Best practice of local student activities

at HF & VUC København Syd

Educational and Academic

Initiatives

- An annual plan outlining initiatives and focus areas on both training and teaching.
- Study trips to events such as Gamescom, Dreamhack or other relevant gaming events.
- Teaching templates for mandatory core subjects integrating computer games into the curriculum.
- A dedicated team of teachers with a strong interest in teaching on the esports programme and everything it involves.
- An organizational structure that students can use and develop within, with a view to future career opportunities.
- Educational and workplace visits that provide students with valuable insights into their future opportunities.

Gains and considerations

- Teaching becomes more engaging for students and appeals to their zone of proximal development.
- Higher attendance in classes, leading to improved completion rates and better learning outcomes
- Students experience a sense of relevance in the education they are pursuing. They feel that they can continue along an academic pathway that is meaningful to them, and they also gain clarity about which further education programmes are relevant to their goals.

Esports programme as an esports organisation

Initiatives

- Training in dedicated facilities with individual PCs, designed for serious practice.
- Twitch streaming on own channel with student casters.
- Talks and presentations from esports professionals, organizations, streamers, and more.
- Internal LANs – ”Bootcamps” for tournaments.
- Highly qualified and outgoing coaches who are skilled at working with young people. Training schedules for League of Legends and Counter-Strike 2 presented in a calendar format.
- Team jerseys.
- Students as media team responsible for streaming matches on the school’s Twitch channel, creating short match highlight videos, and promoting content on Facebook.
- Students as assistant coach in the training staff, responsible for both supporting player development and assisting with the execution of training sessions.
- Students as tutors responsible for organizing and hosting social events.
- Students who have worked with organizational tasks will receive a written recommendation upon completing their education.

Gains and considerations

- Students experience a stronger connection to both training and the school through goal-oriented practice, as well as through opportunities to participate in both internal and external tournaments.
- Students experience a sense of relevance in the education they are pursuing. They feel that they can continue along an academic pathway that is meaningful to them, and they also gain clarity about which further education programmes are relevant to their goals.
- Students experience that they get the best of both worlds in education and esports/gaming, making it worthwhile to keep attendance high to remain on the programme. They also experience a unique sense of community and cohesion.
- Students feel a sense of responsibility for each other and for the programme, while also developing personally and professionally. The programme and the school gain increased visibility and attention.