WE GET ESPORTS CAN CHANGE THE GAME FOR TODAY'S YOUTH

WHY ESPORTS FOR K-12 SCHOOLS AND DISTRICTS?

K–12 esports has seen a major boom in recent years. Thoughtful, purpose–built gaming programs not only motivate and engage previously disenfranchised students, but also promote teamwork and communication, open up unique scholarship opportunities, and prepare students to work in the ever–growing esports industry.

Boost Student Outreach & Engagement

Development of Soft Skills

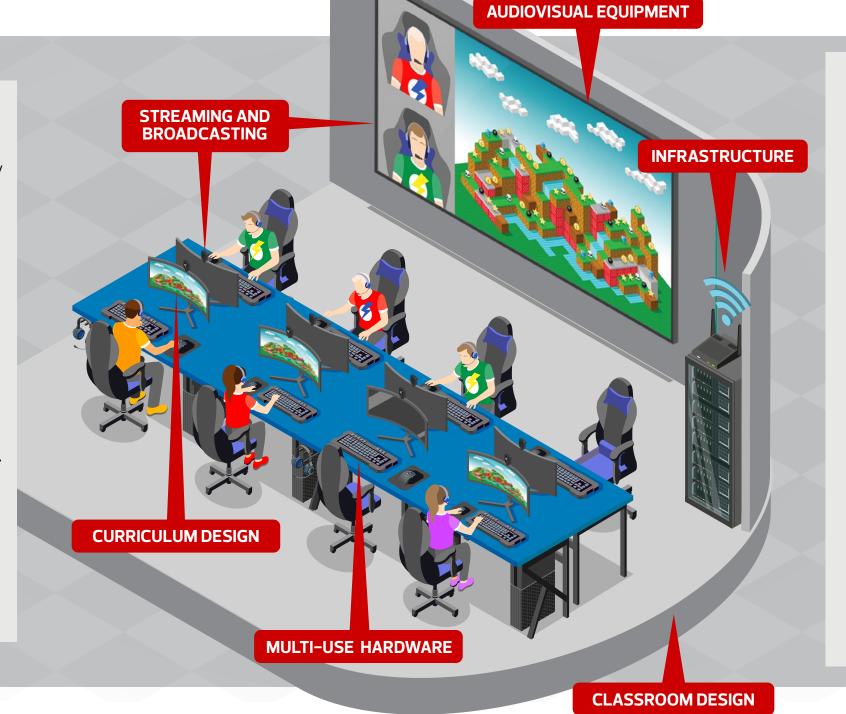
College and Careel Pathways

WHY CDW-G FOR ESPORTS

Coordinated planning and support are essential to establishing an esports program with lasting impact. Whether rolling out a handful of gaming stations or building out a 500-seat esports arena, CDW·G can help.

We outfit educational spaces with the correct gaming PCs and accessories, perform network capacity and speed assessments and upgrades, and even design a gaming room layout to account for multi-purpose use and the flow of the classroom.

Our complimentary consultative service helps you visualize and plan your ideal esports program.



HIGH SCHOOLS EMBRACE ESPORTS PROGRAMS



The esports program at Oswego East High School in Illinois is in its fourth year, and last year the team won a state championship. The district has whitelisted video games on district computers (after-school hours only), and students play on Dell OptiPlex 7020 desktop computers connected to Ethernet.

Fresno USD created its own esports tournament, with the district's 12 high schools squaring off in "Rocket League," a game that has been described as "soccer, but with rocket-powered cars." To prepare, students practice with their teams after school and compete against other schools in scrimmages. Most students play on HP EliteBook 850 notebooks and connect via existing Cisco 802.11ac wireless access points.

Ready to plan, implement or expand your esports program, or simply build stakeholder support?
Reach out to your CDWG account manager or visit

CDWGets.lt/esports to request a consultation.

