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Leveling Up: The Benefits of Introducing Esports Programs to Community Colleges

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We Build Community

PK-12 EDUCATION

HIGHER EDUCATION

FAITH BASED

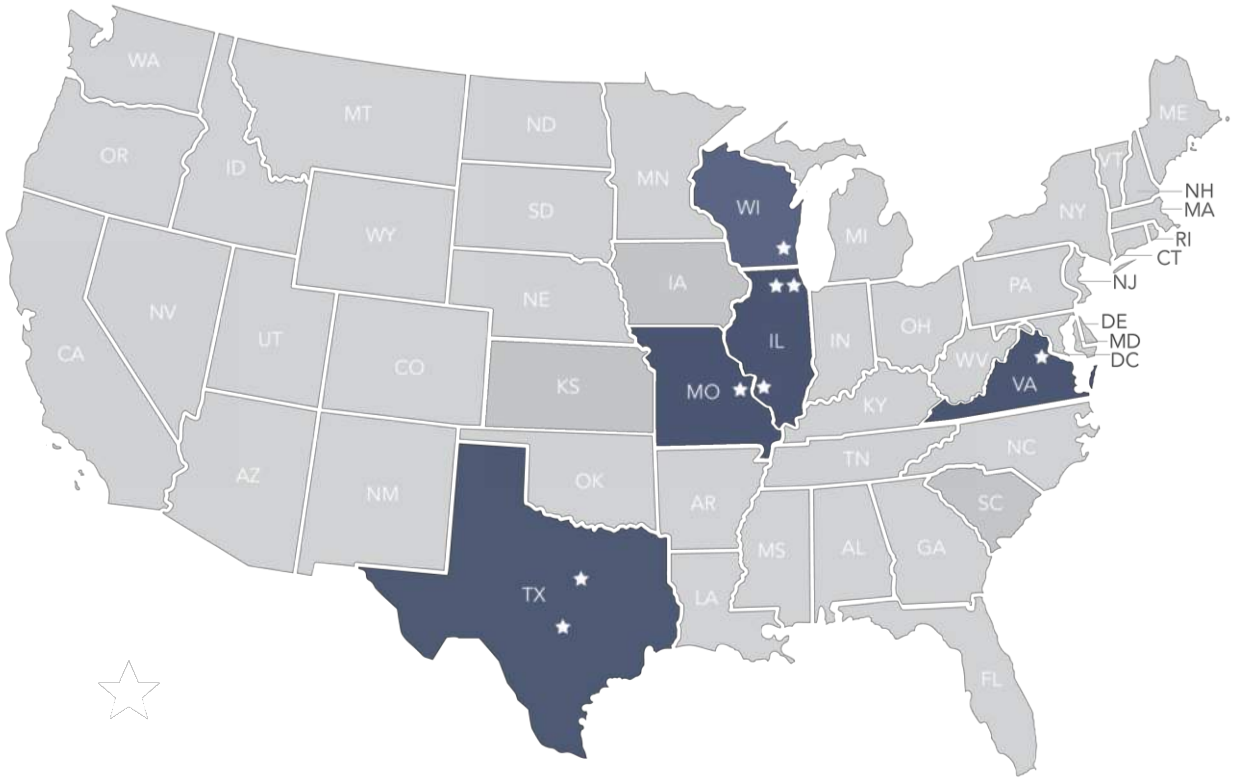
CIVIC

PUBLIC SAFETY

RECREATION

FEDERAL

CORPORATE



1945
ESTABLISHED

8
OFFICES

200+
PROFESSIONALS

100+
DESIGN AWARDS

40+
LEED PROFESSIONALS

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We Build Community

- Empathy in Design
- Empowerment & Student Excellence
- Beyond student experience, focused on what fosters student growth
- Dedicated to designing spaces that make student excellence commonplace

Austin Community College | City Colleges of Chicago | College of DuPage | Governors State University Kaskaskia College | Northern Illinois University | Northwestern University | Southern Illinois University Carbondale | Southern Illinois University at Edwardsville | St. Charles Community College | St. Louis Community College | Southwestern Illinois College | Triton College | University of Chicago | University of Illinois at Chicago | University of Illinois at Urbana-Champaign | University of Wisconsin System | Waubonsee Community College | Wheaton College

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Agenda

- How esports programs can serve as a recruiting tool.
- How esports programs can increase student retention.
- Impact of esports on student wellbeing
- Case studies:
  - St. Louis Community College
  - Southwestern Illinois College

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Esports is the term given to competitive online video gaming.

“Pew Research recently found that 85% of U.S. teens (ages 13-17) play video games. Among boys of that age, the percentage is 97%”

-Bob Venero, Forbes.com

Esports is inherently inclusive, allowing and supporting participation across social groups, physical abilities, and genders.

It provides students with the same social and emotional learning benefits as traditional athletics: leadership and team building skills, and an increased sense of belonging.

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Last year, more than $16 million in esports scholarships were awarded by U.S. colleges, helping to fuel the explosive growth of high school teams

-Mary Ellen Flannery, NEA Today

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Attract Talent

80% of esports teams are comprised of students who have never participated in an extracurricular activity before.
-National School Boards Association (nsba.org)

Keep Students on Campus

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North America Scholastic Esports Federation (NASEF) produces a free, state-approved curriculum for esports designed to develop STEM- and STEAM-based skills as well as Social/Emotional Learning attributes like communication, collaboration, problem-solving and leadership.

-nasef.org

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Increase Student Success & Retention

A 2019 study of graduated students who took some form of video game program in college found "84% of respondents stated that they were currently employed. This included full-time, part-time, and contract work as well as self-employment.

-Higher Education Video Game Alliance, 2019

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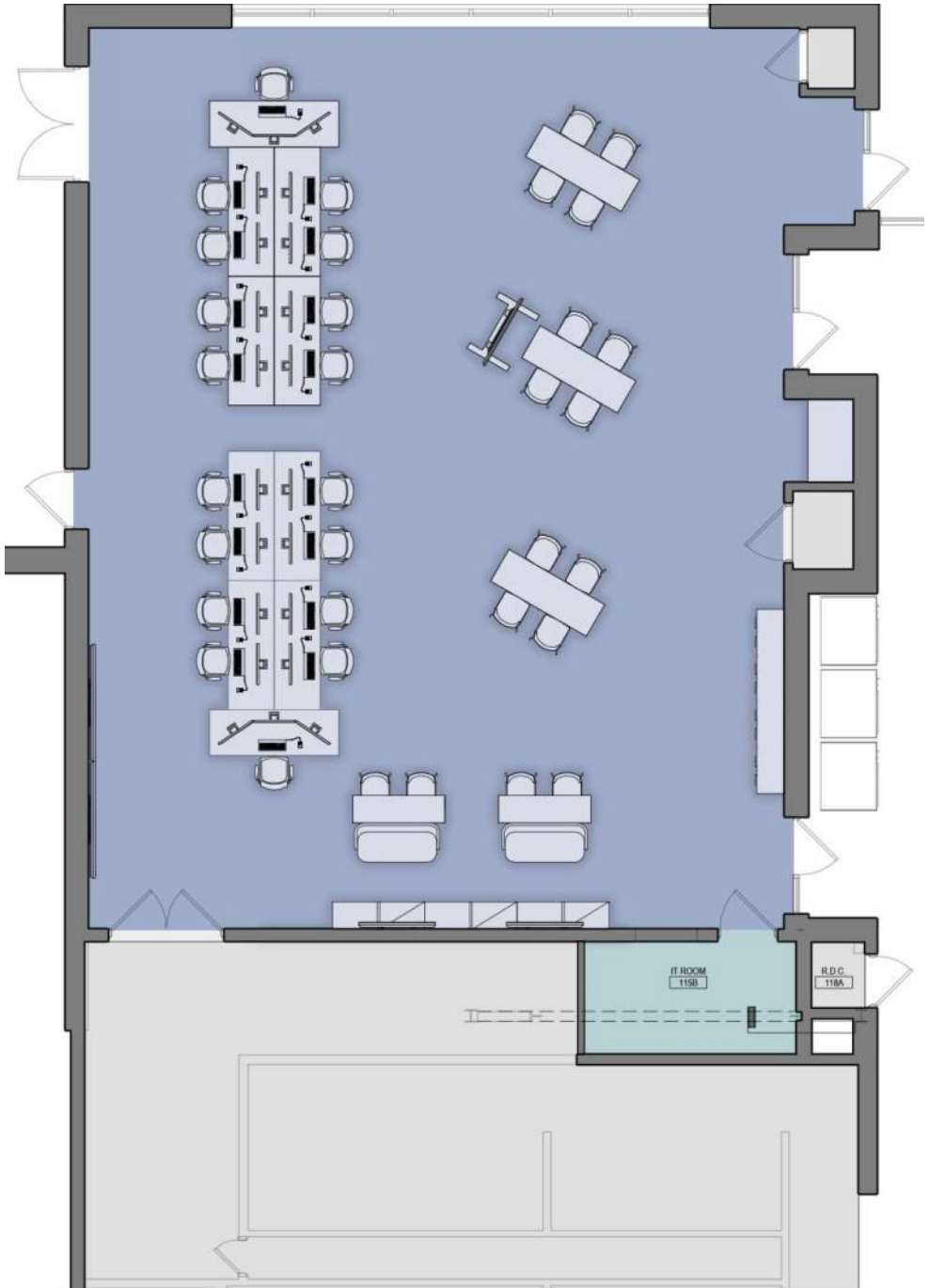
Student Wellbeing, Belonging, & Success

Case Studies

- St. Louis Community College
- Southwestern Illinois College

STLCC - esports

1,900 SF



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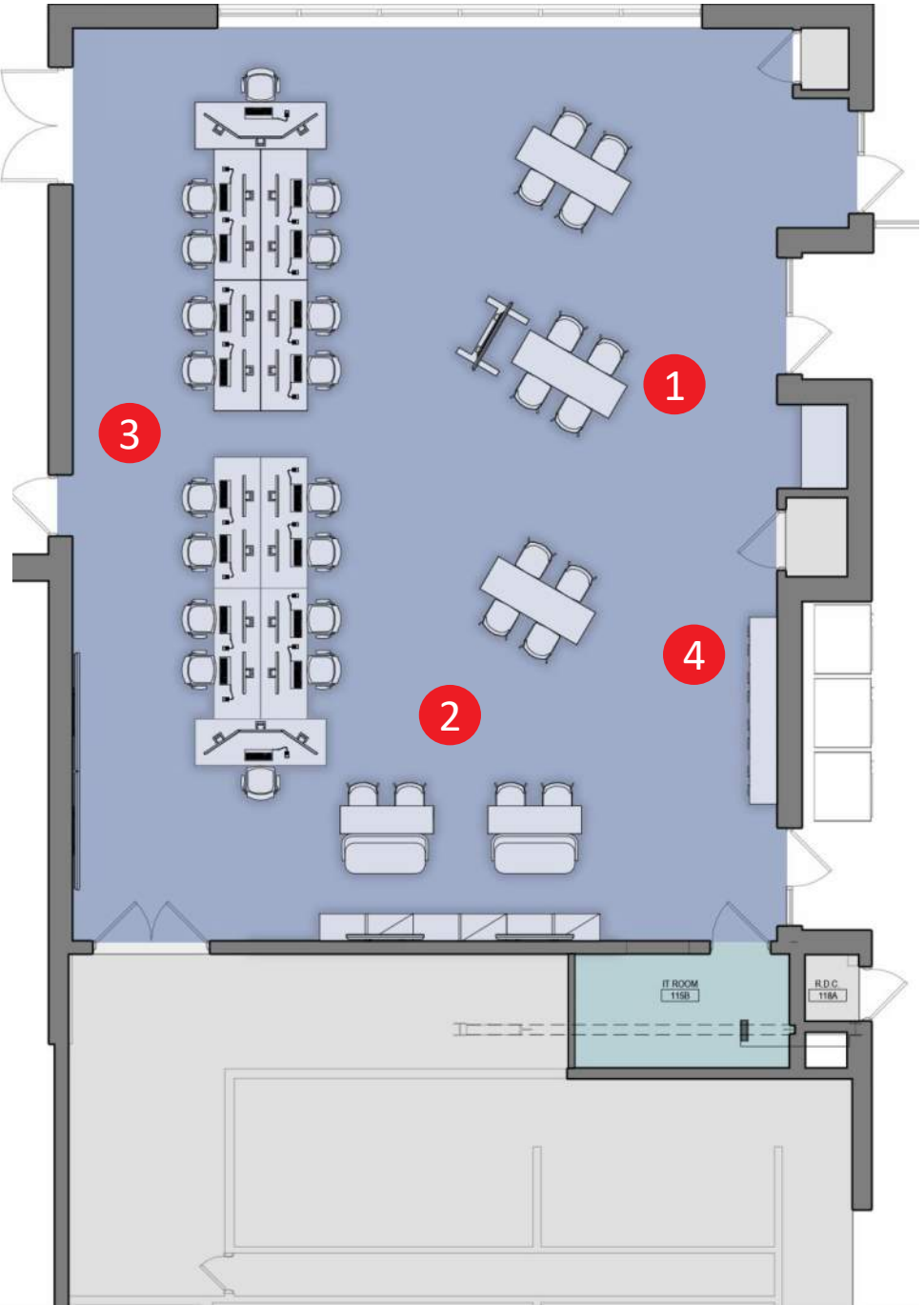
1

3

2

4



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STLCC – esports

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STLCC – esports

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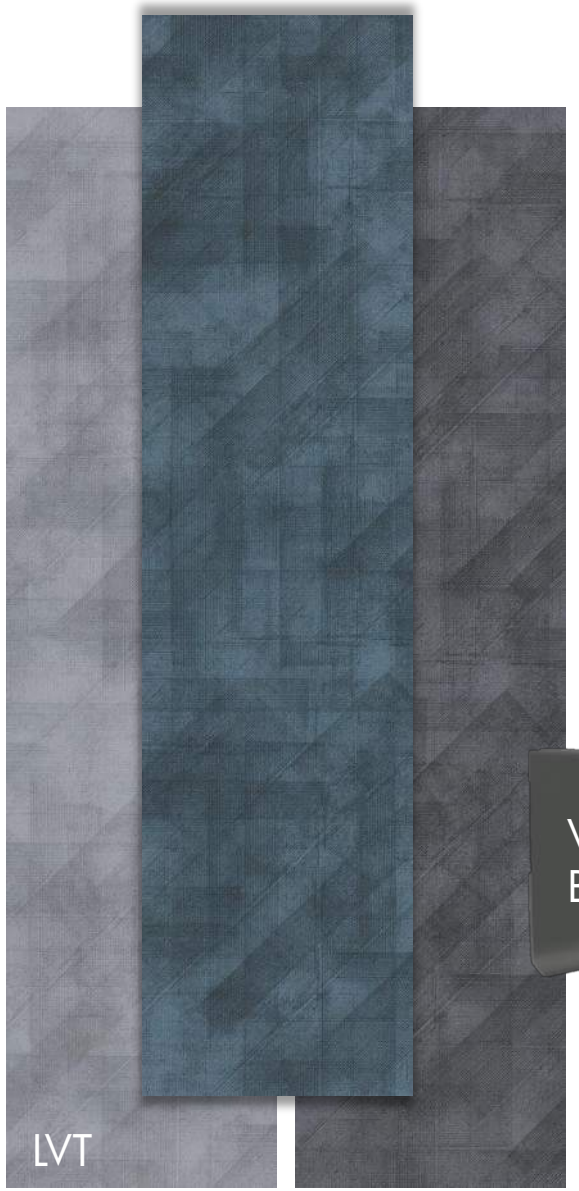
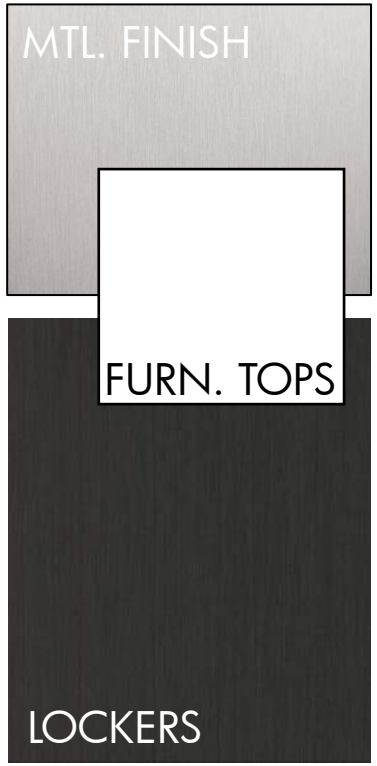
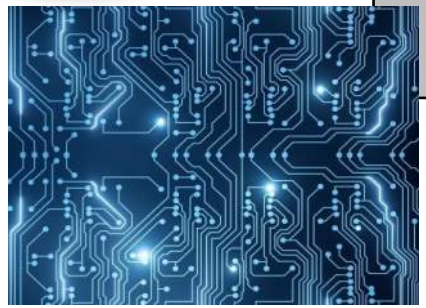


WALL BASE





WINDOW GRAPHIC

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GAME ON.
E-SPORTS
EXIT
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GAME
EXIT
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ARCHER STRONG

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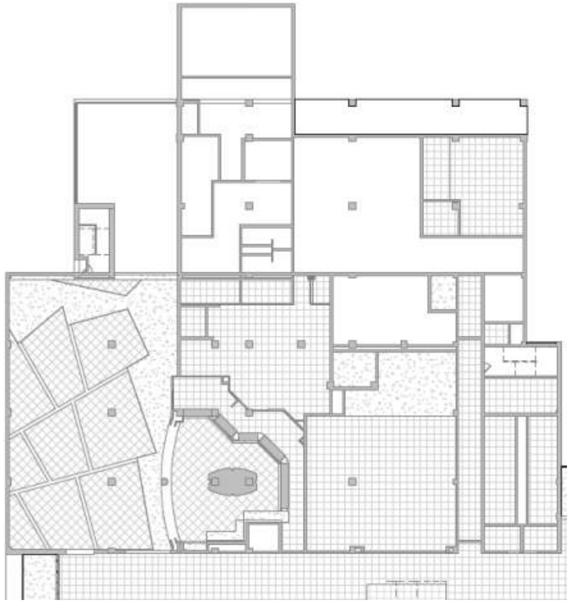
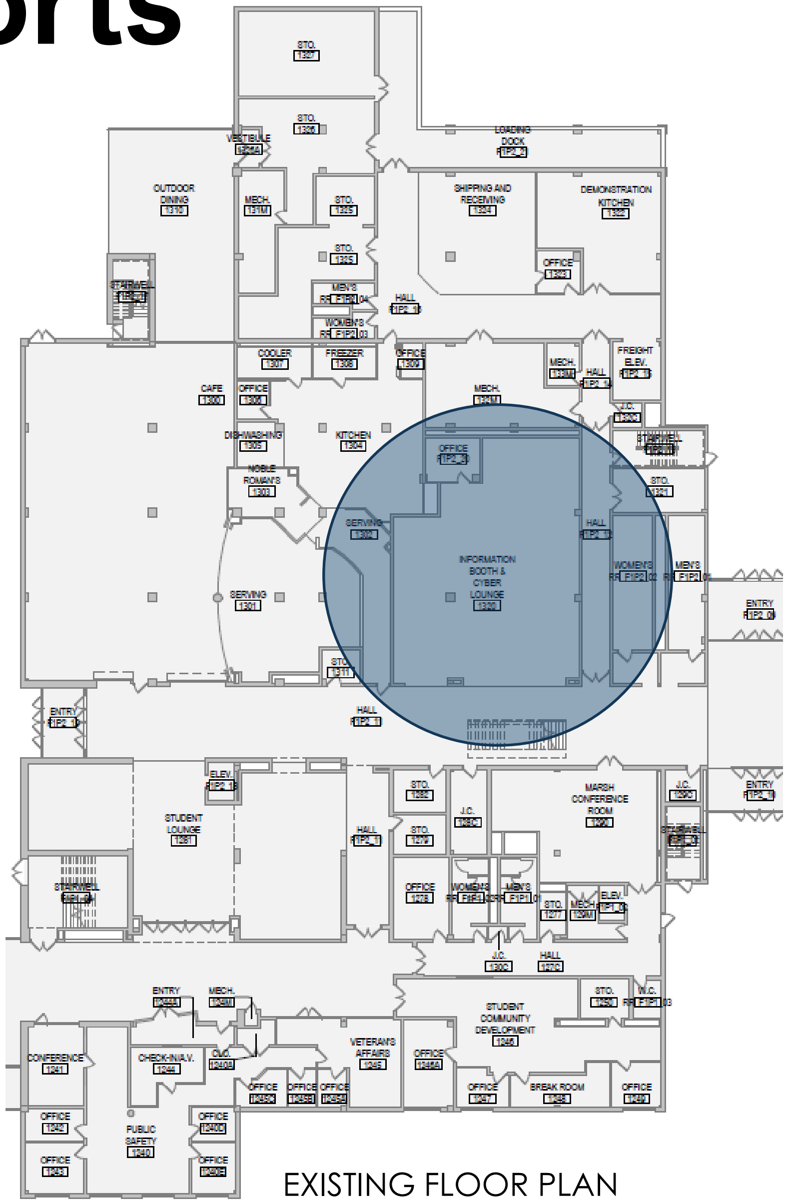
SWIC - esports



EXISTING RCP



EXISTING FLOOR PLAN

EXISTING AREA: 2,205 SF +/-

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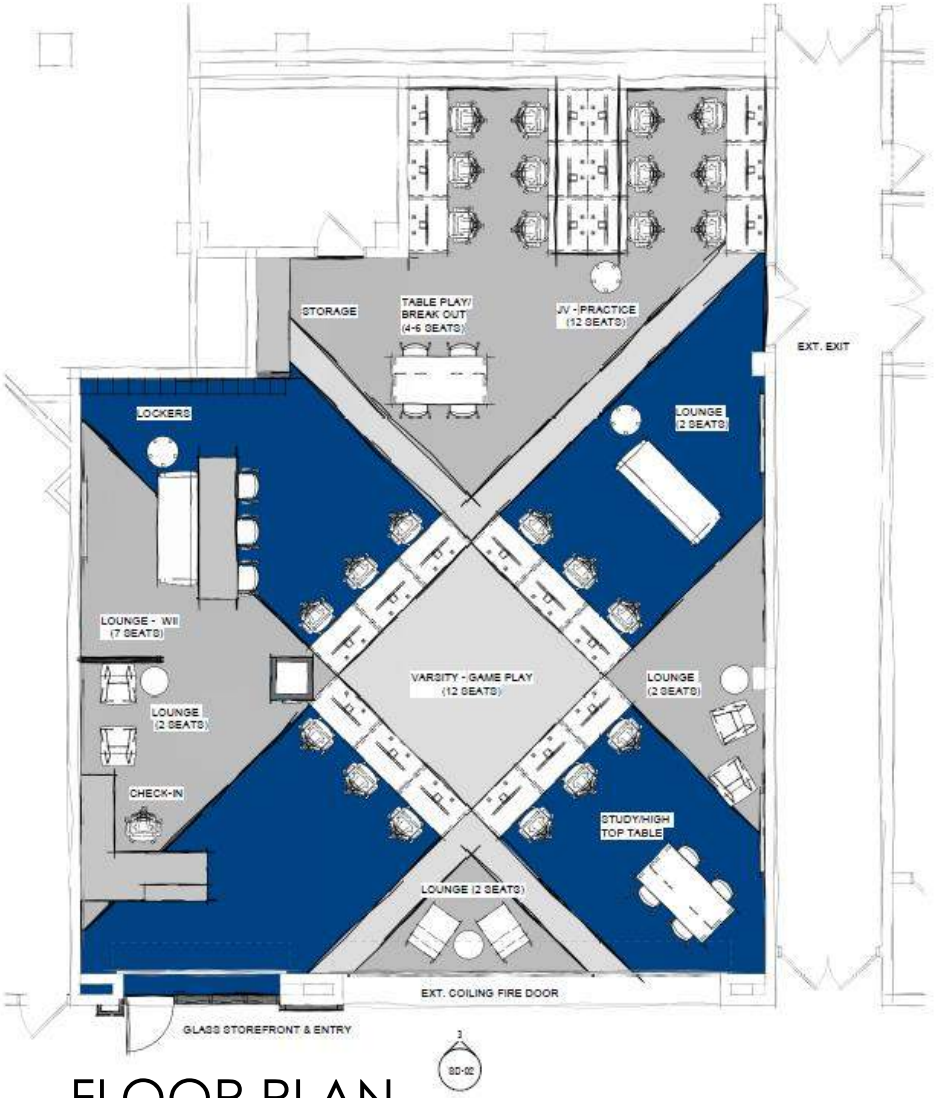
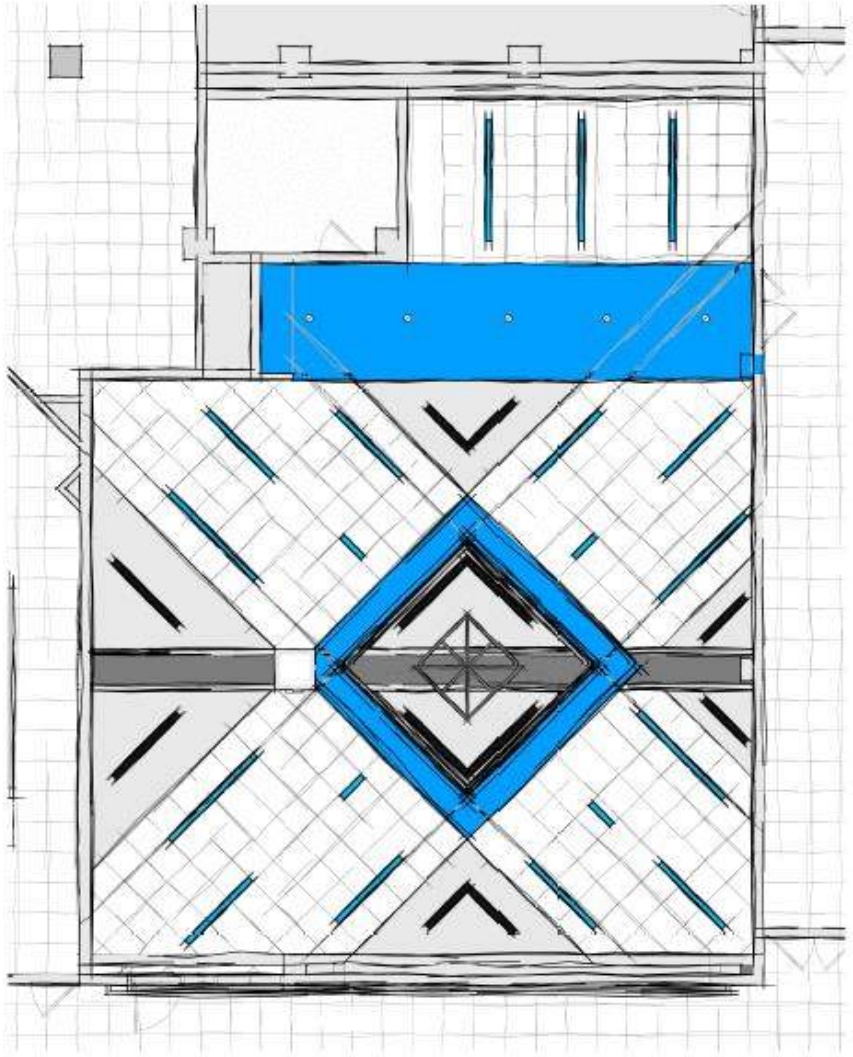
SWIC - esports



FLOOR PLAN



REFLECTED CEILING PLAN

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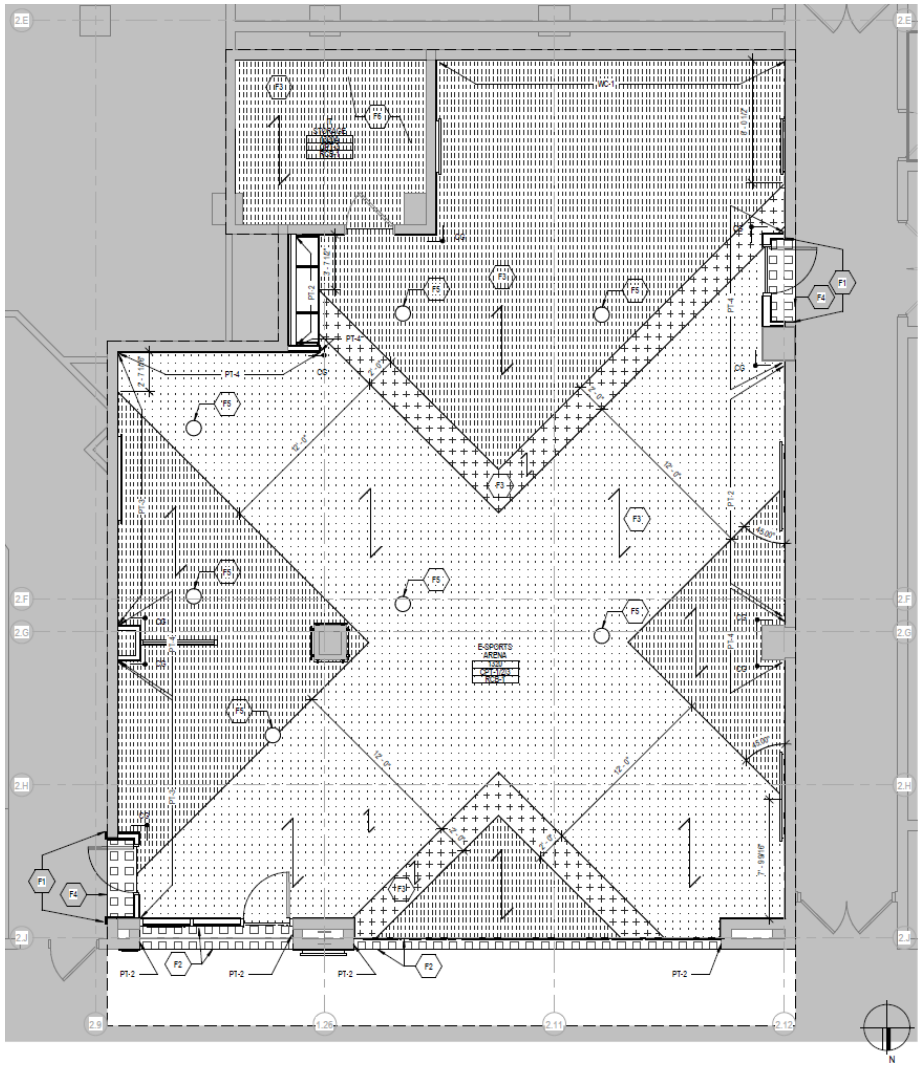
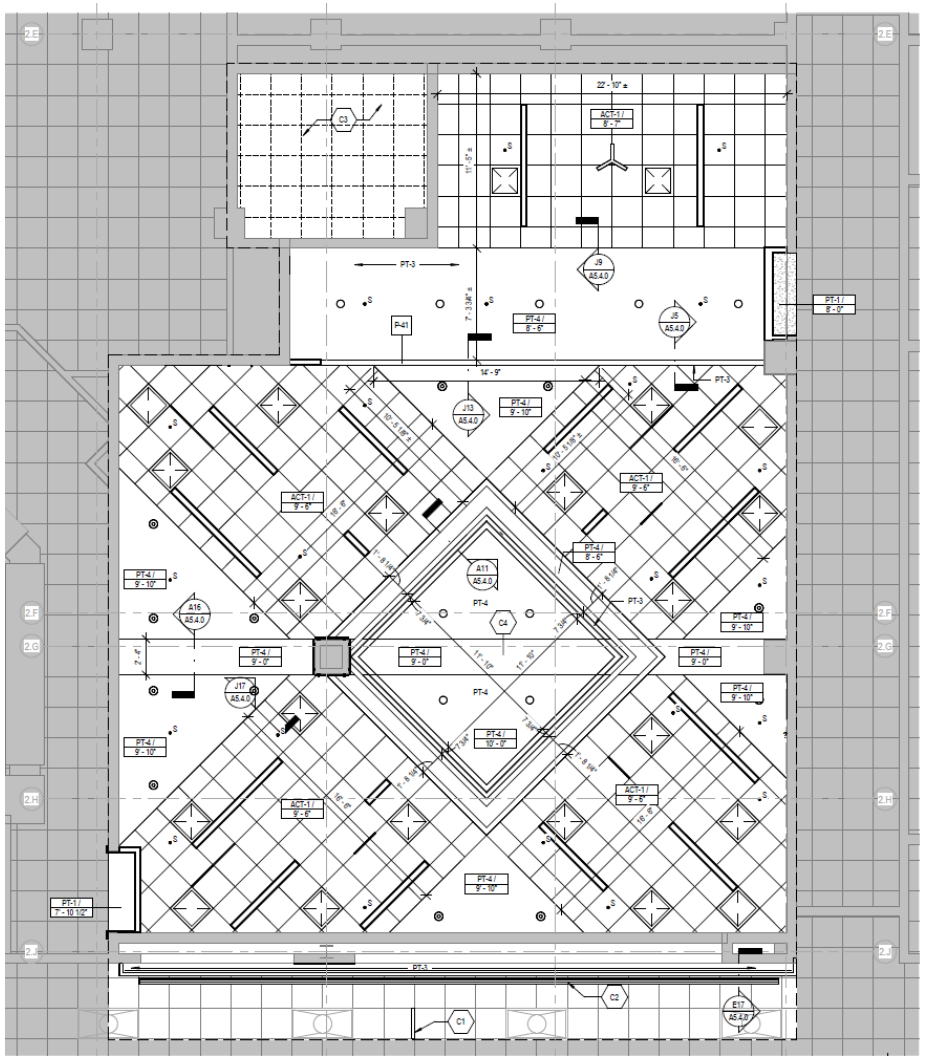
SWIC - esports



FLOOR PLAN



REFLECTED CEILING PLAN

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LEADERBOARD
locker
room
SWIC
SOUTHWESTERN
ILLINOIS COLLEGE

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ENGAGE
SWIC
SOUTHWESTERN
ILLINOIS COLLEGE

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Thank you!
Q+A