



# DeSports Camp Institute

Pathways for empowering  
student-agency through esports



The DeSports Camp Institute was funded by DePaul University and the CME Group Foundation.

# Community Expectations for Gaming & Learning

1. Communicate roles and responsibilities  
(practice transparency)
2. Be adaptable
3. Be Responsive
4. Show patience
5. Be encouraging
6. Ask questions






# Establishing Our Gaming & Learning Community



1. Name
2. Job Title
3. Organization
4. Current and/or past esports title OR game title you play(ed) or watched.
5. What do you hope to get from today's experience?

A smartphone is the central focus, its screen shattered and glowing with blue lightning bolts. The background is a fantastical, cinematic scene featuring a dragon with orange wings and a blue body, perched on a wooden surface. In the distance, there are castles and a sunset sky. In the foreground, a lit candle, a broken bottle, and other debris are scattered on a wooden table. The overall atmosphere is dramatic and magical.

Share an App  
that currently  
consumes your  
time the most.



John McCarthy  
Education Author,  
Facilitator, & Designer

[jmccarthy@openingpaths.org](mailto:jmccarthy@openingpaths.org)

[LinkedIn:](#)

<https://www.linkedin.com/in/johnmccarthyeds/>

League of Legends	=> Liv'in in the Jungle!
Lord of the Rings Online	=> Lifetime Member
Legend of Zelda	=> v.1



<https://openingpaths.org/>

Esports Supports:

<https://openingpaths.org/resources/esports-resources/>

# Gamer Code of Conduct

1. I agree to be respectful in my words and actions towards others and myself.
2. I agree to be patient and supportive with myself and of others.
3. I agree to be welcoming and inclusive of others.
4. I agree to listen and follow directions by the camp staff.
5. I agree to do my best to stand up for fair treatment by/for others and myself.
6. I agree to practice good Digital Citizenship while participating in this program.

1. Read the [Gamer Code of Conduct](#).
2. Identify 2 passages that resonate with you for supporting a healthy, collaborative, learning, community.
3. Be prepared to share your thoughts for “why” you chose the passages.

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What is the impact and potential of having a Gamer Code of Conduct?



# Esports Camp Origin Story



## Depaul University Desports Camp - 2022

- Valorant
- Campers in teams

### Goals:

- Learn about computer science careers
- Improve gaming skills
- Develop teamwork and related skills

# Revised Goals for 2023

- Computer science careers be more present (Storytellers)
- College opportunities made real
- Empowering student agency and voice (Servant Leadership)
- Explore through an esports “club” experience
- Improve gaming and life mindset through Global Professional Skills

# Global Professional Skills (GPS)

**Top skills** that colleges and employers are looking for in prospective **students and employees** based on annual NACE (National Association of Colleges and Employers) survey

61.4% - Problem-solving skills

61.0% - Ability to work in a team

52.4% - Strong work ethic

50.4% - Analytical/quantitative skills

50.0% - Communication skills (written)

50.0% - Technical skills





# Global Professional Skills (GPS)

Top skills that gamers need to improve at their **games**.



Problem-solving skills

Ability to work in a team

Strong work ethic

Analytical/quantitative skills

Communication skills

Technical skills



# Global Professional Skills (GPS)

Top skills that students need to achieve in **academics**.



Problem-solving skills

Ability to work in a team

Strong work ethic

Analytical/quantitative skills

Communication skills

Technical skills



# Foundation for Desports Camp

- Studies about student reengagement into school through esports (casual and competitive play)
- Recognizing that there are a wealth of opportunities for roles and responsibilities by students to contribute to any esports program
- Universities can be a valuable partner with schools to forge a program that maximizes student participation.



# Data Points

90% of students indicated that they play video games.

- Boys: **97%**
- Girls: **83%**

PEW Study (2018)

# Potential Impact: Shared Sense of Community

## DePaul University Esports

- 15 Esports Teams
- Participants: 102 members

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- 2 Big East Championships
- Intramural Participation:  
1243 gamers
- Participants:  
78% Male, 22% Female
- Average GPA: 3.2

## Perceptual Observations Nationally

1. Sense of Belonging
2. Class attendance  
increase
3. Assignment  
completion increases
4. Grades improving

# Data Points

47% of students indicated that their school's esports program was **the first time** they joined a school function.

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48% at DePaul University (IL) intramural program (2020)

70% at Grapevine-Colleyville ISD (TX) (2020)

38% at Plymouth-Canton Community Schools (MI) esports summer camp program for grades 6-12 (2021 & 2023)

Per 1000 students:  
380 to 700 students potentially **are disconnected** to school without esports.



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# One Esports Size Does NOT Fit All Gamers

- Identify as casual players or competitive players. #GLHF
- Consume content about esports. #ContentCreators
- View productions of matches with shout casters, camera angles of game maps, and post-game commentators. #ProductionTeam
- See university as an abstract option that may or may not be affordable. They may often wait until late junior or early senior year to explore and apply. #CareerPlanning
- Have some level of understanding of computer science careers, but may not yet see themselves on those pathways. #CareerOpportunities

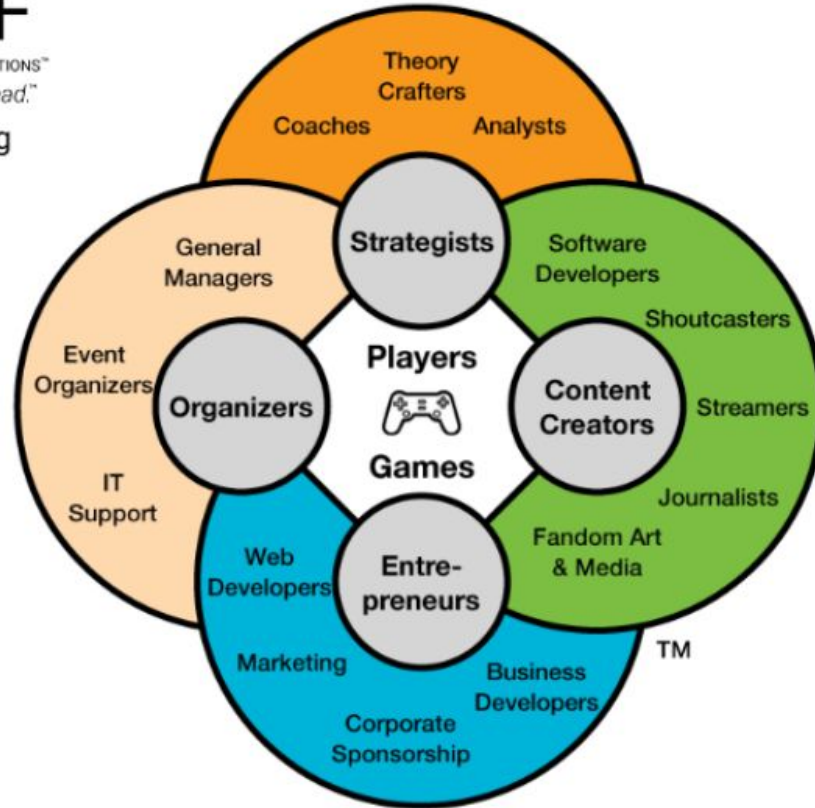


# NASEF

NETWORK OF ACADEMIC AND SCHOLASTIC ESPORTS FEDERATIONS™

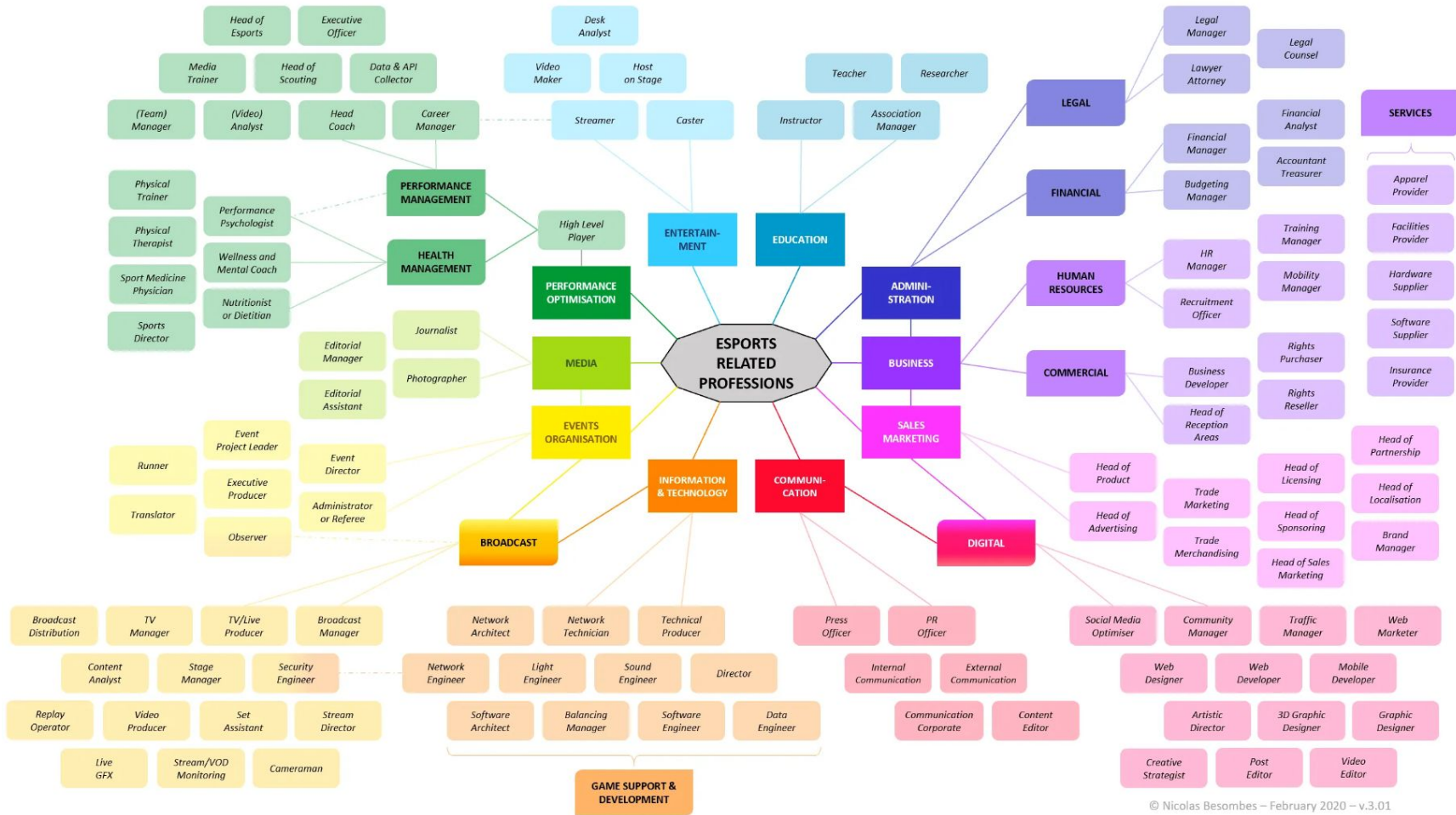
Game. Grow. Learn. Lead.™

www.NASEF.org



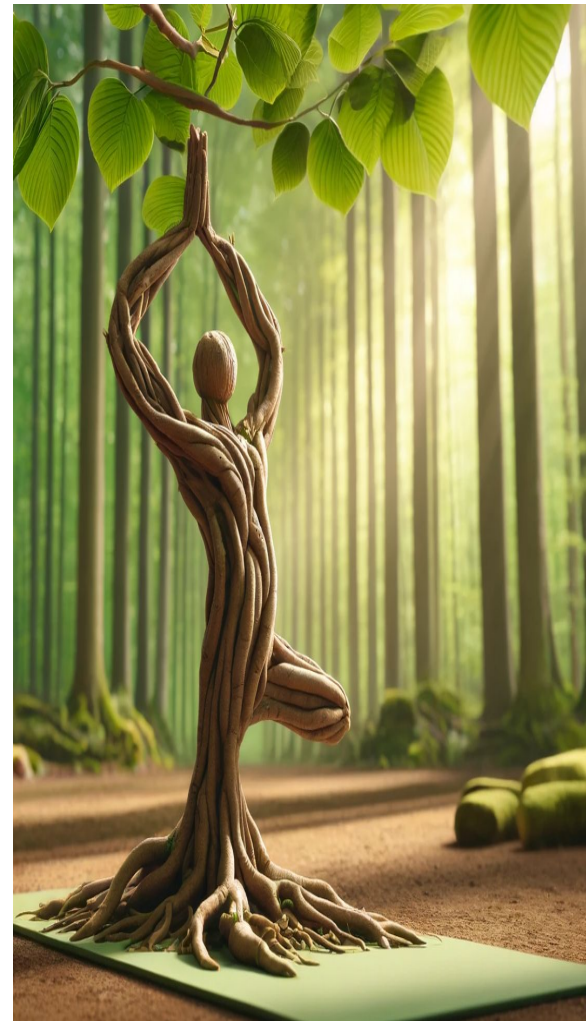
[NASEF](#): Anderson, Tsaasan, Reitman, Lee, Wu, Steele, Turner & Steinkuehler (2018)





# 2023 Desports Camp Redesign Keys

- Refocused on computer science careers
- Changed from a varsity esports culture to an esports club community
- Expanded from one game title to six titles
- Intentionally teach and coach Global Professional Skills
- Empowered campers to create the culture of community and learning that everyone, including staff and guests, had to follow.



# Reflection in Action

Dialog about any of the information shared in the Origin Story frame.

Round	Time	Partner 1	Partner 2
1A	40 seconds	Speaker	Listener
1B	40 seconds	Listener	Speaker
2A	20 seconds	Speaker	Listener
2B	20 seconds	Listener	Speaker
3A	10 seconds	Speaker	Listener
3B	10 seconds	Listener	Speaker

# Stretch Break





# Overview of the Camp Structure





# Structures



## Mornings:

- Introduce the theme of the day.
- New learning through gaming.
- Speaker

## Afternoons:

- Deepen the theme experience.
- Scheduled Freeplay (non-negotiable)
- Speaker



# Routines

- Culture sustenance: Reflect on community expectations and gamer code of conduct. Goal setting at the start of each day followed by reflection on the goals at the end of each day.
- Student-led gamer stretches
- Guest speakers from computer science fields
- Student-Centric exploration of topics
  - Socratic questioning
- Coaching by camp counselors and staff assisted by Global Professional Skills coaching charts

# Desports Camp Themes

- Community
- Storytelling
- Servant Leadership
- Perseverance



# Essential Keys for Success

- Community Building
- Guest Speakers
- Student-Centered and Student-Led Experiences
- Teaching and coaching GPS through esports
- Ongoing reflection and coaching



# Explore the Camp Schedule and Layout

Read through the document for understanding and ideas.

- Identify three or more sections that resonate with you as be valuable for your potential campers.
- After the reading time is complete, be prepared to share at least one of your identified sections as part of a protocol dialog.





# Stretch Break



## Communications Coaching Chart

- **I show active listening**
  - **Make eye contact and/or nod**
  - **Face the person with your body**
  - **Do not multitask**
  - **Acknowledge what they say with a summary or paraphrase.**
- **I am specific (and concise where possible ;)**
- **I project my voice to be clearly heard.**
- **I maintain a neutral or positive tone**
- **I use word choice that is constructive and positive.**



## Collaboration Coaching Chart

- **I show active listening.**
  - **Make eye contact and/or nod**
  - **Face the person with your body**
  - **Do not multitask**
  - **Acknowledge what they say with a summary or paraphrase.**
- **I offer help to others.**
- **I ask for help or clarification.**
- **I act reliably by completing tasks and communicating updates and needs.**
- **I actively communicate and participate in games, activities, and discussions.**

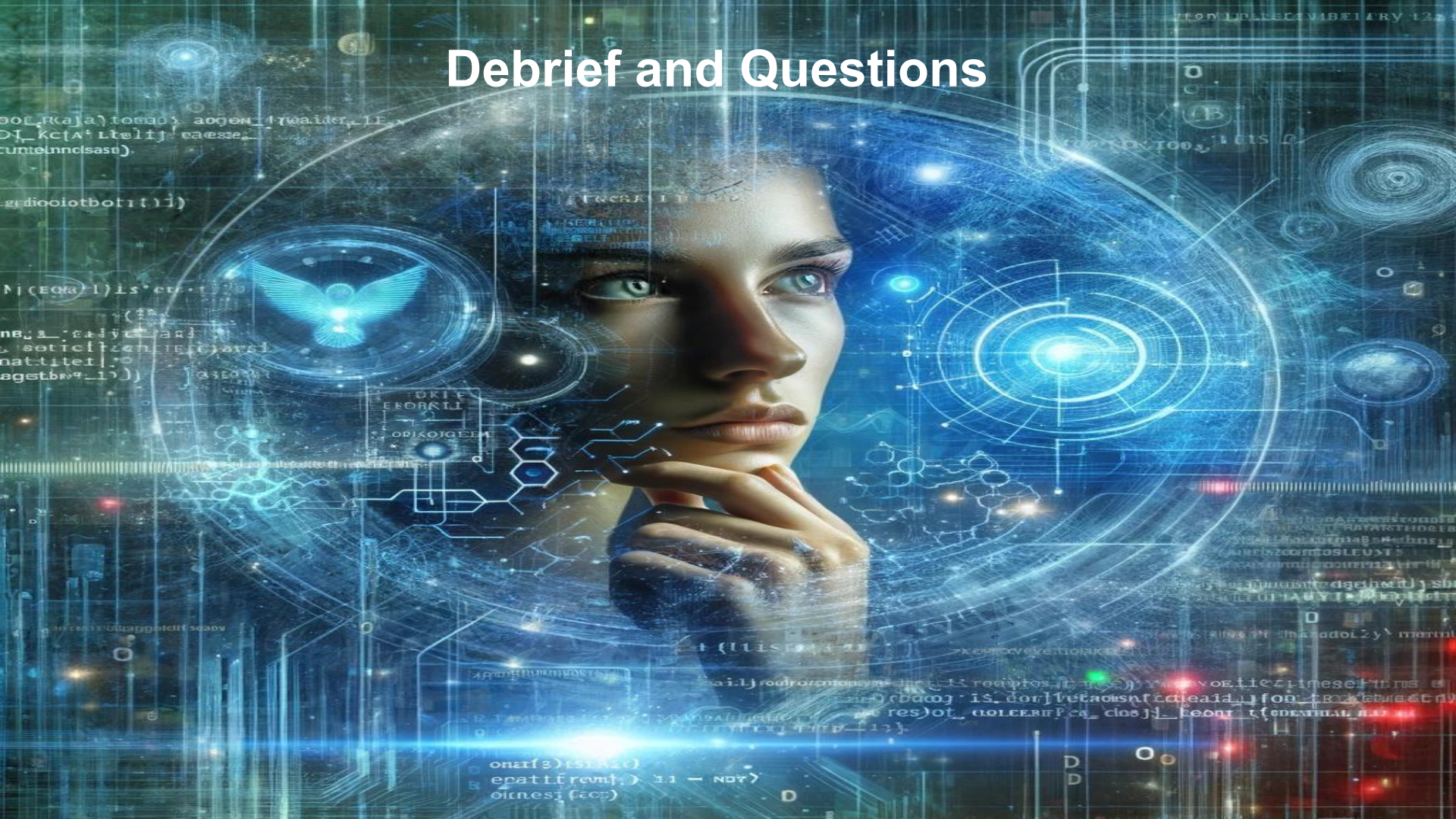
## Empathy Coaching Chart

- **I listen without judging or assessing their content or logic.**
- **I show patience to others who struggle or are closed in their feelings.**
- **I try to understand others before being understood myself.**
- **I encourage others to find an action about what they have control.**
- **I create a caring and safe space for others to feel heard.**

# Say Something Protocol

Steps	Directions
1.	<p><b>Participants</b> read the text and identify 3 or more passages/sections that mean something to them, based on provided directions.</p> <p>X = Agree with the ideas of the passage/section ! = New idea (Epiphany) from the passage/section ? = Have a question about the passage, or as a result of the passage</p>
2.	<p><b>1st Speaker</b></p> <ol style="list-style-type: none"><li>1. Read aloud one of their chosen passage/section.</li><li>2. Share what the meaning has for them. (ie. interpretation, connection to experiences, etc.)</li></ol> <p>Other participants listen (and do not talk)</p>
3.	<p><b>Each Participant</b> (Not the Speaker)</p> <p>Take turners saying what you think about the passage. No cross talk. Once you've said your peace, you may not speak again this round.</p>
4.	<p>Choose a new Speaker. Repeat steps 2-3.</p>

# Debrief and Questions





# Getting Started: Ideation and Planning

Review the camp schedule and content.

- Generate a todo list for logistical needs for implementation such as equipment, internet and security, and software titles.
- Generate a list for implementation needs such as guest speakers, student staffing, and other resources.



LUNCH







## Planning for Logistics

- Title selection process
- Equipment
- Internet and security

# Mapping Your Esports Camp Design

Continue working on your version of esports camp.

- Revise and adapt activities and resources.
- Continue developing a checklist of needs started previously.





# Stretch Break



# Idea Exchange: Charette

Steps	Directions	Time
1.	<ul style="list-style-type: none"><li>● Author describes the work/product, content, and changes.</li><li>● Partner(s) listens.</li></ul>	3 minutes
2.	<ul style="list-style-type: none"><li>● Author shares focus question and related context.</li><li>● Partner(s) listens.</li></ul>	1 minute
3.	<ul style="list-style-type: none"><li>● Partner(s) share suggestions &amp; ideas regarding the focus question.</li><li>● Author listens and takes notes.</li></ul>	2 minutes
4.	Author and Partner(s) debrief the ideas. The author may ask additional questions for feedback.	2 minutes

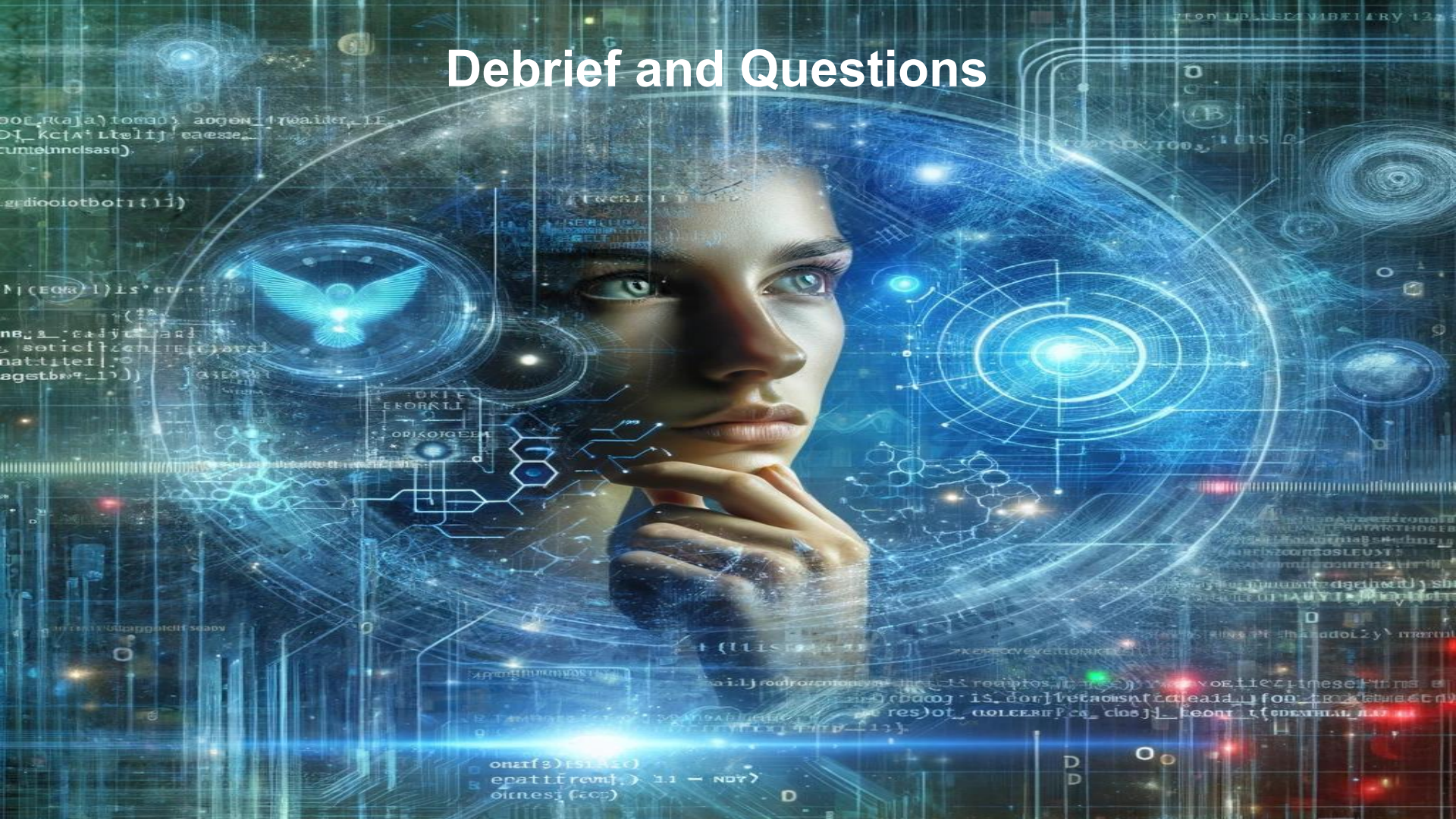
# Lessons Learned and Applied from 2023 for 2024

- Overplanned activities
- Bring in admission counselors
- Have more camp counselors to maintain a 5-1 ratio
- Making the GPS charts clearer.
- Adding more resources to support the GPS skills like Talk Moves





# Debrief and Questions





# Closing Reflections





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the open pathways for empowering  
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John McCarthy

[jmccarthy@openingpaths.org](mailto:jmccarthy@openingpaths.org)

<https://openingpaths.org/>

[LinkedIn](https://www.linkedin.com/in/johnmccarthyeds/): <https://www.linkedin.com/in/johnmccarthyeds/>