

Esports in Education Conference

Wednesday 24 March 2021

CDN Virtual Conference Platform

Programme

1000 **Welcome and Introductions**
Andy Miah, University of Salford

1005 **More than Playing the Game**
Chester King, British Esports Association

In 2016, Chester established British Esports Association as the national body for esports in the UK. A not-for-profit national body established to promote esports in the UK, increase its level of awareness, improve standards and inspire future talent.

1030 **What Do You Get Out of an Esports Degree?**
William Huber, Abertay University

Dr William Huber is the head of the centre for excellence in game education at Abertay University, current president of the Digital Games Research Association, and a lecturer and researcher on digital games and culture. The emergence of esports is one of a number of trends which are producing new careers and pathways, and higher education institutions are designing programmes to prepare graduates for new roles and practices. In his talk, William will describe some of these new roles, envision a student's journey through education to these careers, and consider what universities and colleges might offer to help them find their way.

Mark McCreedy, Queen Margaret University

From developing a tournament platform in his 2nd year of university, to managing esports events at the largest LAN event in Scotland. Mark founded Queen Margaret's Esports Society and has helped develop esports as a student within Scotland's universities. He is now working as the Scotland Representative at the British Esports Association helping lead the development of the esports infrastructure within Scotland.



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Game to Learn: Feeding Pipelines & Building Community

Michael Griffiths, Glasgow Clyde College

Glasgow Clyde College has been proud to lead the development of esports education in the Scottish college sector. Our team of dedicated staff were pioneering in identifying this emerging industry and its unmet skills needs. From back-end production or strategy and coaching, to front-end playing and commentary, the NQ in Computing & Esports is aimed at developing skills in a formal setting, aiding players into professional competition and the many-related job roles in game production. Learn about the challenges we faced (continue to face) and how we hope to take things forward.

Andrew Smirthwaite, Forth Valley College

Our gaming society was launched in 2019, with the founding student dragging a suitcase full of consoles and VR kit onto campus (even in the pouring rain). When he graduated (taking his suitcase with him), the society moved online and opened membership to residents in the local community. Over lockdown, the society has hosted weekly games, mini events and provided a valuable community space. Now with around 100 members, Forth Valley Gaming Society is an integral part of the student experience, offering opportunities to compete, cast and collaborate. We still miss the suitcase though.

1140 **Meeting the Esports Challenge**

Emma Liston, Alva Academy

Sharing the story of how a music teacher helped establish Alva Academy's first esports team and became the first school in Scotland to take part in the British Esports Championship. The journey covers the many challenges of getting a team together, enlisting the support of the school, recruiting pupils and ensuring ICT support was present.

Brian Clark, Education Scotland

With a long history of supporting games in education, Education Scotland recognises the educational value that gaming potentially offers the sector. In this session, we will provide an overview of our experience in this area and how we see esports from a schools perspective developing in the future.

1215 **Lunch**

1300 **Scottish College Cup - Award Ceremony**

Jim Metcalfe, CDN

In November, we held the Scottish College Cup - an inter-college Rocket League competition involving 8 colleges and a Twitch audience of just under 100,000 who followed the action for a combined 650,000 minutes. The team from Edinburgh College came out on top, after a nail-biting final with Forth Valley College. Join us for some highlights from the Cup and a (slightly delayed) award ceremony!



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1315 **A Career in Esports: Play, Production and Performance**
Brian Baglow, Scottish Games Network

Scotland has a proud heritage in the games market. From Lemmings and the world's first games degree, through to Grand Theft Auto and Minecraft, everyone knows Scotland has an amazing games industry - right? Maybe. But in the 21st century, is that still true? What impact will the esports industry have on career opportunities in the game development industry? Brian Baglow, the founder of the Scottish Games Network (and the writer on the original Grand Theft Auto) takes you through the real story of Scotland's videogames industry and where it's likely to go in the future.

Mike Kent, Dexerto

Mike is the Co-Founder and Director of media outlet Dexerto. Dexerto has developed into a market leader in esports media. Their success led the team to being awarded 'Esports Coverage Website of the Year' at the Esports Awards 2019, the most prestigious awards show in esports.

Based in Edinburgh, Mike is now looking at the potential and talent of Scotland and how it can become a job powerhouse in esports. What does Scotland have to offer in esports and what are the job roles that are often forgotten about in the industry?

1350 **Shaping the Skills Pipeline**
Gary Tibbett, British Esports Association and Fiona Callaghan & Laura Hall, Pearson UK

An insight into the new Pearson BTEC qualifications for post-16 learners, their purpose, skills development and progression opportunities into esports. Pearson have partnered with the British Esports Association to develop BTEC qualifications to engage with students, enabling them to progress into the fast growing esports ecosystem. This is an SQA accredited qualification, ready for Scottish colleges to adopt. Currently there are 75 centres approved to deliver across the UK.

1425 **Cyber Secure Competitive Gaming**
Alex Postbechild and David Batho, Jisc

If you're considering hosting or participating in an esports event, then there are some sensible steps you should be taking to keeping yourself and your institution cyber secure. We're not trying to warn you or your students off playing games (we play regularly ourselves); this is just some helpful advice around securing your network, managing access and avoiding unnecessary third-party mods.



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- 1445 **Women in Esports**
Morgan Ashurt and Alice Leaman, British Esports Association

The Women in Esports initiative was set up in November 2019 to promote inclusivity and diversity within the esports industry. Schools and College Liaison Officer, Alice Leaman and Marketing Manager, Morgan Ashurst talk through the initiatives plans and involvement within education.

- 1505 **Researching the Case for Esports**
Aaron Koshy, International Journal of Esports

Dr Aaron Koshy is an academic cardiologist with an interest in heart failure, medical devices and esports. He has spent the last 8 years working on clinical trials and developing technologies that improve care and performance in patients.

Aaron is the chief editor of IJESPORTS. The International Journal of Esports is the premier academic journal in the sector and is focused in publishing open access high quality research across the spectrum of disciplines in this space. Why is it important to create an academic journal specific to esports and what is the future of esports research?

Brian McCauley, Esports Research Network

Dr Brian McCauley is one of the founding members and vice chair of the Esports Research Network (ERN). With 202 current members from over 35 countries, the ERN is a multi-disciplinary network that seeks to connect researchers interested in the emerging field of esports.

Brian is helping many researchers across the ERN to support and promote their research through connections and collaborations. What is the importance of developing a research network and how does this improve the industry's ecosystem?

- 1540 **Closing**
Andy Payne, British Esports Association

- 1545 **End**



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Workshop B	[Workshop title] [Name of Speaker, Job Title, Organisation] [Description of Workshop]

