



# The Deconstructed Classroom

Teaching and reaching today's  
student while enhancing IT's  
efficiency

Presented by  
Lori Whitt and Jason Webster

# Agenda

May

## 01 Yesteryear

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02 Attracting and retaining students

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03 Esports

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04 Virtual & Hyflex classrooms

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05 Centralized management

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06 Q & A

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# 150 Years ago...

## Cars

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# 150 Years ago...

## Phones

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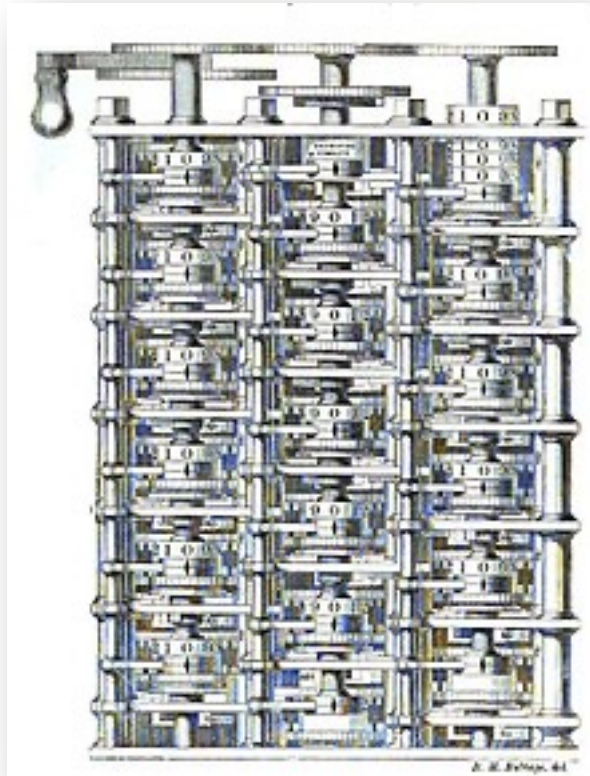




# 150 Years ago...

## Computers

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# 150 Years ago...

## Music Players

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# 150 Years ago...

## Classrooms

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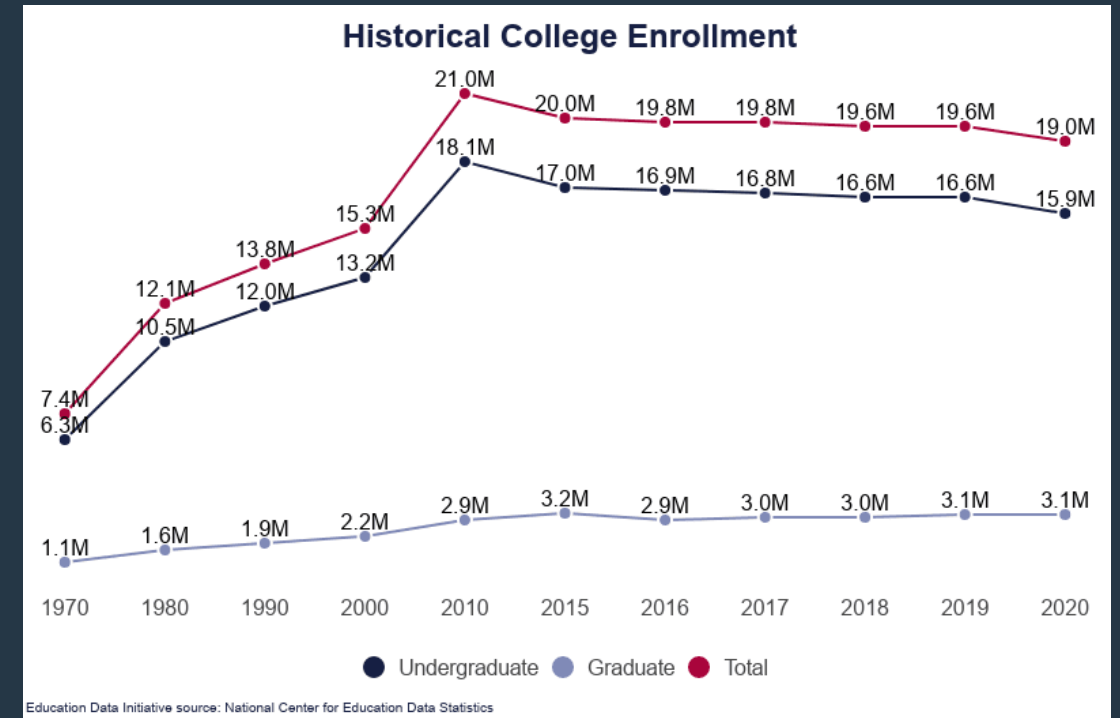
06 Q & A

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# College/University Enrollment

- Competition from online programs
- Tuition costs increasing
- Micro credentialing
- Struggle to retain instructors
- Students looking for culture



What can be done to  
acquire and retain students?

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# What is esports **Not**

2023



# What is esports?

(Short for electronic sports)

Endurance

Self Esteem

Problem Solving

Objectives

Relationships

Teamwork

Stamina

# Professional Esports

- Competition +Gaming
  - Most commonly, esports take the form of organized multiplayer online video game competitions.
- Massive and **rapidly growing** industry
- Live broadcast w/ commentary
- Awards + Prize money to competitors
- Rivals' traditional American sports, especially in viewership





- There were close to **3.0 billion players** across the globe in 2021. This is up +5.3% year on year from 2020
- Globally, the market will grow with a compound annual growth rate since 2019 of +8.7% to reach **\$218.7 billion in 2024**, passing the coveted \$200-billion threshold in 2023.
- Esports has the **2<sup>nd</sup> highest viewership** in the world (NFL is 1st)
- The top 100 public game companies produced a **combined revenue of \$166.3 billion** in 2020.
- The lines between esports and traditional sports will continue to blur
- Metaverse anticipation will drive both investment and VR sales

In November 2018, the World Championship finals of League of Legends, also a MOBA, drew in 100 million unique viewers online. By comparison, that year's Super Bowl had about 98 million viewers.

In 2022, Statista reported the global esports market was valued at just over \$1.38 billion, projected to grow to as much as \$1.87 billion in 2025

# How Ohio Schools And Businesses Are Capitalizing On Esports

With an estimated global market value over \$1.38 billion, the esports industry continues gaining popularity in Ohio, where grassroots organizations have been creating competitions at high school and collegiate levels.

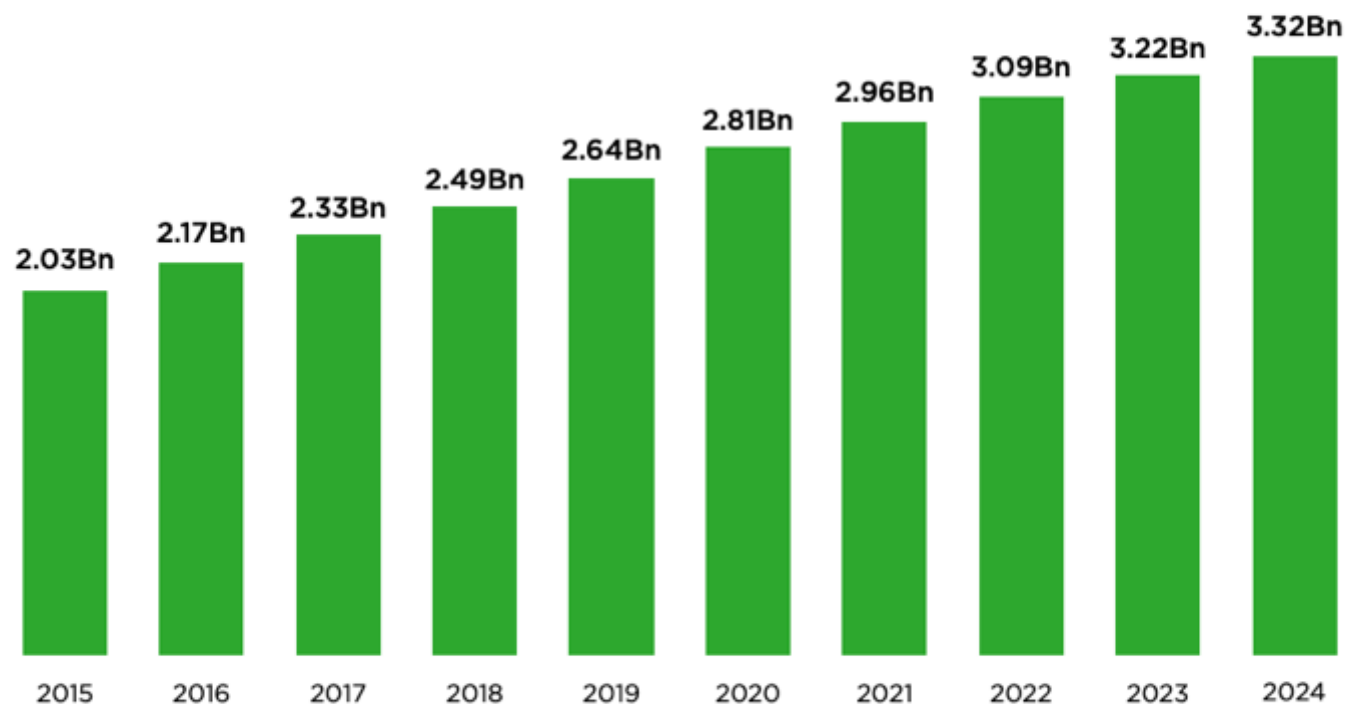
February 06, 2023 • London Bishop, Springfield News-Sun, Ohio



# Esports Statistics

## Global Player Forecast

2015-2024





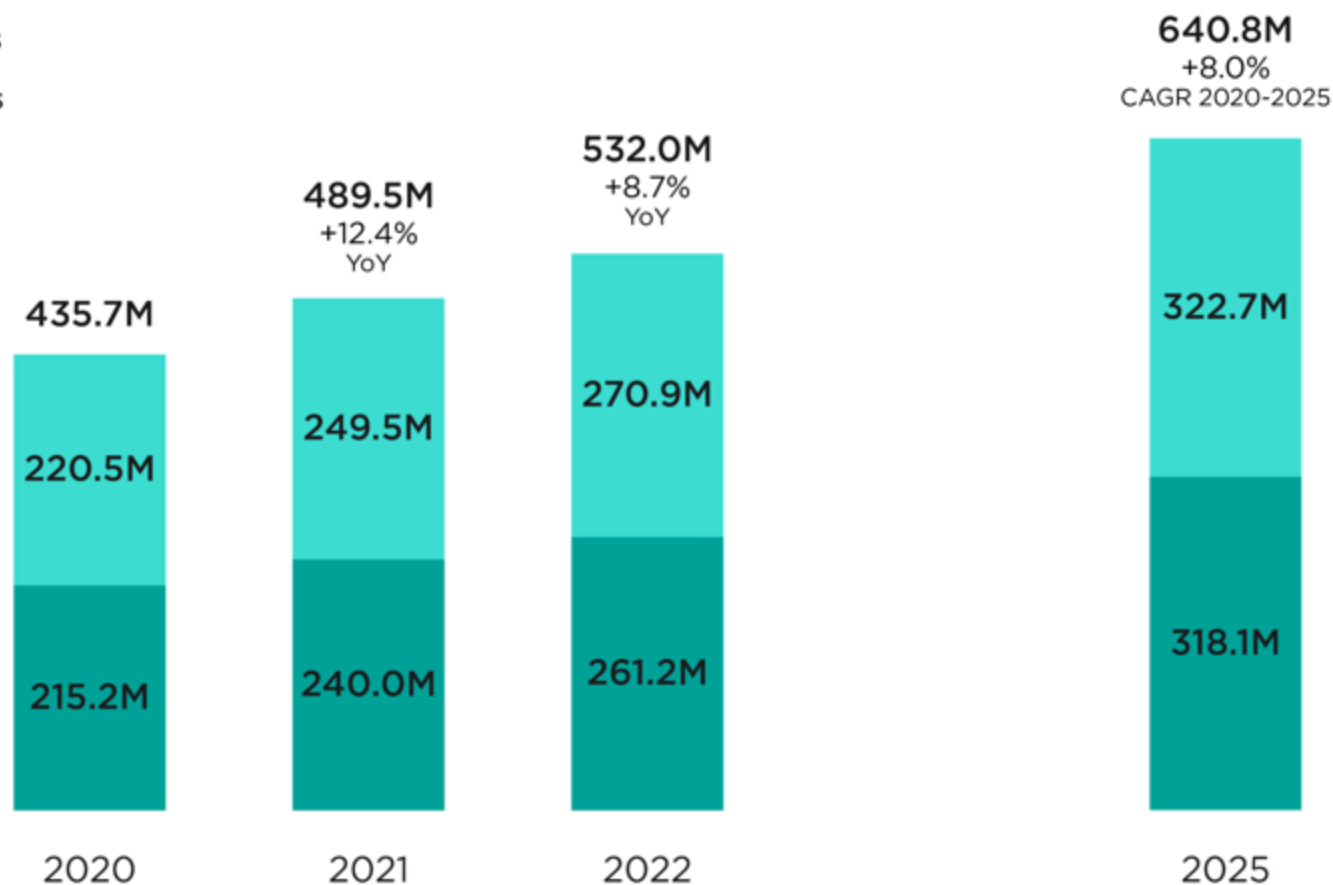


# Esports Audience Growth

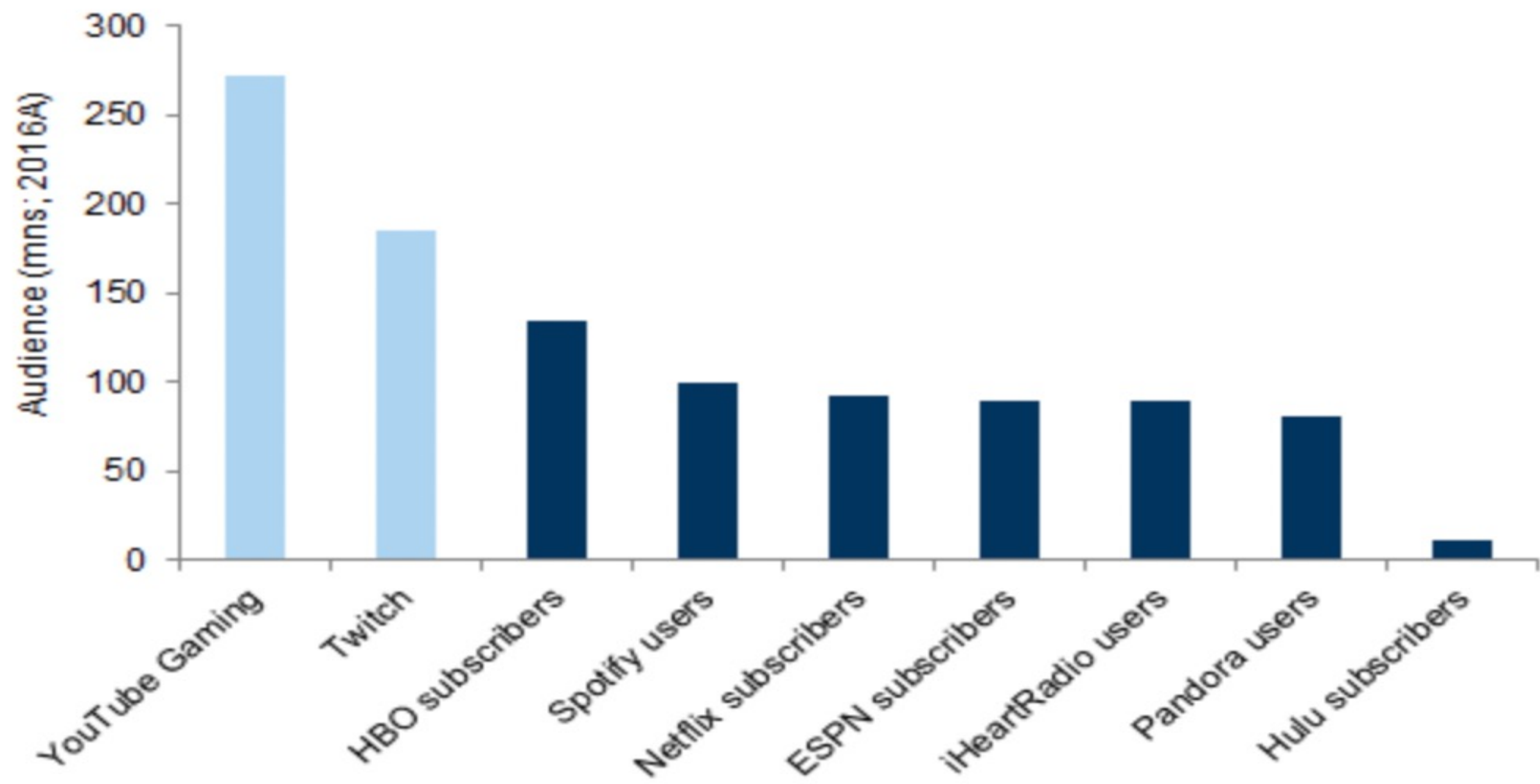
Global | For 2020, 2021, 2022, and 2024

Occasional Viewers

Esports Enthusiasts



Due to rounding, esports enthusiasts and occasional viewers do not add up to the total audience in 2022.



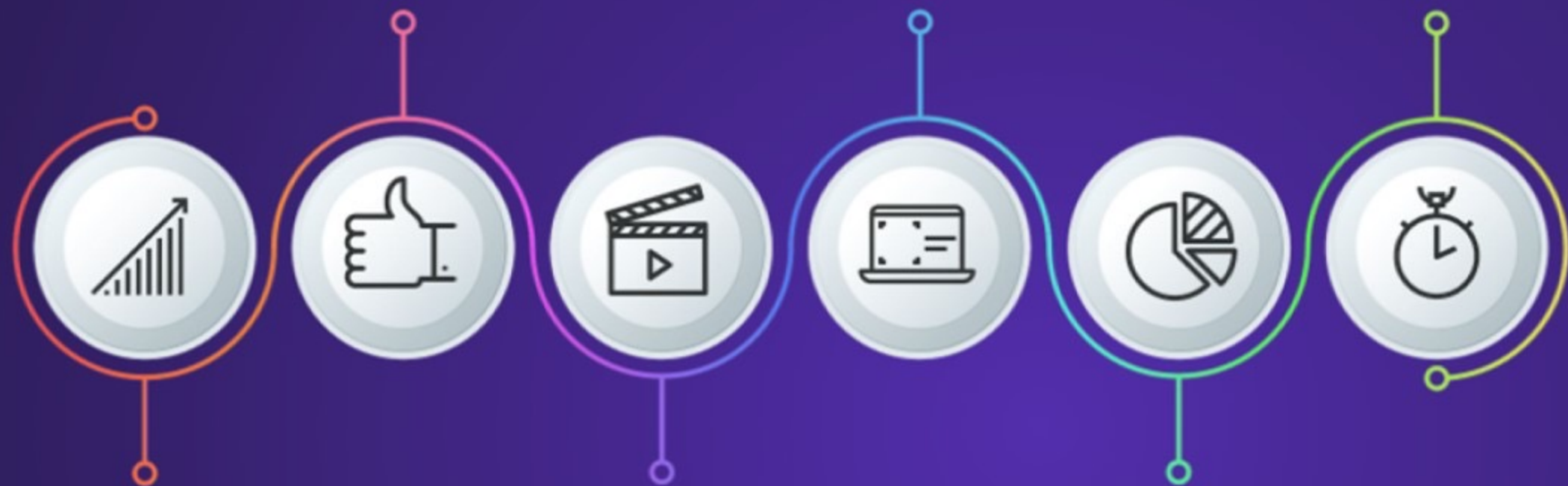
Source: SuperData, Goldman Sachs Global Investment Research

# ESPORTS RELATED PROFESSIONS

SOCIAL / DIGITAL  
MEDIA

INFORMATION  
TECHNOLOGY

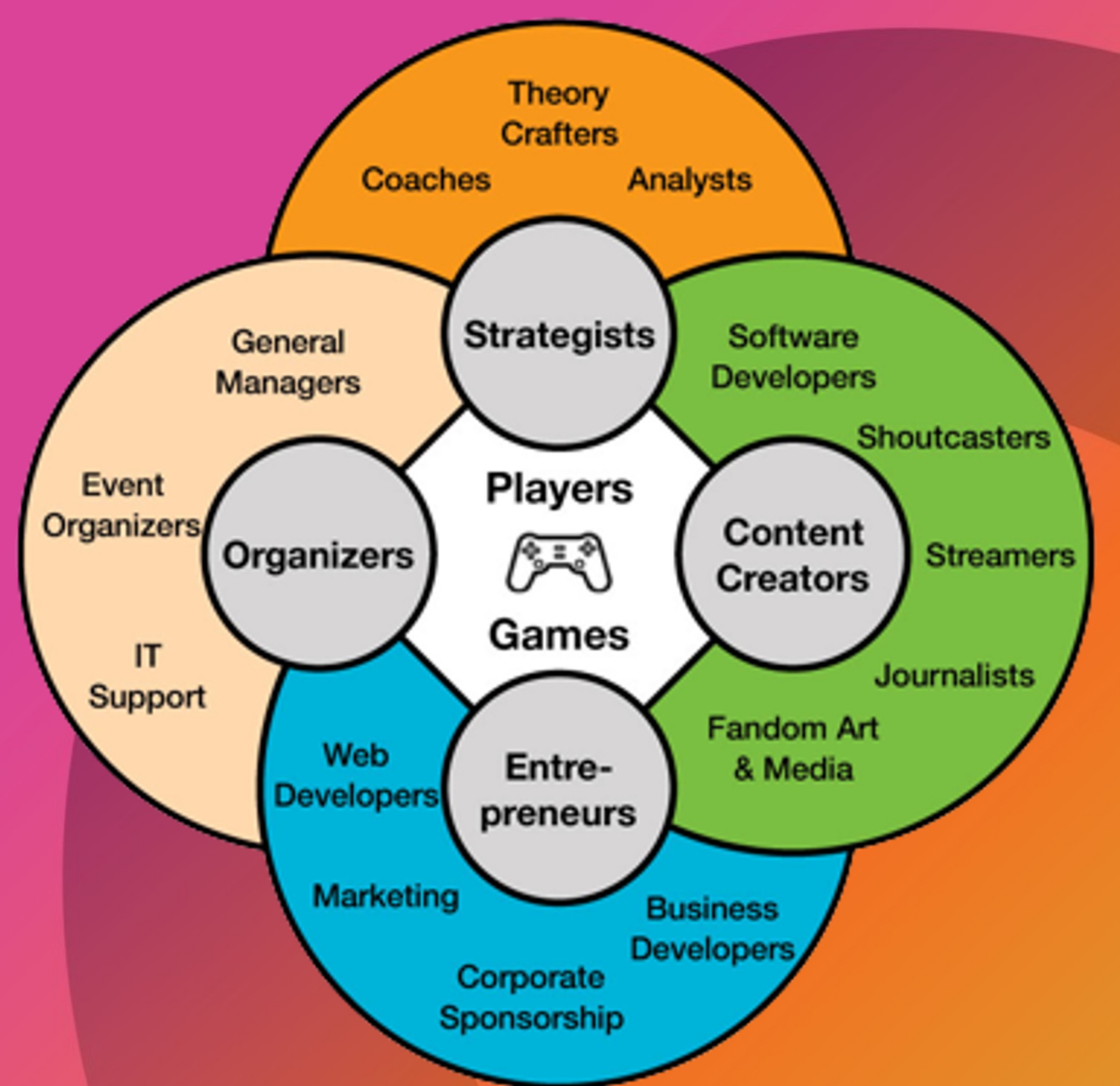
SPORTS  
MANAGEMENT



MARKETING

BROADCAST /  
COMMUNICATIONS

BUSINESS  
ECONOMICS



**The Scholastic Esports Ecosystem**

## More than games

Within K12 and Higher Education

Competitive video gaming  
and the community that  
supports it



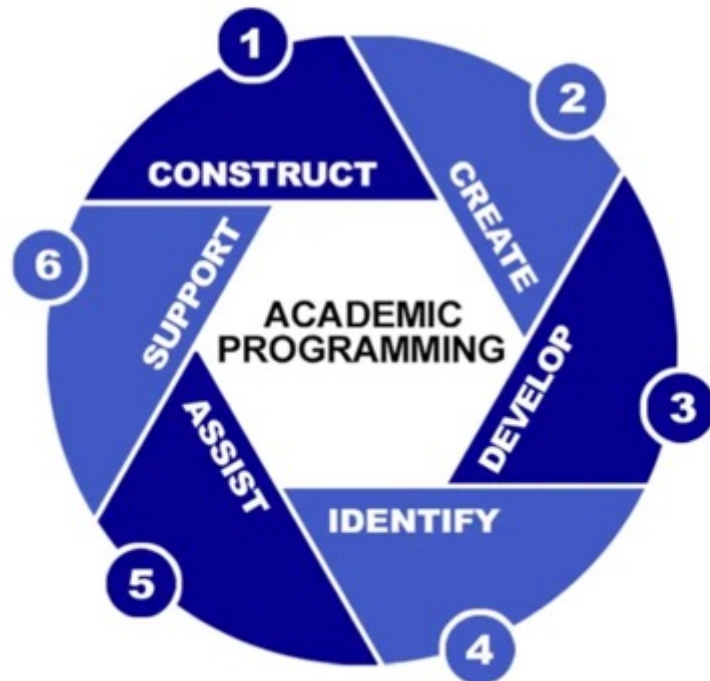


# Esports Curriculum

Customized to fit you school's individual goals



**ESPORTS DEVELOPMENT**  
— AND GROWTH ENTERPRISE —



## **ACADEMIC ESPORTS PROGRAMMING**

### **6 STEP PROCESS**

#### **CONSTRUCT**

*CONSTRUCT THE  
DEGREE AT A GLANCE*

#### **CREATE**

*CREATE A CURRICULUM  
ROADMAP*

#### **DEVELOP**

*DEVELOP SYLLABI FOR  
COURSES*

#### **IDENTIFY**

*IDENTIFY QUALIFIED  
CANDIDATES*

#### **ASSIST**

*ASSIST WITH THE  
CURRICULUM  
APPROVAL PROCESS*

#### **SUPPORT**

*PROVIDE ONGOING  
PROGRAM SUPPORT*



# Opportunities

## List of Colleges/Universities Scholarships





**WHO:** Oklahoma City University  
**WHERE:** Oklahoma City, Oklahoma  
**SCHOLARSHIP PROGRAMS:** Academics, Intercollegiate Esports (League of Legends, Rocket League, Smash Brothers Ultimate, Valorant)  
**STUDENTS IN PROGRAM:** 30+  
**STUDENTS IN COMMUNITY:** 120+  
**VENUE:** Yes  
**OTHER:** Production & Casting opportunities, Bachelor of Arts in Esports Marketing & Management

**- SOCIALS -**  
 Twitter: @OCUEsports  
 IG: @OCU\_Esports  
 Twitch: @okcu\_esports  
 gamemaster@okcu.edu  
 okcu.edu/artscl/enrichment/esports



**WHO:** University of North Texas  
**WHERE:** Denton, Texas  
**SCHOLARSHIP PROGRAMS:** Intercollegiate Esports (League of Legends, Overwatch, Rocket League)  
**STUDENTS IN PROGRAM:** 40+  
**STUDENTS IN COMMUNITY:** 1400+  
**VENUE:** Yes  
**OTHER:** Coaching, casting & production, journalism, event organization, social and community management opportunities

**- SOCIALS -**  
 Twitter: @untesports  
 Email: dylan.wray@unt.edu  
 recsports.unt.edu/programs/esports



**WHO:** Texas Wesleyan University  
**WHERE:** Fort Worth, Texas  
**SCHOLARSHIP PROGRAMS:** Community, Production, Streaming, Intercollegiate Esports (FIFA, Smash Bros, Ultimate, Overwatch)  
**STUDENTS IN PROGRAM:** 50+  
**STUDENTS IN COMMUNITY:** Community is active and established  
**VENUE:** Yes  
**OTHER:** Employment opportunities, career coaching, and personal development mentoring

**- SOCIALS -**  
 IG | Twitter: @txwes\_esports  
 Email: esports@txwes.edu  
 txwes.edu/esports



**WHO:** University of Texas at Arlington  
**WHERE:** Arlington, Texas  
**SCHOLARSHIP PROGRAMS:** Intercollegiate Esports (League of Legends, Overwatch, Rocket League)  
**STUDENTS IN PROGRAM:** 40+  
**STUDENTS IN COMMUNITY:** 1700+  
**VENUE:** No (Planned for Summer 2021 PLUS accommodations with iSports Arena Arlington)  
**OTHER:** Shoutcasting & Broadcasting, Journalism, Content Creation, Community Engagement

**- SOCIALS -**  
 Email: drew.boehm@uta.edu  
 uta.edu/esports







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# Mixed Reality

## Microsoft Hololens

- Hololens video that can be found at <https://www.youtube.com/watch?v=h4M6BTYRIKQ&t=1s>

# Visible Body

## Health Care

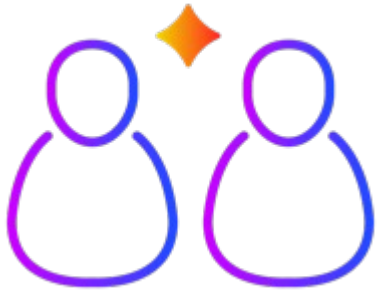
- Visible Body video that can be found here: <https://www.youtube.com/watch?v=D1rpPR6hfUw>





**Your Virtual Campus  
for Online Learning**

# **Engage, Collaborate, Belong – Virtually**



**Drive  
Engagement**



**Enhance  
Collaboration**



**Foster a Sense of  
Belonging**

# How does ViewSonic Transform the Online Learning Experience?



**Immersive Learning Environment**



**Encouraging Collaborative Learning**



**Meaningful Community Building**



# **How do We Teach and Learn in ViewSonic's Virtual Campus?**



# Teach in Ways You're Already Familiar With



Presenting content  
from your device



Casting from your camera

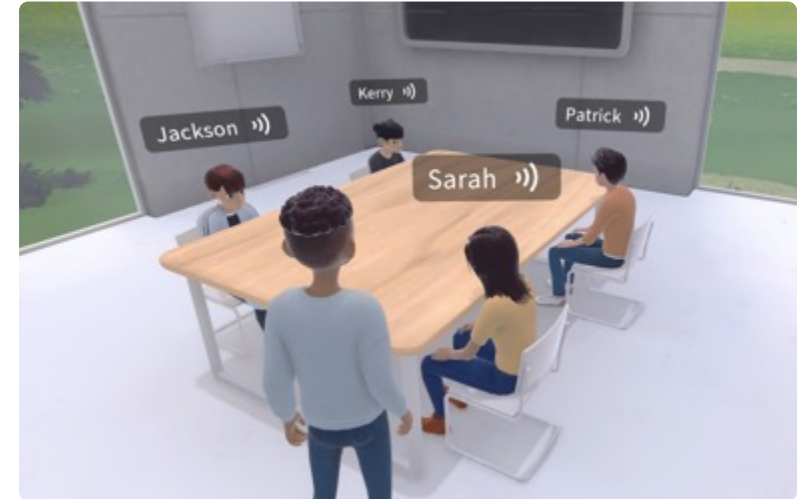


Monitoring discussions  
and providing feedback in  
real- time

# Multiple Options for Student Collaboration



Open space classroom



Group worktables



Breakout rooms

# Encourage Social Interactions



Chat and emojis



Natural audio



Self-expression via avatars

# There is a **UNIVERSE** of Possibilities

How do you envision your **UNIVERSE**?



To learn more, visit our website:

<https://universe.viewsonic.io>





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# Esports management

Software



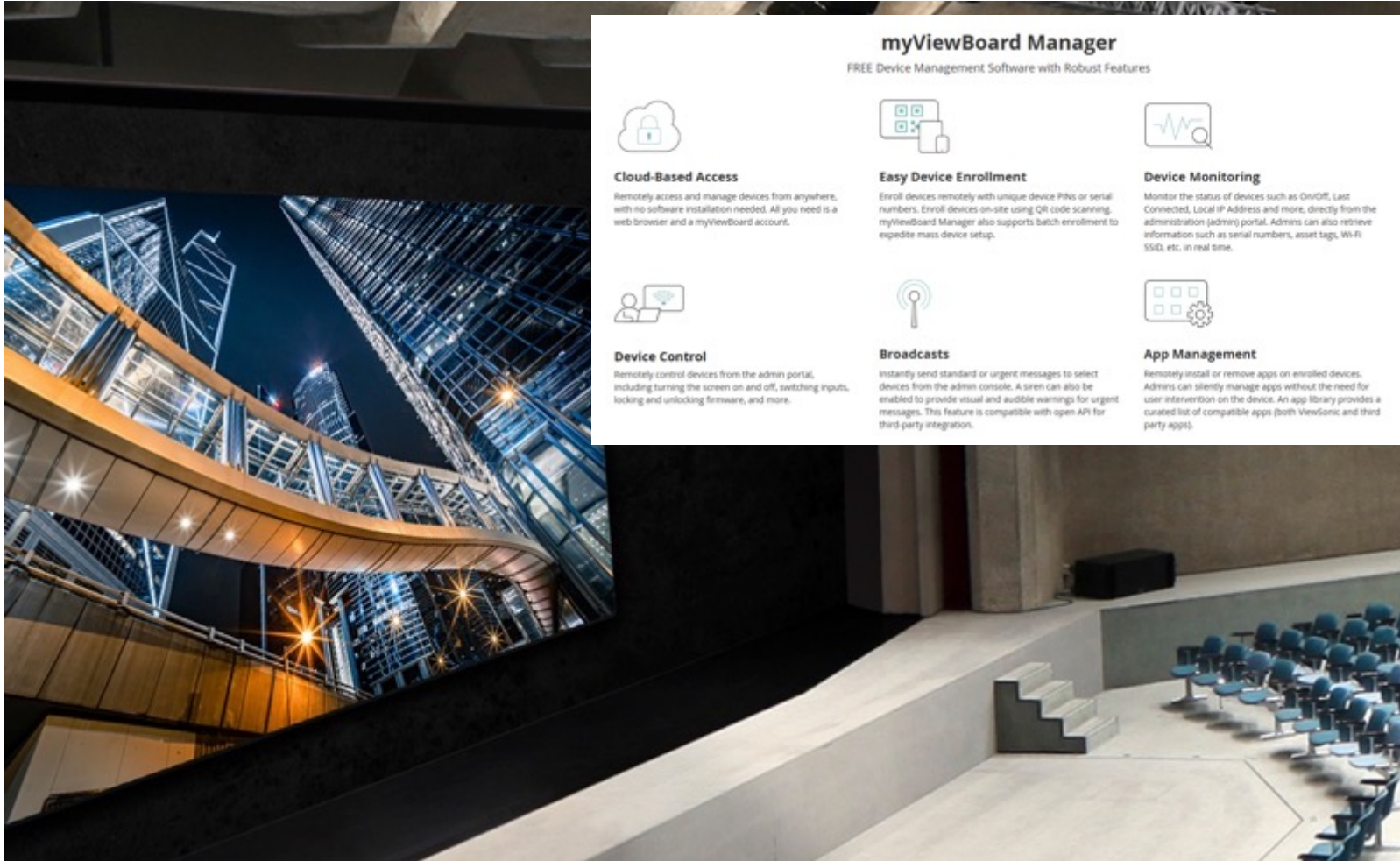
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Senet


# Manager by ViewSonic

AV Management of Display Technology




### myViewBoard Manager

FREE Device Management Software with Robust Features




#### Cloud-Based Access

Remotely access and manage devices from anywhere, with no software installation needed. All you need is a web browser and a myViewBoard account.




#### Easy Device Enrollment

Enroll devices remotely with unique device PINs or serial numbers. Enroll devices on-site using QR code scanning. myViewBoard Manager also supports batch enrollment to expedite mass device setup.




#### Device Monitoring

Monitor the status of devices such as On/Off, Last Connected, Local IP Address and more, directly from the administration (admin) portal. Admins can also retrieve information such as serial numbers, asset tags, Wi-Fi SSID, etc. in real time.




#### Device Control

Remotely control devices from the admin portal, including turning the screen on and off, switching inputs, locking and unlocking firmware, and more.



#### Broadcasts

Instantly send standard or urgent messages to select devices from the admin console. A siren can also be enabled to provide visual and audible warnings for urgent messages. This feature is compatible with open API for third-party integration.



#### App Management

Remotely install or remove apps on enrolled devices. Admins can silently manage apps without the need for user intervention on the device. An app library provides a curated list of compatible apps (both ViewSonic and third-party apps).

ViewSonic Manager is an AV device manager designed to access all your display technology in one place.

Attaching the VBS-200 to existing projectors or displays via RS-232, you can control discrete functions available from the manufacturer.

Power cycle devices for energy savings or switch inputs to leverage our campus communication package inside of Manager.



Q & A

Thank You

