

# Learning Objectives Participants will be able to

- Define collaborative gaming and esports
- Identify the benefits of collaborative gaming and esports programs
- Describe how they can be used within library programming, both in person and virtually.





### **Esports**

- Short for electronic sports, is a form of competition using video games
- Use popular gaming equipment to teach teamwork and collaboration
- Create lasting social connections through the use of popular games
- Have the unique ability to draw a broad cross section of individuals who may not typically frequent the library
- Reach individuals whose gaming interest is limited due to cost
- Can provide validity and comfort to the post-COVID-19 world, gaming in the library is done apart, yet together.



## **Professional Esports**

- National Esports Association, collegiate league, scholarships and minors in esports
- Professional leagues, most stream to Twitch and YouTube
- Rocket League Oceanic Championship 2020, Grand Finals took place in April
- Rocket League World Championship offered \$1 million total prize money
- Overwatch League season reported global live+3 average minute audience of 375K
- League of Legends World Championship, Sep 25—Oct 31, 2020 (3.8m subs on YouTube)
- Madden NFL 21 Club Championship, \$750,000 prize pool



# **Professional Esports**



Rocket League World Championship, 2019



Overwatch League Championship, 2018



# **Benefits of Collaborative Gaming**

- Today's video games require players to think critically and solve problems in real-time
- Players must apply strategy, calculation, and spatial reasoning skills in order to improve
- Teens that would potentially be isolated or ostracized for gaming alone can find community and support by gaming with a team instead
- Provide a chance for teens to join a community team when they may not feel suited to traditional sports
- Participating on a team can be a great way to show community pride as well as develop friendships with fellow athletes
- Colleges have begun offering scholarships to talented players, and professional leagues are growing



### **Phase 1: Fortnite Tournaments**





#### **Phase 1: Fortnite Tournaments**

#### Rules

- -You must play using the library's login
- -All sounds and chat functions must be turned off
- -Stay on the battle summary page and wait for a librarian to record your score

#### Scoring

-Win the round: 10 points

-2<sup>nd</sup> Place: 7 points

-3<sup>rd</sup> Place: 5 points

-4-10<sup>th</sup> Pace: 2 points

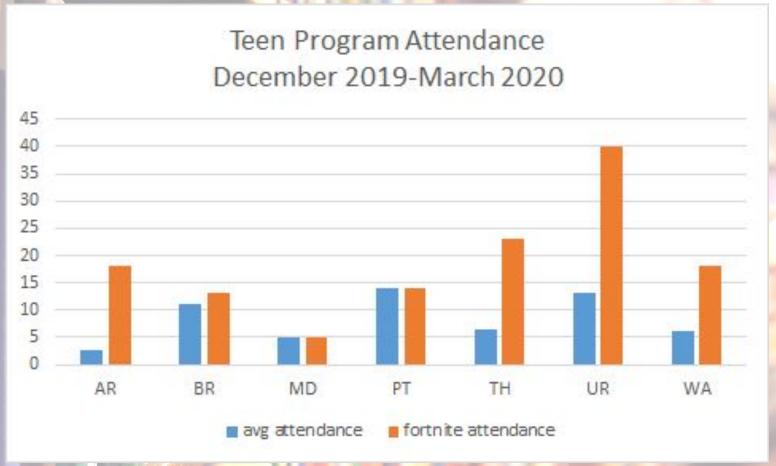
-1 kill = 1 point





#### **Phase 1: Fortnite Tournaments**







#### Grant

- Made possible by Maryland LSTA Grant 2020-2021
- Collaborative Competition: Digital Worlds Post COVID-19
- Two-pronged approach
  - One aimed at reaching youth ages 8 to 12 through the use of the family-friendly Nintendo Switch
  - One aimed at youth ages 14 to 18, which capitalizes on the growing popularity of esports with gaming laptops



#### Phase 2A: Nintendo Switch

- The Nintendo Switch allows for a host of collaborative game play, which makes it both family and library friendly
- One unique feature of the Switch, which makes it an ideal addition, is the new Joy-Con controllers because each console can be played by two players
- Eventually plan be made available for in-house check-out by patrons
- Mario Party, Super Smash Brothers Ultimate, Minecraft, Mario Kart
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#### Switch vs. Laptops

- Teach the initial concepts of esports, leading them to create relationships with their peers, and as they age, prepare them for more serious game play
- With an intentional overlap in the games used on both the Nintendo Switch consoles and the set of gaming laptops, FCPL would create a framework for both personal growth as well as peer mentorship opportunities between the two target age groups, youth ages 8-12 and youth ages 14-18.

# Phase 2B: Gaming Laptops Rocket League & Madden NFL

Rocket League is an arcade-style soccer game that is played using customizable cars as the players. Rocket League players can compete in teams of up to four players. Rocket League also has a competitive esports presence with events such as the Rocket League Championship Series (Psyonix LLC, 2020.)



 Madden NFL is a football simulation. Action tries to present a realistic version of the sport, from injuries to play schemes for situations on the field. Players who aren't experienced or who are looking for a lighter, more arcade-like experience can find that in the game as well.





### In-person program plans

- Originally A minimum of six programs to be offered system-wide in January 2021 and February 2021 - 2 hour duration
- Branches could request all of the gaming laptops and compete against other players in the same room
- The gaming laptops could be divided between multiple locations and played by invitation at the different branches



## **Virtual Options**

- Discord socializing and gaming
  - Offer a Discord server for all of our teen content, including volunteering, DIY, and gaming
  - Currently, host both Dungeons and Dragons and Game Night monthly
- Collaboration with the Esports Director at Mount St. Mary's University to host a "Getting Started with Esports" program
- Further exploration streaming ex: "Teen Librarians Play Madden for the First Time"





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