

# **PARENT HANDBOOK 2021**

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# ABOUT GGLEAGUES

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**F**ounded in Chicago in 2018, GGLeagues had the simple idea that all gamers should get an opportunity to compete at the games they love. We believe that esports can bring everyone together, regardless of gender or physical ability. Whether you are looking to go pro, play varsity, or just have a good time competing, GGLeagues is designed to be that start. GGLeagues provides the infrastructure for your community to run esports tournaments. Whether it's a school or community center, we're there making sure you get to focus on what's important - gaming!

Want to learn more? Please visit our other resources at <https://www.ggleagues.com/parents>

# GENERAL HOW-TO VIDEOS

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HOW TO ENTER A SINGLE-PLAYER LEAGUE



HOW TO FIND A TEAM



HOW TO ENTER A MULTI-PLAYER LEAGUE



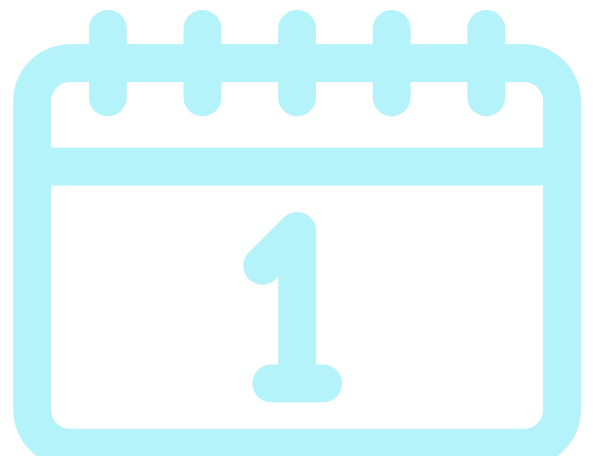
HOW TO CREATE AN ACCOUNT



REGISTER THROUGH AN ORGANIZATION



FIRST GAME DAY



# WHAT ARE ESPORTS?

'Esports', also known as structured gaming, is the term used to describe a community and industry of structured, competitive video gaming. Esports can be found at a range of levels - from collegiate teams who participate in leagues similar to collegiate football, to professional leagues where pro players are given a salary to play.



Esports works in ways similar to sports such as football and soccer: esport organizations often have brand sponsorships like Puma, Red Bull, and Dell, which can be advertised at large, live events viewed by thousands of people. Just like other physical sports, esports can provide many things for individuals looking to get involved:

An extracurricular activity that teaches time management, better health practices, and goal setting.

A fun side hobby that allows you to compete with your friends in your favorite video game!

A rich, constantly growing industry that provides job opportunities for a variety of skill sets and interests.



# WHAT GAMES CAN BE ESPORTS?

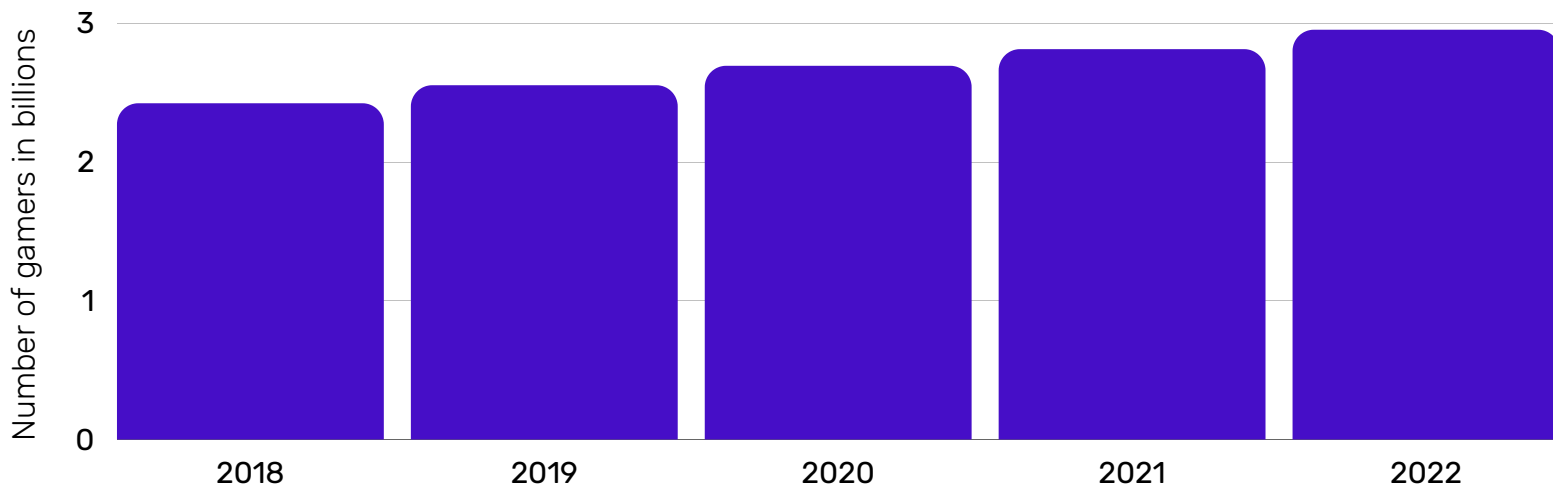
Typically, any game that integrates a form of competition against another player or team can be considered an esports. While certain esports are larger than others, many games have esports communities around them.

Esports is not limited to player versus player; some activities, such as speedrunning a certain game, can also be seen as esports



Esports is a massive, constantly growing community and industry. It was estimated that 2.81 billion individuals in the US play video games in 2021.

## NUMBER OF ACTIVE VIDEO GAMERS WORLDWIDE 2018-2022



Source: Newzoo(2020)

# ESPORTS BY THE NUMBERS



Esports are expected to pass \$1.1 billion dollars in revenue by 2023.



In 2020 alone, esports broadcast viewership reached 495 million viewers



In 2019, Esport jobs rose by 185.74%

# COMMON ESPORT GAMES ON GGLEAGUES

## League of Legends

Created by Riot Games, LoL is a Massive Online Battle Arena (MOBA), where two teams of five players work to destroy the enemy's base using strategy and teamwork in a fantasy setting.

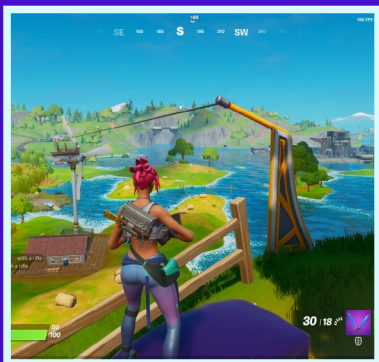
League of Legends is one of the largest spectator esports to date, with 49.95 million spectators tuning in to watch the 2020 world cup.



## Fortnite

Created by Epic Games, Fortnite is a Battle Royale (BR) where 100 players land on a constantly shrinking map. The goal? Eliminate other players using skills and weapons around the map until you are the last one standing.

Fortnite has been prominent in the games community in the past for hosting unconventional yet fun online events, such as a Travis Scott and Marshmello concert.



## Valorant

Created by Riot Games, two teams of five compete against each other. One team (defense) must stop the other team (offense) from planting a 'Spike' on one of the map sites. Teams will use strategy and communication to win.



## Rocket League

Created by Psyonix, but owned by Epic Games, Rocket League (RL) can best be described as soccer with race cars. Two teams of three play against each other to score and defend goals.



# COMMON ESPORT GAMES ON GGLEAGUES

## Overwatch

Created by Activision Blizzard, two teams of six players compete in this cartoony, arena shooter. Players form team compositions based on a variety of characters, defined in roles such as tank, damage, and healers.



## Super Smash Brothers

Created by Nintendo, Super Smash Brothers has several different iterations, each with their own specific esports scene. Smash Bros Melee, released in 2001, and Super Smash Bros Ultimate, released in 2018, are the primary games played within Smash.



While the core gameplay and characters are the same, each game offers their own unique set of skills needed to become a successful player.



## FIFA

Published by EA Sports, FIFA is a simulation of real-life soccer matches, featuring real professional players, teams, and a mode to manage your own soccer stars.



## Madden

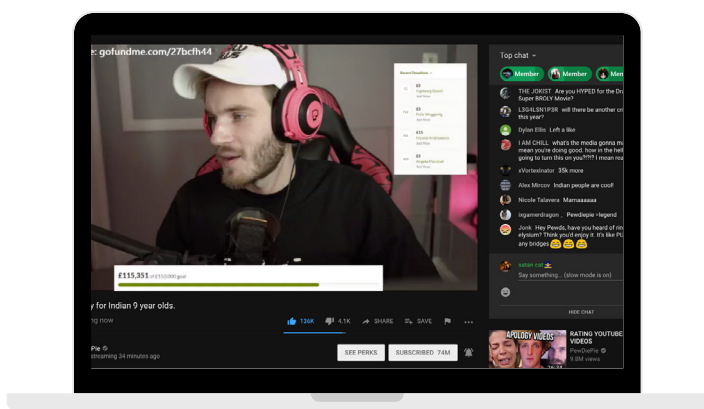
Published by EA Sports, Madden is a simulation of real-life Football matches, featuring all 32 NFL teams, and a team management mode to create your own team of football stars. Madden includes detailed playbooks and stats.



# WHERE ARE ESPORTS WATCHED?

While esports are broadcasted on major television networks such as ESPN and ABC, the most common method of broadcasting esports is referred to as 'streaming';

**Streaming** is the act of an event or individual being broadcasted live on the internet. Unlike normal television, streaming often allows individuals watching the stream to connect and talk with each other as they watch it in a moderated chat room.



The most common platform for watching gaming and esports events is called Twitch.

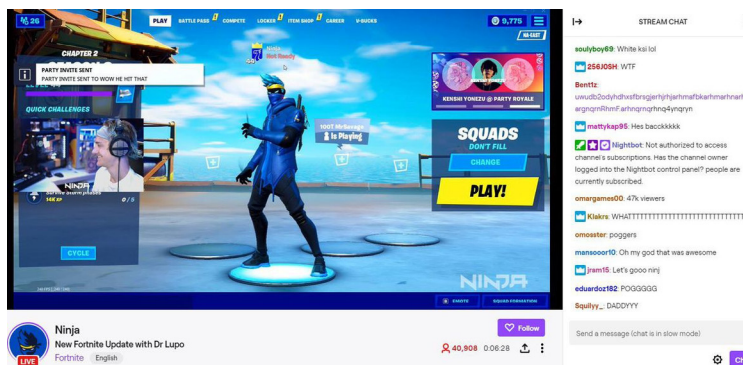
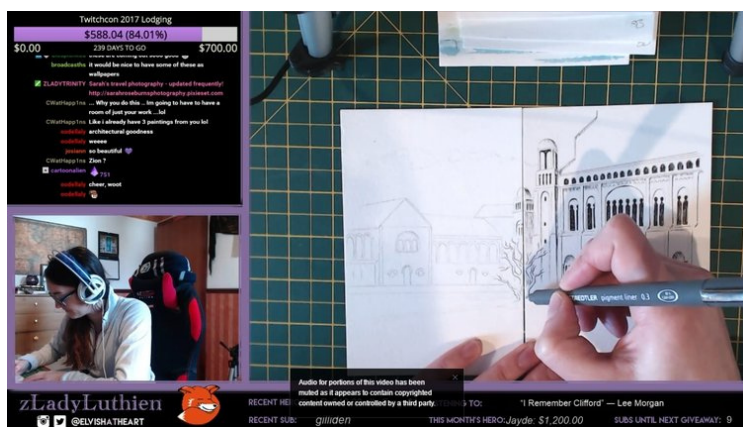
In 2014, Twitch was purchased by Amazon for \$970 million.

Other platforms include Youtube and Facebook Live.



Esports is not the only kind of content on streaming platforms like Twitch. Other content includes livestreams from 'professional streamers/influencers' - these are often individuals who are on-camera personalities, who stream themselves doing activities such as gaming, creating art, performing music, and more!

While some streamers are professional gamers, others are simply individuals who gained fame due to their personalities or skills. As an example, Tyler 'Ninja' Blevins plays games such as Fortnite and Valorant live for his fans.



## WHAT'S THE DIFFERENCE BETWEEN ESPORTS & OTHER STREAMING?

The key difference between esports and other streams is competition - esports involves highly coordinated, high stakes competition, while other, more recreational streams are often more casual in nature and driven by a streamer's personality.



Gaming activities are not the only events broadcasted on Twitch.

Rolling Loud, a music festival, recently began to stream their events live on Twitch. Recently, the NFL has started to stream 'Thursday night Football' on the platform as well.

## IS STREAMING SAFE TO WATCH?

Not all streaming content is alike. Some streams, such as Call of Duty video game competitions, will be rated with 'M' for mature content as it may depict graphic situations. It is important to discuss with your children the kind of games they are playing and streams they are watching, and the differences between video games and real-life scenarios.

Whether it's a professional video game tournament for Overwatch, or personality streamers such as Ninja, discussions over the content your child consumes will help to provide a better understanding of media they interact with in the future.



# SAFETY



**GGLeagues aims to provide players with a safe and memorable online gaming experience.**

We provide a platform for gamers to compete in a fun, safe setting. Our platform allows for children to play their favorite games in a structured environment, free to toxicity.

Through our methods, we ensure that your player is watched and cared for every step of the way in their competitive gaming journey.

## MONITOR



Our experienced team of moderators, referees, and league managers will be on staff during every game to ensure everyone is staying within our code of conduct and guidelines.

Should any code of conduct breach or toxicity occur, our moderators will always be available to step in and de-escalate the situation.

# PROTECT

With our moderated and private chats, your child can communicate safely against their opponent

All personal information on your child's profile is private and unable to be seen by other players - you can feel safe knowing that your child's information will never be shared.

GGLeagues is fully in compliance with COPPA - the Children's Online Privacy Protection Act

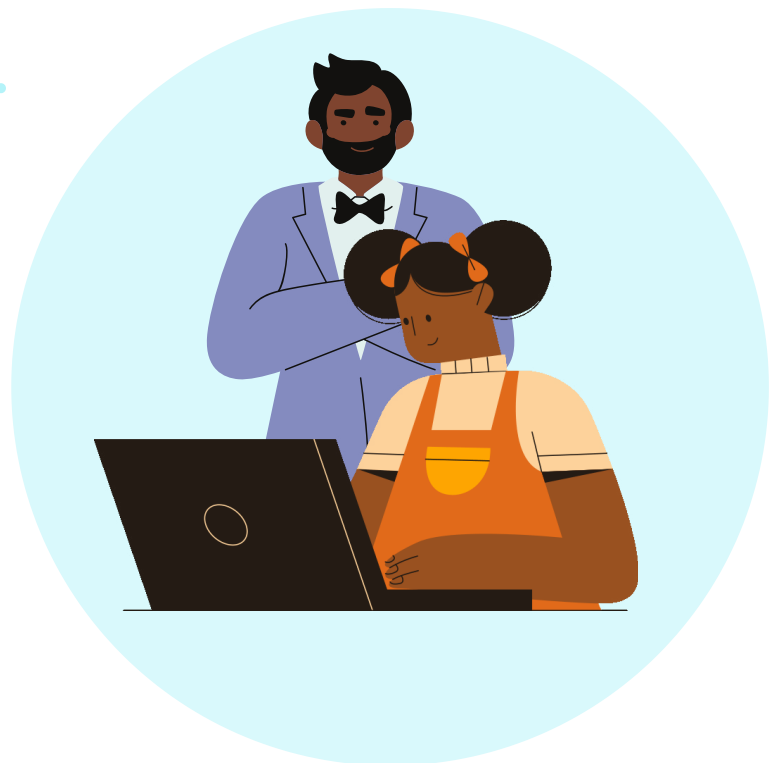


# MANAGE

Parents have the ability to monitor and manage what leagues and tournaments their child takes part in.

In addition, GGLeagues provides age-specific competitions, to allow your child to connect and engage with other players within their age group

For more information, please feel free to check out our GGLeagues Player Code of Conduct



In order for every player to have the best experience possible, all players are expected to display Good Gamer Behavior:

1

Respect your opponents, team, and GGLeagues staff



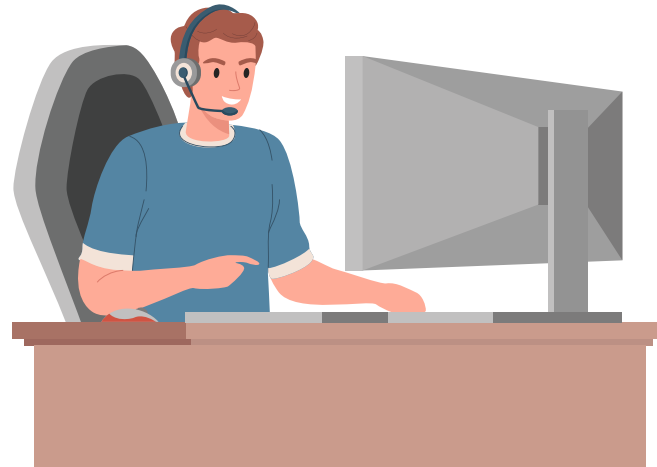
2

Don't be toxic. This means NO:

- Cursing
- Sexism
- Racism
- Homophobic remarks
- Taunting
- Bullying
- Lewd/NSFW remarks or posts

3

Play with integrity in all GGLeagues matches



4

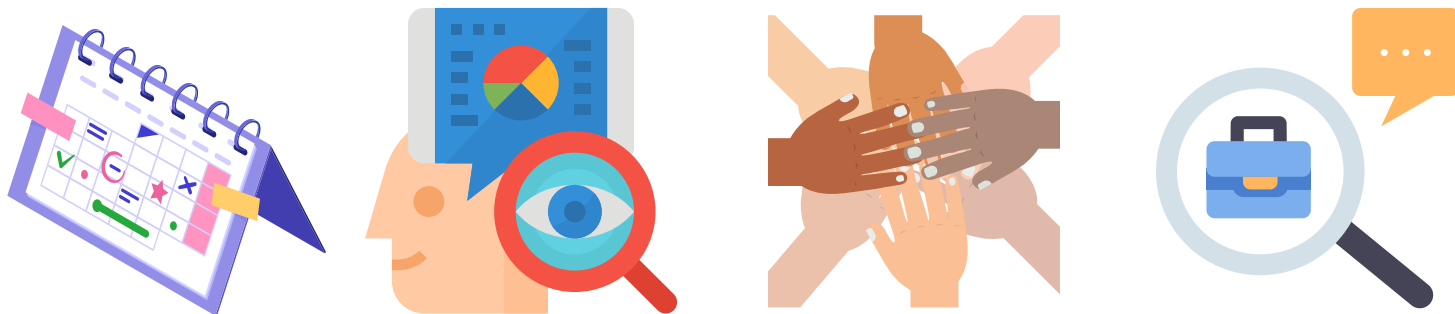
Follow all the rules listed out in our GGLeagues Rulebooks





# HOW DOES ESPORTS BENEFIT YOU?

Esports can provide not only a fun hobby for you and/or your child to participate in, but also a structured environment for your child to learn time management, critical thinking skills, teamwork, and a potential job avenue for the future.



## Esports is Social

Much like traditional sports, esports can be a fun social event. Competing together on a team requires strong communication, teamwork, and leadership skills. Esports teams work together to develop strategies and build bonds that you'd find on any other sports team.

## Esports in Education

Schools are rapidly investing in esports at the high school and collegiate level.

In 2019, \$15 million was awarded in esports scholarships by universities to top talent. Many high schools are starting their own teams and competing in competitive, organized leagues.

School esports teams offer the kind of social and community engagement that traditional sports do, especially for students who may feel shy with other school activities.



# THE BENEFITS OF GAMING

Gaming as an activity can provide more than just a fun pastime for your child. Video games can assist in the development of your child's problem-solving, social, and dexterity skills, alongside a large list of other things. Gaming also emotionally provides perks such as reducing anxiety, and giving kids confidence to persevere in difficult situations. We dive into the specifics on some of these benefits:

## One of the most commonly found perks within gaming is **problem-solving skills**.

Games will often prompt their players with an objective, problem, or puzzle in which they must solve or compete in order to win. These objectives can range from winning against another team, such as in FPS titles like Valorant or Overwatch.

Other objectives in games such as Portal, Angry Birds, or Tetris, will prompt players to solve a puzzle in order to move on to the next level or objective. Even open-world, creative games such as Minecraft provide opportunities for problem-solving: players must create a home, find sustainable food (via breeding livestock or farming crops), and keep monsters at night away from their homes.



## Alongside planning, and organizational skills, children will start to develop a skill called **Flexible thinking**.

Flexible thinking is, quite literally, the ability to be 'flexible' in your decision making and planning processes - Instead of getting frustrated or stuck at a difficult level, flexible thinking allows for the player to instead think outside the box, and try different methods they may not have thought of before.

Flexible thinking can be easily applied to other real-world scenarios, such as attempting to fix something, or learning how to be innovative.

# WHAT IS THE PATH OF A PROFESSIONAL IN GAMING?

Becoming a professional gamer is a dream for many kids, but often not as easy to obtain as is expected. Fortunately, becoming a professional gamer is not the only avenue your child can take in the video game industry.



According to a report by Goldman Sachs, the esports industry is anticipated to grow rapidly, reaching nearly \$3 billion by 2022.

Getting started with esports and the games industry can begin as early as elementary school, where passion and excitement for gaming begins, or as late as college or an individual's early career! We can break down involvement with gaming into 3 separate points in an individual's life.

## YOUTH

**A**t the ages of 5-13, children are often starting to become involved with video games as a hobby, a way to pass time outside of school. Children may enjoy playing video games with their friends online, or on their own with a variety of different games. By allowing your child to compete in GGLEagues competitions and events, your child will not only be introduced to new friends in a safe online environment, but be provided with a weekly schedule that will teach time management, and ways in which children can schedule their gaming practices and time.

Studies have shown that children who frequently game had "1.75 times the odds of high intellectual functioning and 1.88 times the odds of high overall school competence" than those who did not frequently play. Children who played action video games were also recorded to have increased hand-eye coordination, better strategic thinking skills, and increased reading skills. Outside of the mental benefits, gaming is also a great way to cultivate social skills, via teamwork and various social events created via kids and their friend groups. Through safe gaming events, kids will build lifelong friendships and memories that help shape who they are as an individual.



**1** 4-18 is the age at which students can start to find other fun opportunities within esports and gaming. With GLeagues tournaments, internships, and other volunteer activities, many individuals can begin to see what part of the gaming industry interests them most, or how their desired profession may relate to gaming.

Many high schools are beginning to have varsity esports programs - Similar to other after-school programs, varsity esports teams will provide a structured schedule for students to practice and compete in their game of choice, while also strengthening their teamwork skills. Allowing students to take part in a varsity esports program will also provide a driving force to keep up with their grades and classes.



**A**round this time, the world of esports provides ample opportunities for students looking to see where else in the industry they can get involved with. Similar to physical sports, esports requires a certain level of physical and mental fitness in order for players to perform at their peak. By playing an esports, individuals can learn healthier life practices, teamwork skills, and communication. Many universities also offer collegiate esports programs - these programs often offer scholarships to students, job opportunities, physical fitness training, and academic support. Many majors can also assist in landing internship opportunities within esports, whether it's for journalism, player health, or even event management. Curious what an esports program looks like? Many universities are beginning their own world class esports programs...

University of California, Irvine, offers a state-of-the-art esports arena and venue, which provides some of the best technology in the industry for their varsity teams to practice and compete on. UCI also provides internships, children's esports camps, and a yearly collegiate esports conference, in which collegiate esports professionals from around the US come to talk about the latest news within collegiate esports.

Miami University in Oxford, Ohio, offers varsity esports teams for a variety of games - Miami also features several different esports practice rooms on campus, and tailored health and practice regimes for their students.

Boise State University also offers individualized practice sessions for their varsity teams, that also assist in helping students do the best that they can academically. With a large esports facility, Boise provides experience opportunities in broadcasting, event management, and esports coaching.

Outside of pro esports, competitive gaming provides a fun opportunity to play with your friends in fun tournaments, and meet new people along the way in a fun way! GLeagues provides a safe environment for kids to have fun practice their gaming skills, while also meeting new friends their age along the way.

# HOW CAN MY CHILD AND I GET INVOLVED?



If your child is not already interested in gaming, getting involved with esports can be exciting and fun! GGLeagues tournaments are a great way to start channeling your child's passion for gaming into a productive, educational format.

Allowing your child to compete will also help teach them other ways in which they can become involved in esports - activities such as casting live matches, and streaming in a safe manner, are easy to find opportunities for and an exciting way to gain esports experience outside of playing!

## Gaming provides a good opportunity for bonding

While it can be daunting, playing with your kids is the best way to get involved. Esport titles such as Rocket League and Super Smash Bros are easy to get started with - even non esport games can provide a great time! Games such as Fall Guys, a fun party game, is very simple yet provides ample room to master. So long as you're gaming and having fun with your child, the lessons you learn will transfer to their passion for esports.



## Watch Streams with Them

Similar to watching sports or a favorite TV show with your child, watching streams can be quite educational. Not only do you get an idea of the kind of content your child is watching, but this also provides you an opportunity to ask questions. If watching a professional esports match, ask your child why a certain player or team is their favorite, or why players perform certain strategies. When watching a streamer, ask about the streamer - what game are they playing, who are they, and why does your child like them?

## Learn with Other Parents

Learning with a peer is a great way to compare notes. If your child is part of a recreational league or team, introduce yourself to the other parents, as you would with little league. A more experienced parent can help show you the ropes of certain games. And if you find yourself the more experienced parent, teaching is the best way to understand what you learn!

# JOBS IN THE INDUSTRY

Esports is only one of many branches an individual can go to within the gaming industry. Outside of esports, video games provide a wide variety of disciplines, jobs, and skill sets to get involved with.

Game development jobs, for example, make up a large section of the gaming industry, and are one of the primary ways individuals are introduced into the gaming industry. Without developers to create the games, there would be no games to compete on!

Whether you are invested in competitive gaming, game development, or media skills unrelated to gaming, esports provides many job opportunities for a variety of disciplines and skills. Some of these include, but are not limited to:



**Broadcasting**



**Marketing**



**Journalism**



**Physical health & wellness jobs**



**Partnership works**



**Coding & game engine development**



**Video game artists (2D & 3D art)**



**Musicians**



**Event management**



**Professional player or coach**



**Team management**



**Graphic Design**

# CODE OF CONDUCT

By participating in GGLeagues, you are agreeing to the terms of the Code of Conduct. GGLeagues is committed to bringing the best experience possible to all our players and community members. To ensure we are providing the best experience possible, all players are expected to display Good Gamer behavior as listed below.

## COMPETITION CONDUCT

### Unfair Play

The following actions will be considered unfair play and will be subject to penalties at the discretion of GGLeagues officials.

#### Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- Soft Play: Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Prearranging: Prearranging to split prize money and/or any other form of compensation.
- Signaling: Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberate Loss: Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

#### Competitive Integrity

Players are expected to play at their best at all times within any GGLeague game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

#### Hacking

Hacking is defined as any modification of the base game that is being competed on by any player or person acting on behalf of a player.

#### Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage

#### Ringling

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

## **Smurfing**

Players are expected to play using their main accounts. Any player thought to be playing on a different account may undergo further analysis. Any player caught smurfing will be penalized.

## **Cheating Device**

The use of any kind of cheating device and/or cheat program.

## **Intentional Disconnection**

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

## **GGLeagues Discretion**

Any other further act, failure to act, or behavior which, in the sole judgment of GGLeagues officials, violates these Rules and/or the standards of integrity established by GGLeagues for competitive game play.

## **Profanity and Hate Speech**

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by GGLeagues or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media when specifically citing GGLeagues or during any public facing events such as streaming.

## **Disruptive Behavior / Insults**

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic. We aren't able to monitor every game, but if a team believes another team is being unprofessional the team can take a screenshot. GGLeagues will investigate all complaints.

## **Abusive Behavior**

Abuse of GGLeagues officials, opposing Players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's body, computer, or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.



# UNSPORTSMANLIKE BEHAVIOR

## Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

## Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

## Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

## Emotes and Other In-Game Actions

Spamming mastery, emoting, or anything of that sort is considered playful banter and is allowed as long as the actions do not detract from another player's experience. If someone asks that a team refrain from use of taunting, using emotes, or commenting in chat, this acts as the one and only warning. Further use of these actions is a reportable offense and can result in consequences

## Discrimination and Denigration.

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

## Player Behavior Investigation

If GGLeagues or the game developer determines that a player has violated the In game code, the game's terms of service, or other rules of the game in question, GGLeagues officials may assign penalties at their sole discretion. If a GGLeagues official contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player lies to a GGLeagues official creating obstruction of the investigation then the player is subject to punishment.

## Criminal Activity

A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

## Moral Turpitude

A Player may not engage in any activity which is deemed by the GGLeagues to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior

## **Confidentiality**

A Player may not disclose any confidential information provided by GGLEagues or any affiliate of the game developers, by any method of communication, including all social media channels

## **Bribery**

No Player may offer any gift or reward to a player, GGLEagues official, Game developer employee, or person connected with or employed by another GGLEagues team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

## **Gifts**

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game.

## **Noncompliance**

No Player may refuse or fail to apply the instructions or decisions of GGLEagues officials.

## **Match-Fixing**

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

## **Document or Miscellaneous Requests**

Documentation or other reasonable items may be required at various times throughout the GGLEagues as requested by GGLEagues officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the GGLEagues.

# **ASSOCIATION WITH GAMBLING**

No Player or GGLEagues official may take part, either directly or indirectly, in betting or gambling on any results of any GGLEagues game or match globally.

# **PROHIBITION OF SOLICITATION OR SALE OF GOODS**

Players are prohibited from soliciting any service or selling any goods during a GGLEagues event.

# **COMMERCIAL USE OF GGLEAGUES ASSETS AND IMAGERY**

Players are prohibited from any commercial use of GGLEagues Assets and Imagery without the express, written consent of GGLEagues. Personal use of GGLEagues, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

# SUBJECTION TO PENALTY

Any person found to have engaged in or attempted to engage in any act that GGLeagues believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the GGLeagues.

# PENALTIES

Upon discovery of any Player committing any violations of the rules listed above, the GGLeagues may, without limitation of its authority, issue the following penalties:

**Verbal Warning**

**Loss of Ban(s) for Current or Future Game**

**Game Forfeiture**

**Match Forfeiture**

**Suspension Disqualification**

# PENALTY SCHEDULE

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in GGLeagues. It should be noted that penalties may not always be imposed in a successive manner. GGLeagues, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by GGLeagues.

# RIGHT TO PUBLISH

GGLeagues shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against the GGLeagues, Game developer, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

# SOURCES

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"6 Surprising Benefits of Video Games for Kids." Understood, Understood, 30 Mar. 2021, [www.understood.org/en/school-learning/learning-at-home/games-skillbuilders/4-surprising-benefits-of-video-games](http://www.understood.org/en/school-learning/learning-at-home/games-skillbuilders/4-surprising-benefits-of-video-games).

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