# 5 QUESTIONS
## to consider for a winning esports network

**RUCKUS®**
COMMSCOPE

**Esports is one of the fastest-growing additions to secondary and primary schools.** Just like traditional sports, competitive gaming allows students to become part of a team, learn from and educate each other, and most importantly, camaraderie. Incorporating a scholastic esports program into your school's STEM program will encourage students and improve learning, cognitive capacities, problem solving, collaboration, coding, and teamwork. Ready to get started, here are five things to consider for a winning esports network.

## 1. Are you just beginning your esports journey or or are you ready to level up?

Test the waters. Starting small and including your students on the journey is a great way to facilitate learning and allow students to share their gaming expertise.  Summer camps, afterschool events, and even home activities around scholastic esports are great ways to get started. As your levels increase, competition and even hosting events can broaden the students' learning potential by incorporating more STEM/STEAM curriculum. Ultimately, comminating into skills and proficiencies that could lead to potential collegiate scholarships and future careers.

## 2. How do you tie esports into your STEM curriculum?

While esports started out as a way of "playing together," with the goal of establishing community, friendship, school spirit, and a sense of belonging, it has evolved into much more. Schools are now incorporating esports into their STEM curriculum and going beyond the game by having students explore and learn skills that they could transfer to contexts outside of esports, such as coding, graphic design, broadcasting, marketing and much more.

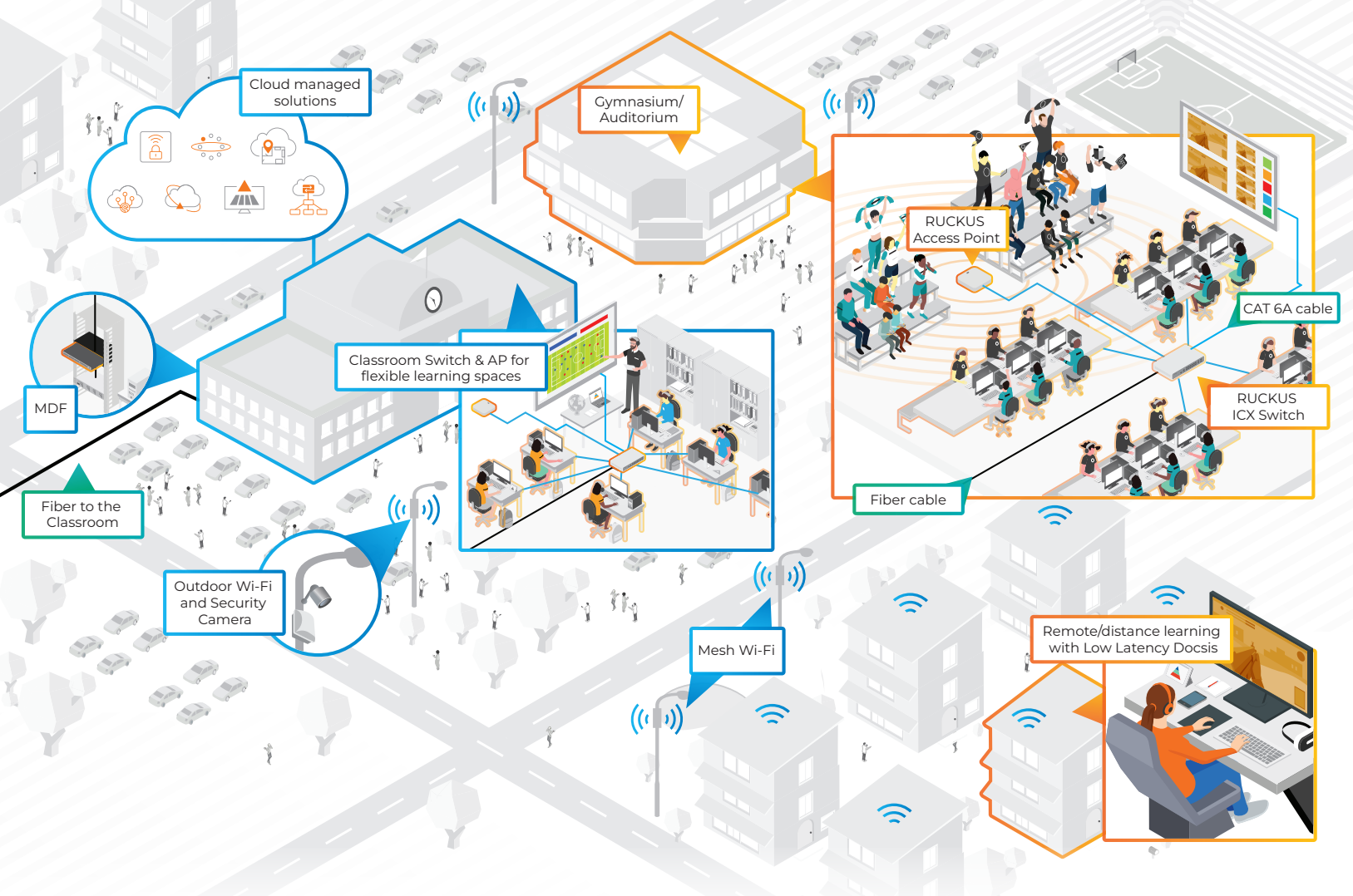## 3. Do you want esports traffic on your learning network?

When establishing your scholastic esports program, you need to create the gaming environment that meets your school's requirements. Whether your facility needs to support an afterschool gaming club, STEM-focused curricula, or in-depth competition and tournament play, your network needs and designs will vary. Turning physical classroom spaces into flexible learning spaces are crucial to support the digital learning transition. From the curriculum going digital, the device proliferation, the influx of IoT sensors, distance learning, and now esports;  these bandwidth consumers will require a reliable, mulitgig network that delivers an A+ performance.

## 4. Is your school network esports ready?

The best network is an invisible network. It is a network where the experience for the user is seamless. While gaming in a MOBA (multiplayer online battle arena), having a stable internet connection is crucial and requires a wired network connection, however, innovations like Wi-Fi 6E allows for a boarder spectrum of games like Minecraft and Rocket League, to be part of the esports ecosystem. Handheld devices like the Nintendo Switch and other wireless consoles are gaining popularity in the middle and even elementary grade levels.

## 5. What funding is available for an esports program?

As scholastic esports programs grow in popularity to become a larger part of a school's STEM curriculum, they also require significant investments of time and money to implement. Complicating matters is the fact that school budgets are tight, and other priorities put the squeeze on emerging programs like esports.

# CommScope's RUCKUS winning esports solution

Starting with fiber-to-the-classroom providing the multi-gigabit backhaul needed for the digital transition, to the in-room classroom switch connecting all your Ed-Tech devices with CAT 6a patch cables that also power the latest Wi-Fi 6e access points, all of your network needs can be achieved with CommScope RUCKUS solutions.

Whether your looking to level up your classroom or host an esports event, our network solutions can support the esports beginner/enthusiast with a smaller, pop-venue configuration or an amateur level striving to become professional, with an in-classroom design with an esports tournament ready auditorium. Our advanced, patented technologies will allow students to participate even from home.

Esports isn't all about about gaming. Scholastic esports goes beyond the game. The life lessons and skills that can be achieved through competitive gaming and STEM based curriculum can provide the best student outcomes. This is why CommScope RUCKUS has partnered with NASEF (North American Scholastic Esports Federation) to help develop your STEM based curriculum on a simple, reliable, flexible, and secure network, ready to handle any challenges.

Still not sure? Then let our RUCKUS public funding experts show you how you can find and secure the funds for your esports project. Our team can navigate the complexities of grants and other funding opportunities to determine the most relevant for your school and successfully apply for them. To learn more about identifying funds for esports, visit our program website at www.commscope.com/da/steps-to-public-funding/.

**COMMSCOPE®**
**Funding Support**
PROGRAM

---

**www.commscope.com/esports**

**Want to know how to get started? Check out our esports website for more details on how you can get a winning network for your school.**

**RUCKUS®**
**COMMSCOPE**