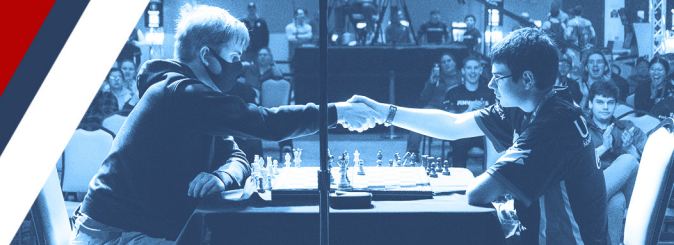


# FENWORKS ESPORTS FREQUENTLY ASKED QUESTIONS



## Q: HIGH SCHOOL ACTIVITIES ASSOCIATION SANCTIONING?

A: We're collaborating with organizations like the Minnesota Service Cooperatives, Departments of Instruction, NDCEL, and more, advocating for esports and its significant benefits for students to secure its recognition as an official activity within state high school leagues. In Minnesota, we are endorsed by the Minnesota Service Cooperatives as a partner with their member schools.

## Q: WHY WOULD I WANT TO BRING ESPORTS TO MY STUDENTS?

A: Our survey of thousands of students has yielded significant insights. Firstly, many students spend over 8 hours daily playing video games. In our controlled environment, your students can interact with peers of their age. Secondly, many students interested in esports lack involvement in extracurricular activities. Offering these students a non-traditional outlet for peer interaction and school engagement leads to improved GPAs and attendance. In fact, this year, 40 students became eligible for esports, some for the first time.

## Q: WHAT EQUIPMENT IS NECESSARY?

A: Our surveys reveal that districts usually have more gaming devices than students, suggesting that school esports programs can be run from students' homes using their own devices. As many schools may look to invest in their own esports lab, we recommend investing in high-end PC stations costing around \$2,500. We have expertise in building labs and can guide your district through the planning process.

## Q: WHAT GAME TITLES DO YOU OFFER AND HOW ARE THEY CHOSEN?

A: Last year, we featured six titles: Rocket League, Fortnite, League of Legends, Valorant, Chess, and non-competitive Minecraft. This lineup is open to change, reflecting ongoing feedback from educators and students. We focus on partnering with schools to offer games they endorse, leaving the final game selection to each school.

## Q: MY BOARD IS PRETTY CONSERVATIVE AND MAY NEED SOME CONVINCING...

A: As esports is a novel addition to education, we recognize the need for time to comprehend its technology and application for students. We relish educating people about esports and would be delighted to present to your board, showcasing its positive influence on students' academic performance, attendance, and school involvement.

## Q: ARE THERE ANY OPPORTUNITIES FOR PARTICIPATING STUDENTS POST-GRADUATION?

A: After high school, students interested in esports have numerous opportunities to explore and pursue their passion for competitive gaming. They can enroll in university esports programs for in-depth training in areas like game strategy, team management, and streaming production. Talented players might secure scholarships, aiding their skill development. Beyond playing, careers in esports include coaching, event management, marketing, content creation, and broadcasting. The burgeoning esports industry offers a broad spectrum of rewarding career opportunities in competitive gaming.



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