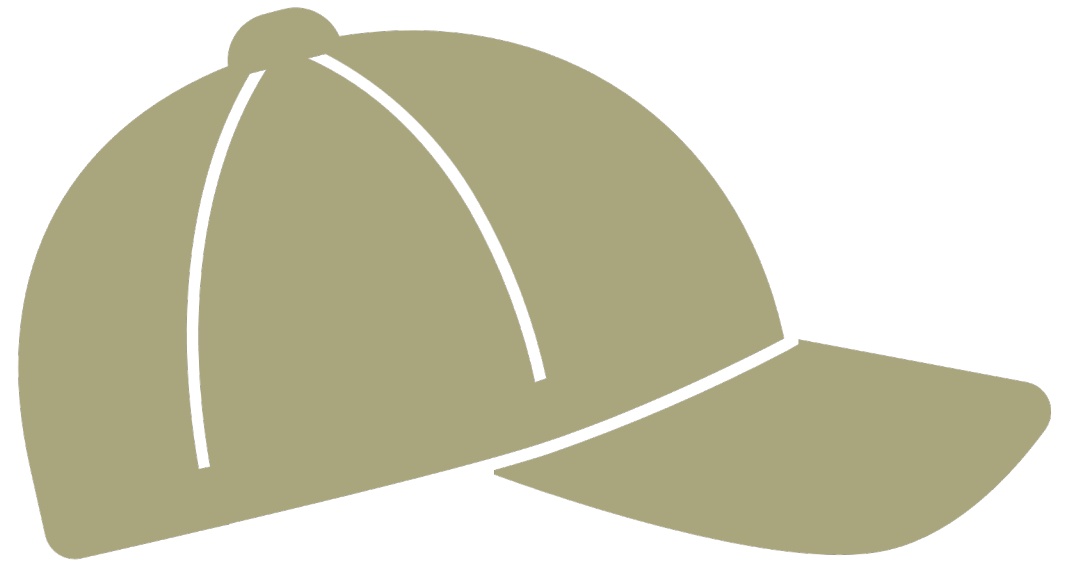# E-SPORTS AT UNIVERSITY: IS THERE A NEW FRONTIER OF LEARNING?

Masiar Babazadeh, PhD

Luca Botturi, Prof. PhD

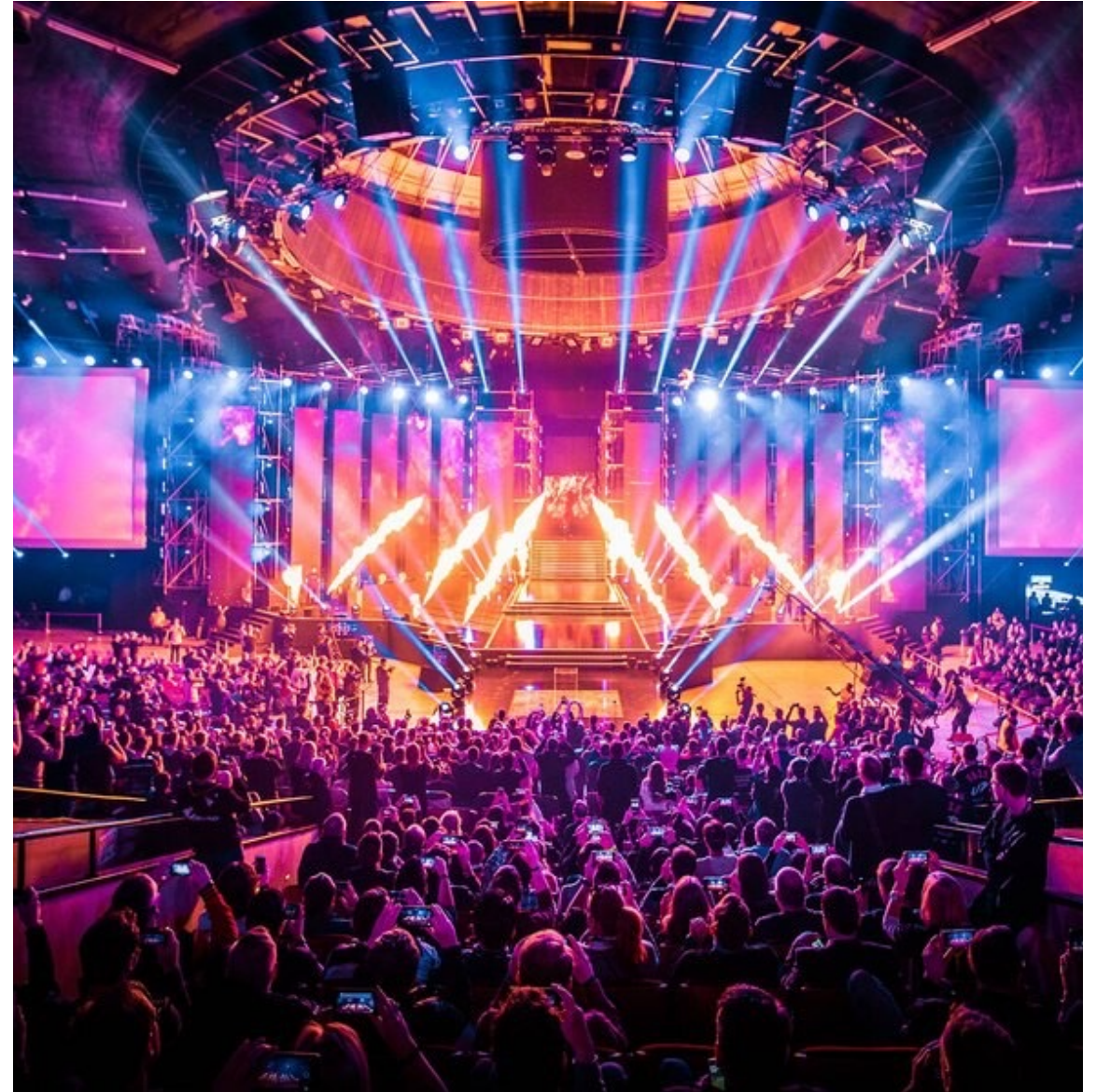Loredana Addimando, PhD

WHAT ARE E-SPORTS?

E-SPORTS

Electronic sports, competitive video games

Based on skills and not on luck

Single player, multiplayer

Growing phenomenon

Gathered interest from (real?) sport teams

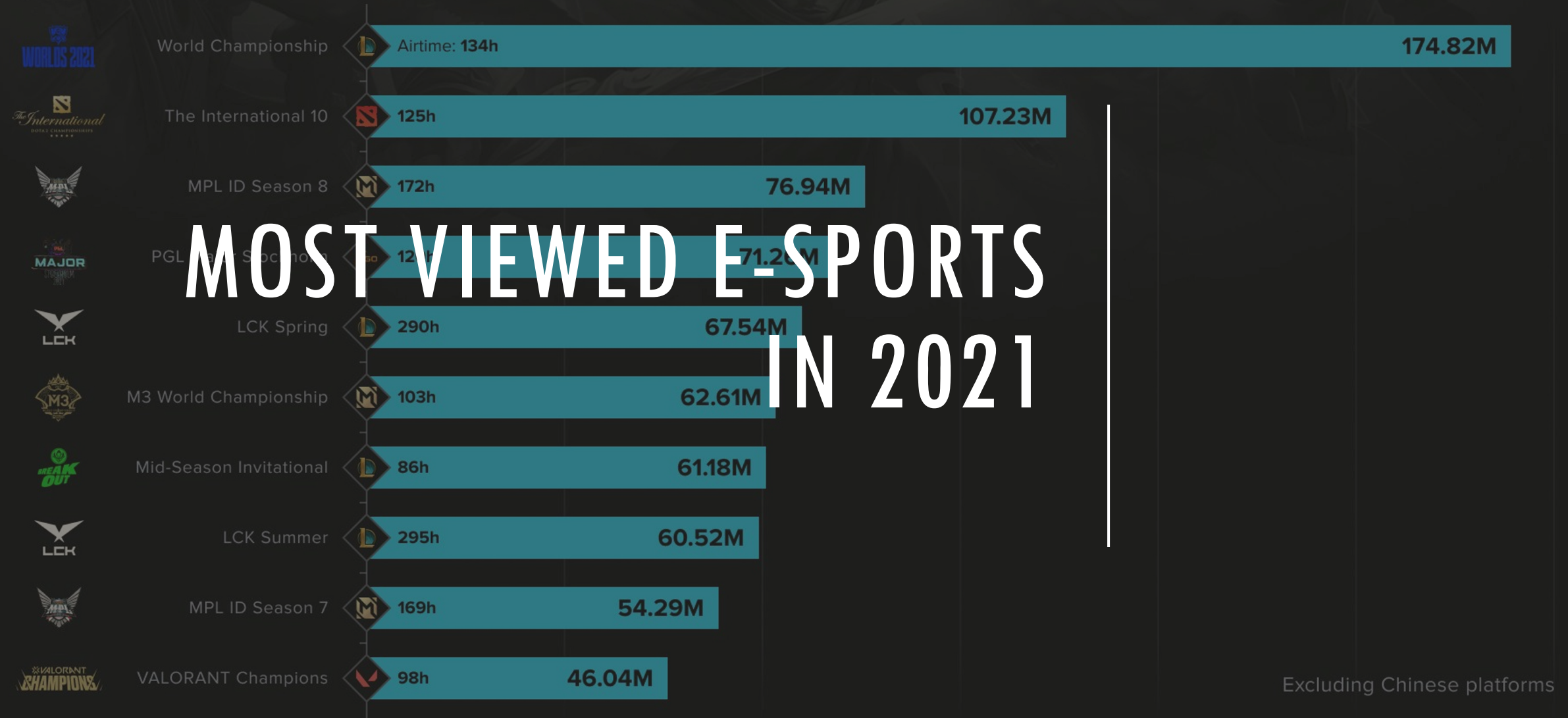# E-SPORTS TEAMS

Daily training

Coaches

Gaming houses (training facilities)

Team-building activities

MOST VIEWED E-SPORTS IN 2021

Game	Tournament Name	Prize Pool
Dota 2	The International 10 (TI10)	$40,018,195
PUBG	Global Invitational.S 2021	$7,056,789
Overwatch	The Overwatch League 2021 Playoffs	$3,200,000
Rainbow Six Siege	The Six Invitational 2021	$3,000,000
League of Legends	Worlds 2021	$2,225,000
Counter Strike: Global Offensive	The PGL Stockholm CS:GO Major	$2,000,000

TOP PRIZE POOLS FOR E-SPORTS TOURNAMENTS IN 2021

E-SPORTS TEAMS AT UNIVERSITY

Training & Gaming

Coaches

From students for students

Students' skills into practice

Team-building activities (community building)

RESEARCH QUESTIONS AND HYOPTHESES

H0: No significant correlation in the evaluation experience of E-sports

H1: Knowledge of E-sports, attitudes toward them, and agreement with using them in a university setting are all positively correlated.
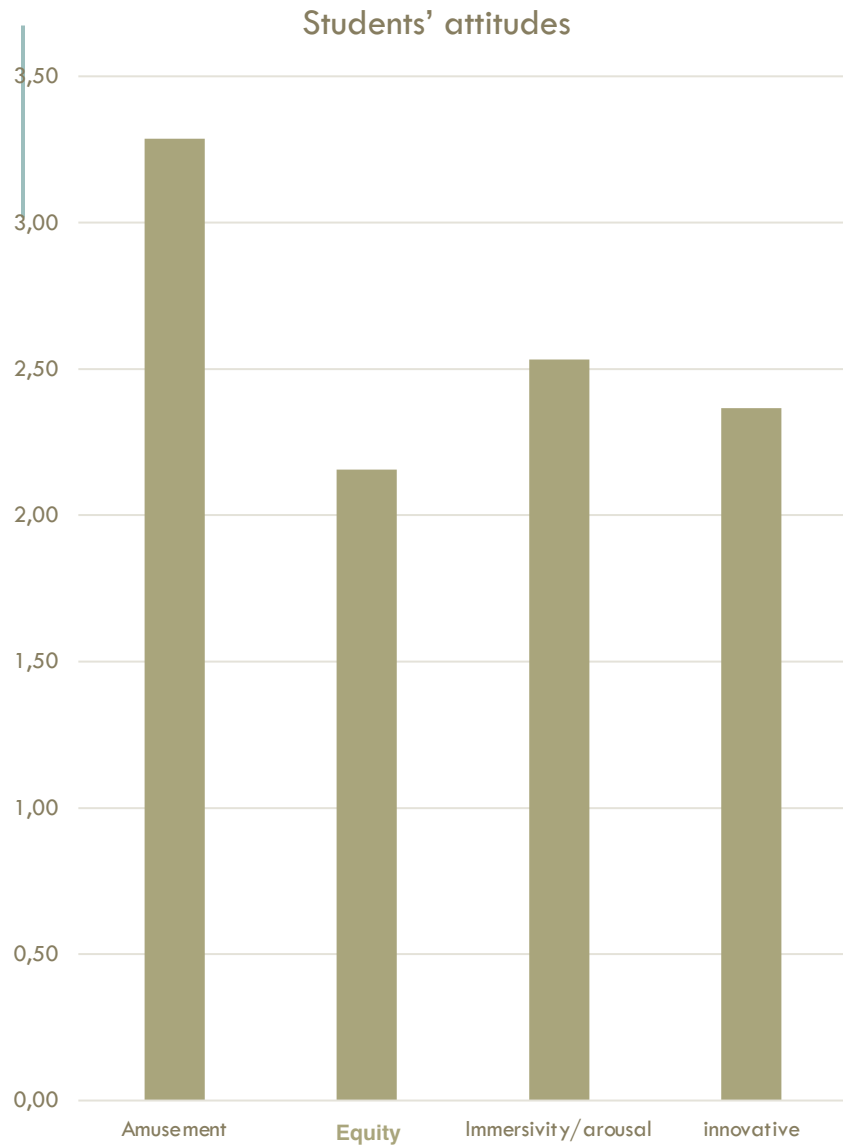
H2: Females would report lower ratings across all interest domains

H3: Compared to non-gamers, competitive and casual gamers would be more interested in using E-sports in educational settings and would report better attitudes
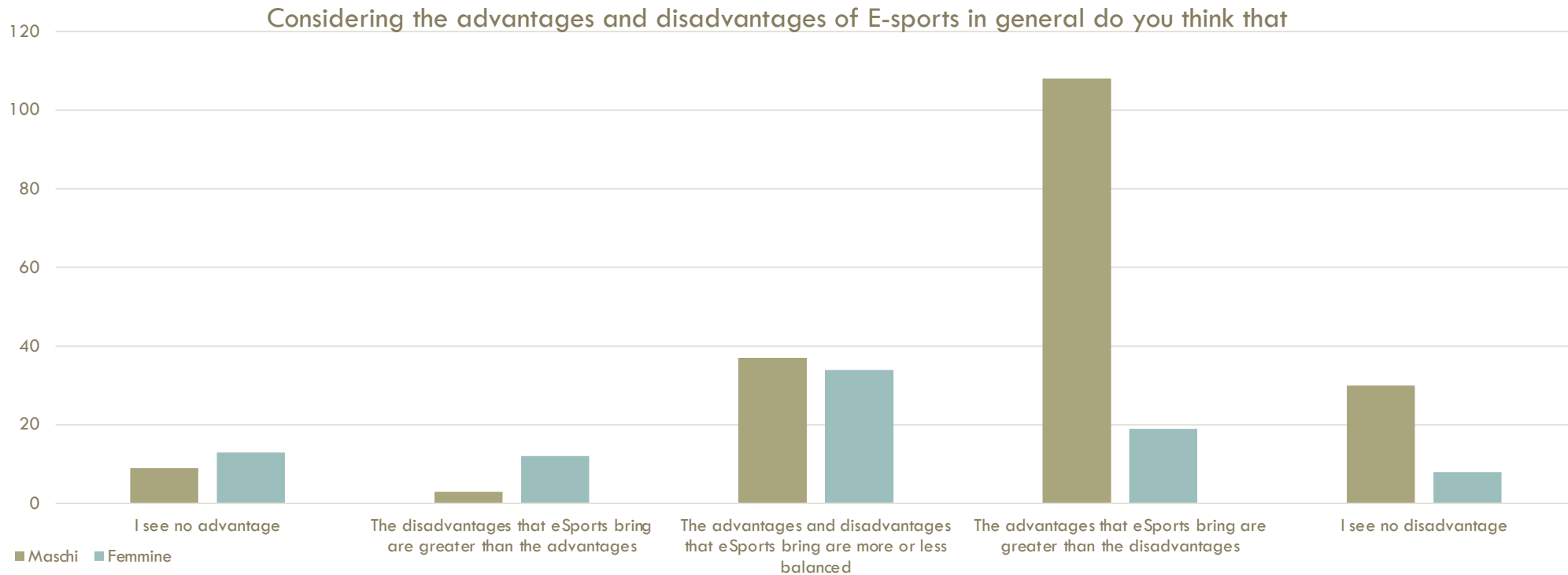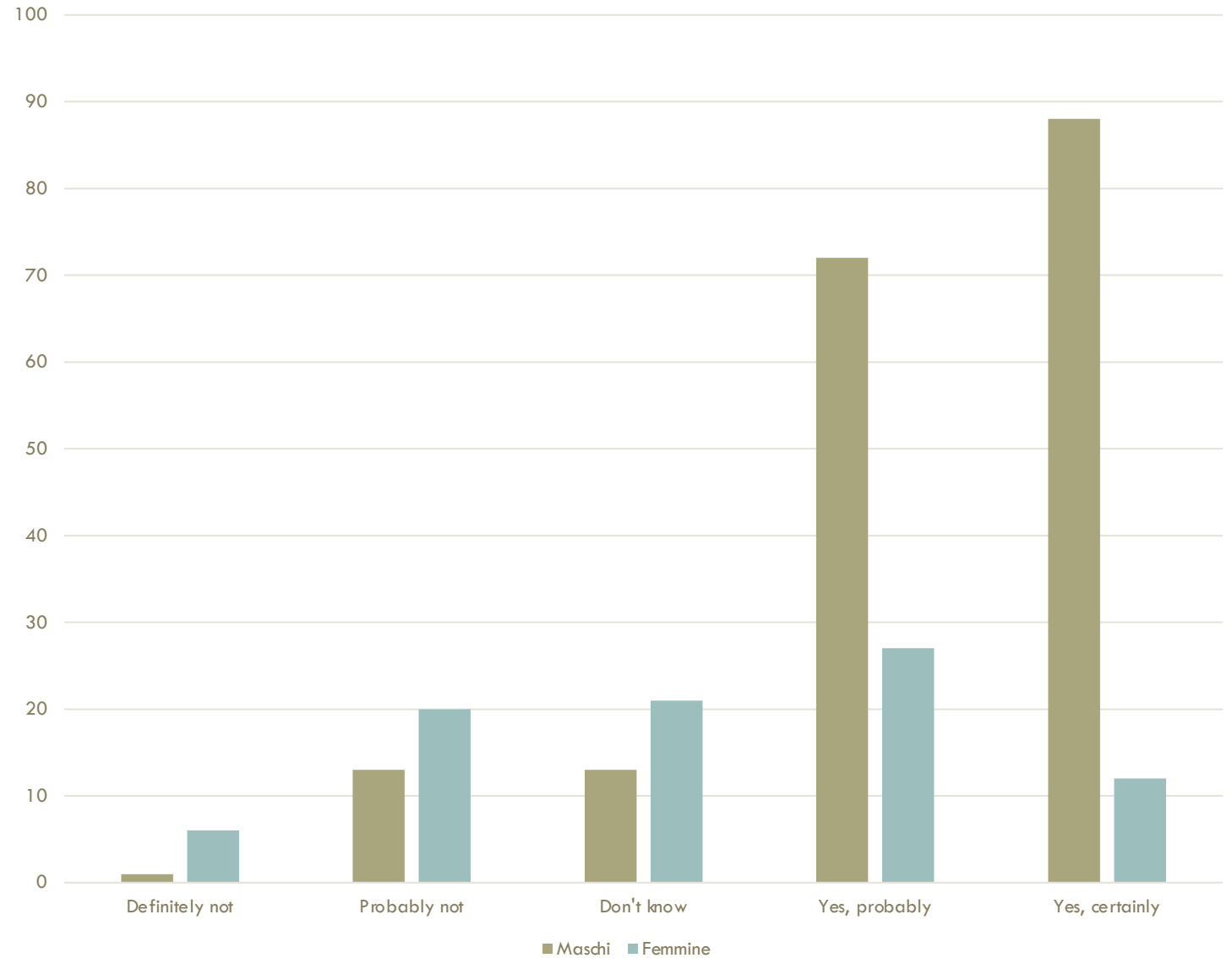
RESULTS

Students' attitudes

STUDENTS' ATTITUDES TOWARDS E-SPORTS AT UNIVERSITY

ARE E-SPORTS AN ADVANTAGE IN LEARNING?

WOULD YOU SUPPORT SUPSI ORGANIZING E-SPORTS IN A FORMAL WAY?

CONCLUSION

STUDENTS POSITIVELY PERCEIVE THE USE E-SPORTS IN LEARNING ENVIRONMENTS

EACH DEPARTMENT NEEDS SPECIFIC STRATEGIC TOOLS FOR LEARNING EVNIRONMENTS

BEFORE GATHERING INFORMATION ON WHETER PEOPLE ARE WILLING TO USE THEM WE HAVE TO OBSERVE THAT PEOPLE ON AVERAGE ARE WELL DISPOSED TO PARTECIPATE IN GAME ACTIVITIES

ESPECIALLY MALES SEE MANY BENEFITS ITN THS TYPE OF ACTIVITIES

On the contrary, the knowledge of the world of E-sports is not yet so widespread, and students are not yet so familiar with it, especially in the female group.

In order for E-sports to be profitably put at the service of educational offerings, activities must be designed in a fun and immersive way.