THE TAEL EDUCATOR & FAMILY ZONE

STATE INFORMATION FOR ESPORTS

Academic esports, which typically focuses on the educational and competitive aspects of gaming within a scholastic environment, is not directly linked to violence in students. The research on the impact of esports on student behavior, including any potential links to violence, is still evolving. However, available studies and insights from educational institutions suggest that esports, particularly within academic settings, tend to have positive effects on student development rather than promoting violence. Here are some key findings from recent research and observations:

In academic settings, esports often emphasizes teamwork, strategic thinking, and skill development, similar to traditional sports. Additionally, educational institutions that incorporate esports into their curriculum usually aim to foster a positive environment that promotes collaboration, learning, and respect among participants. Therefore, while the debate around video games and aggression continues, academic esports as a structured, educational activity does not have a direct, established link to promoting violence in students.

Slippery Rock University Research: A study at Slippery Rock University focused on the impact of esports on college campuses, particularly looking at the correlation between students' GPA and their average time spent playing esports. The research explored students' attitudes, norms, and behavioral intentions related to esports and the possibilities that esports could enhance student development. The results did not find a negative correlation between GPA and esports participation. Some students playing up to 10 hours per week still maintained high GPAs.

Benefits Similar to Traditional Sports: According to EDUCAUSE, esports athletes gain similar benefits to students in traditional sports. These benefits include teamwork, communication, critical thinking, social growth, self-esteem, leadership, and time management. The commitment required for esports is comparable to that of traditional sports, and students learn valuable time-management skills. Additionally, involvement in esports can stimulate interest and growth in STEM fields, combining skills like programming with digital art or music production.

While the debate around the impact of violent video games continues, the structured environment of academic esports programs, coupled with their focus on skill development, teamwork, and educational outcomes, suggests that esports in educational settings does not inherently lead to increased violence or aggression among students. Instead, these programs often provide valuable learning experiences and skill development opportunities.