

CANTERBURY COLLEGE e-SPORTS PROGRAM SCHOLARSHIP PROSPECTUS

Established in 2019, the Canterbury e-Sports Program found success via external competitions, namely the University of Queensland's *League of Legends Queensland High School Championship* - supported by global e-Sports giant Riot Games, and the University of Queensland's *Queensland High School e-Sports League*.

These two competitions emphasise careers within the now massive e-Sports industry, giving students the opportunity to gain experience in refereeing, casting, event management and IT support, as well as competing as an e-athlete.

Both competitions explore and reflect heavily on each participant's conduct as an e-athlete, providing information on their training habits, wellbeing, personality and online behaviour ethics.

QUT was the first Australian university to actually offer e-Sports Scholarships, with this pathway to tertiary education a focus for our own Canterbury school program.

Today, e-Sports is a billion-dollar worldwide industry, reaching more than 450 million users, and offering huge prizemoney, countless game development companies, genuine multi-faceted careers, and a surprising array of health benefits including: stress reduction, improved brain function and memory, enhanced problem-solving and critical thinking, faster hand-eye coordination and reaction times, as well as better communication, social and teamwork skills to name just a few.

Scientific research confirms there are major emotional, physical, social and mental benefits to being part of the e-Sports gaming community, which naturally attracts high-level, strategic-thinking academics.

Canterbury e-Sports Program Highlights

- We placed 7th in the first division championship and 3rd in the second division for the University of Queensland's *League of Legends Queensland High School* Competition.
- Our championship match at UQ was casted (i.e. telecasted with player narrations) and our Canterbury team was interviewed by well-known Oceanic Professional League caster Max Voneumman (@formalcasting) live via Twitch - an international video game live streaming service that focuses on broadcasting e-Sports competitions from around the world.
- We competed in UQ's live event at the 2019 Brisbane EKKA, performing in front of hundreds of spectators, providing a rare experience and insight into real-life as an e-Sports professional.
- Canterbury has found great success in the annual Queensland High School e-Sports League, placing in the top 3 every year.

The **2022 Canterbury e-Sports Program** is looking to capitalise on these strong foundations and develop into one of the premiere e-Sports programs in the country.

Canterbury College is already leading the field, by being one of the first schools to offer scholarships to students who meet and exceed the following criteria.

Canterbury e-Sports Program Selection Criteria

- Maximum achievable school days & e-Sports training sessions attendance.
- Adherence to Canterbury College Values: Respect, Integrity, Community, Scholarship, Compassion, Social Responsibility with their online gaming and offline team behaviours.
- Academic requirements based on the student's GPA and full completion of past school programs.
- Full College e-Sports Program involvement, including developing and training younger players.
- Involvement in one or more other Canterbury College co-curricular activities and/or sports.
- Interview process with a panel of Canterbury College staff members.
- Mandatory participation in a **Canterbury e-Sports Scholarship Trials Day** for selection.
- Impressive game-specific statistics, taking into account other individual statistics.
- Relevant e-Sports experience, including a long-time natural passion and skill for video gaming.
- Involvement in previous school co-curricular activities and/or sports.
- Previous leadership experience at school in academic, sporting or other co-curricular areas.

2022 Canterbury e-Sports Program Competition Schedule (subject to change)

Game	League of Legends	Rocket League	Overwatch	e-Sports Club
Style	<i>Competitive</i>	<i>Competitive</i>	<i>Competitive</i>	<i>Non-Competitive</i>
Term 1	Meta High School e-Sports Queensland High School e-Sports League	Meta High School e-Sports Queensland High School e-Sports League	Queensland High School e-Sports League	For the development and training of new and younger players. For non-competitive hobby players.
Term 2	Meta High School e-Sports Queensland High School e-Sports League	Meta High School e-Sports Queensland High School e-Sports League	Queensland High School e-Sports League	For the development and training of new and younger players. For non-competitive hobby players.
Term 3	Queensland High School e-Sports League	Queensland High School e-Sports League	Queensland High School e-Sports League	For the development and training of new and younger players. For non-competitive hobby players.
Term 4	Queensland High School e-Sports League	Queensland High School e-Sports League	Queensland High School e-Sports League	For the development and training of new and younger players. For non-competitive hobby players.

2022 Canterbury e-Sports Program Training Schedule (subject to change)

All competitive teams will follow this basic structure with weekly after-school training sessions:

Training 1	Scrimmage, breakdown of gameplay, team/individual performance reflection.
Training 2	Specific individual or team-based training, practice 'game like' situations, game skills and drills.
Competitive / Practice Scrimmages	Competition matches or practice matches to practice individual or team play.

League of Legends: A multiplayer online battle arena video game, where two teams of five players battle in 'player versus player' combat, with each team occupying and defending their half of the map. Each of the ten players controls a character known as a 'champion', with unique abilities and differing styles of play.

Rocket League: A vehicular soccer video game where players control a rocket-powered car and use it to hit a ball that is much larger than the cars, towards the other team's goal area to score goals, in a way that resembles indoor soccer, with elements of a 'demolition derby'.

Overwatch: A team-based multiplayer first-person 'hero shooter' video game, that assigns players into two teams of six, with each player selecting from a large roster of characters known as 'heroes', with unique abilities and differing styles of play. Teams work to complete map-specific objectives within a limited time period.