Steelcase
LEARNING

esports and Gaming in Learning CEU

Create gaming spaces
that support student success

Learning Objectives

- Understand the unique value of gaming in student engagement in both K-12 and higher ed institutions

- Apply strategies for making gaming spaces that support gamer performance while also supporting the scholastic and social needs of gamers as well.

-Understand how learning spaces can be uniquely designed to enhance gamer wellbeing thru good ergonomic products and use of space.

- Create design options at various price points and levels of performance and explain the trade-offs of each.

Introduction

The Rise
of esports
and Gaming

Benefits

Why esports
Belongs
in Schools

**Design
Considerations**

How to Create
Gaming Spaces
that Drive
Student Success

6.86 Million

Peak viewers of 2024
League of Legends championship

3.24 Billion

Gamers in the world,
across all platforms

200+

Colleges that offer
esports scholarships

Why esports Belongs in Schools

Attraction and Retention

Varsity esports teams and scholarships can attract students who are competitive gamers.

School-sponsored gaming activities can help attract casual gamers to campus and help create social connections that are essential to student retention. Examples being intramural and club teams.

Gaming is more inclusive than traditional school-sponsored sports.

Student Well-being and Inclusion in Gaming

Helps build a sense of community that creates lasting connections and enhances student well-being.

Celebrates students that might not be recognized in other ways.

Can reduce stress.

Learning

Gaming teaches students that failure is okay, along with many other useful skills.

Ways of Thinking

Creativity & Innovation

Critical Thinking, Problem Solving & Decision Making

Learning to Learn

Ways of Working

Communication

Collaboration

Managing Complexity

Tools for Working

Information Literacy

Information & Communication

Troubleshooting Technology

Skills for Life

Learning & Advancing Through Failure

Managing Life & Career Personal & Social Responsibility

According to Microsoft Educator Center

Learning

esports generates interest in technology, content and other adjacent disciplines. It also may be good brain exercise.

Esport Related Professions

- Entertainment
- Education
- Administration
- Business
- Communication
- Sales Marketing
- Events Organization
- Media
- Performance Optimization
- Information & Technology

Esports career pathways

TRANSFERABLE SKILLS DEVELOPED THROUGH PARTICIPATION IN ESPORTS:

Teamwork • Leadership • Communication • Strategic thinking • Problem solving • Decision making
Analytical skills • Cyber skills • Ability to multi-task • Dexterity • Improving processing ability and reaction times

ROLES IN ESPORTS

Professional Player
Coach
Shoutcaster / Host
Analyst
Journalist
Observer
Admin (referee)
Broadcast / Production
Community / Social Media Manager
Team / Player Management & Operations
Streamer / Influencer
Video Editor / Photographer

ACADEMIC LINKS

Computer Science
ICT
Sciences
Technology
Engineering
Mathematics
Creative Media
Business Studies
Entrepreneurship
Games Development
Sport

CAREERS IN TECH / DIGITAL / STEM INDUSTRIES

Cyber Security
Software Development
Big Data & Analytics
Cloud Solutions
Network Engineering
Mobile Technologies
Digital Engineering
Artificial Intelligence
UI / UX Design
Network Management
Virtual Reality
Software Engineering

GENERAL ROLES

Marketing • Sales • Advertising • PR • Branding • Merchandising • Media
Event management • Social media • Design • Business development

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How to Create Gaming Spaces that Drive Student Success

Four Design Considerations

Enhance Performance

Support Gamer Wellbeing

Facilitate Teamwork

Build Community

Enhance Performance

Gaming spaces should be designed in ways that create a welcoming environment, enhancing both comfort and performance.

Enhance Performance

Surface materials
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unique team culture

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Keep lighting dim in "battle stations" to maximize screen contrast

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Keep lighting dim in "battle stations" to maximize screen contrast

Support multiple postures with fully adjustable ergonomic seating, screen-depth adjustment and personalization options for individual needs and preferences

Support Gamer Wellbeing

Promoting gamer health and wellness are important elements to consider when designing gaming spaces.

Support Gamer Wellbeing

Support good ergonomics with seating that promotes movement, supports the natural curve of the back and allows for good circulation

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Give sufficient worksurface space for some movement, personal belongings, mousing, and the CPU

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Give sufficient worksurface space for some movement, personal belongings, mousing, and the CPU

Create adjacent spaces that support and encourage breaks and other non-gaming activities

Facilitate Teamwork

It's important to create gaming spaces that help participants communicate as a cohesive team.

Facilitate Teamwork

Embrace density.
A 48"-54" work surface width creates a comfortable density conducive to team-building and communication

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Keep "battle station" work surfaces as open as possible to allow players to see each other and build camaraderie

Plan zones for Video On Demand reviews that emphasize collaboration

Build Community

Gaming spaces should be accessible and inclusive, creating a sense of community between players, coaches and spectators.

Build Community

Plan for observation zones where passersby can watch over the shoulders of gamers without being distracting

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Consider acoustic baffles to lower ambient noise and keep the peace between teams

Build Community

Create a zone for casting and video production

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Leverage large displays, controlled by casting station, for the most compelling in-person and online spectator experience

esports Applications

4500 esports Center

1200 esports Center

4500 Sq. Ft. esports Center

A spacious, 4500 sq. ft. footprint allows for the creation of several distinct zones within the space.

4500 ESPORTS CENTER

Competition zone links battle stations and social areas.

Distinct battle station zone allows lighting and surface materials to be optimized for unique gamer user needs.

Offices and conference rooms give teams and coaches space to collaborate and fine-tune teamwork and problem-solving skills.
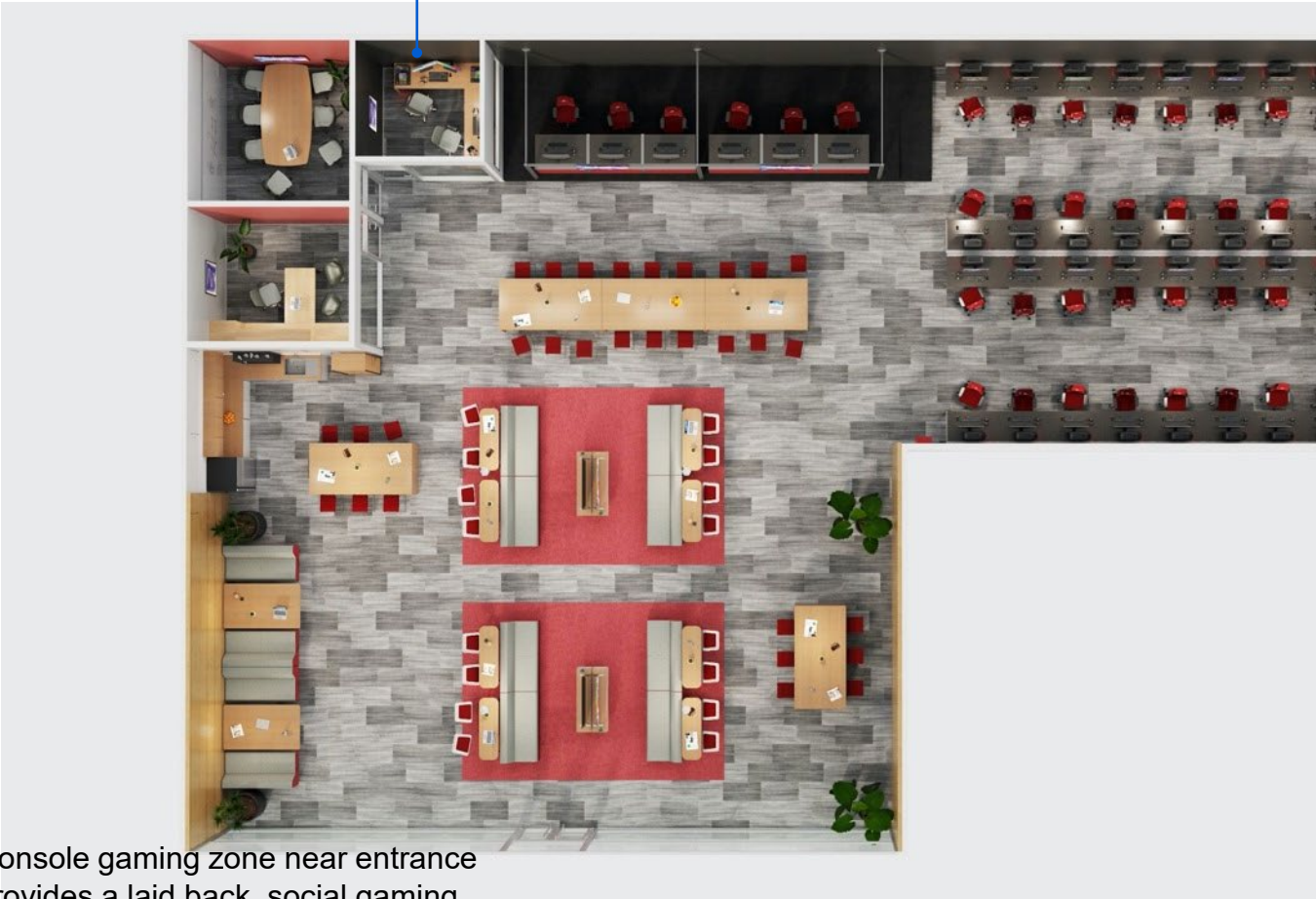
Kitchen/lounge zone encourages breaks from gaming.

Separated booths provide a place for gamers to do school-work and be social.

Console gaming zone near entrance provides a laid back, social gaming experience, while inviting more casual gamers into the esports center.

4500 ESPORTS CENTER

Conveniently-located and well-equipped kitchen encourages breaks and social interaction.

Warm and stylish lighting, plants, and other accessories communicate the value that campuses place on gamer communities.

Booths encourage screen breaks, deeper face-to-face interactions between students, and making space for individual or group study.

4500 ESPORTS CENTER

Colors and materials are lighter and warmer in social zones, contrasting the intensity of PC battlestations.

Competition monitors are clearly visible to connect social zones to competition battle stations.

Observation zones allow passersby to watch console games without distracting players and provide additional seating for multi-player games.

Console games in casual lounge settings draw both serious and casual gamers into the space.

4500 ESPORTS CENTER

Monitors are controlled by a school broadcast team to give broadcasting students a learning opportunity and to build community within the college.

Competition battle stations can be used for simulated competitions or actual meets with other teams.

Additional social settings serve as spectator seating and can be removed and replaced with stacker seating for more formal competitions.

Post and beam enclosures and an elevated floor create a stage that elevates competitors and celebrates the intensity of competition.

4500 ESPORTS CENTER

Dim lighting supports deep focus and immersion in gameplay.

Fully-adjustable task seating with headrests offer sound ergonomic support for a variety of user body types and personal preferences. Embroidery offers opportunities for team branding

Colors are muted to help gamers focus on screen content.

A 48" worksurface width provides sufficient surface area for peripherals and mousing, while conserving square footage and keeping stations close enough for interactions.

A 30" worksurface depth offers ample leg room for reclined postures, depth adjustment for the monitor, and provides space behind the monitor for CPUs.

4500 ESPORTS CENTER

Ample corner-configured worksurface space supports multiple monitors, other equipment and even broadcasting teams.

Glazing between the broadcast booth and competition zone encourages connection between broadcasters and gamers.

4500 ESPORTS CENTER

Shared display enables discussion of digital content in real time.

Whiteboard wall makes thinking visible and maximizes collaboration.

Comfortable seating and collaborative table shape supports groups from 2-8 or more.

4500 ESPORTS CENTER

Store-front glazing allows coaches to maintain a visual connection to esports programs.

Workwall furniture configuration supports multiple working styles and orientations to the door.

Comfortable guest seating supports focused conversations with players, coaches, and other colleagues.

1200 Sq. Ft. esports Center

This smaller, 1200 sq.ft. space is designed
to support a variety of gaming and non-gaming
behaviors with careful planning around
adjacent zones of activity.

1200 ESPORTS CENTER

Distinct battle station zone allows lighting and surface materials to be optimized for unique gamer user needs.

Cozy lounge setting positioned off the bean path supports more casual console gaming and team VOD reviews and discussion.

Informal bar-height table positioned near entrance not only encourages breaks from the screens, but also entices passers-by into the space.

1200 ESPORTS CENTER

Colors are muted to help gamers focus on screen content.

Lighting is kept dim, to support deep focus and immersion in gameplay.

A 48" worksurface width provides sufficient surface area for peripherals and mousing, while conserving square footage and keeping stations close enough for interactions.

Fully-adjustable task seating with headrests offer sound ergonomic support for a variety of user body types and personal preferences. Embroidery offers opportunities for team branding.

A 30" worksurface depth offers ample leg room for reclined postures, depth adjustment for the monitor, and provides space behind the monitor for CPUs.

1200 ESPORTS CENTER

Observation zones allow passersby to watch games without distracting players and provide additional seating for multi-player games.

Thoughtfully selected plants, rugs, lighting and other accessories reduce stress and communicate value to gamers.

Console games with casual lounge settings invite more casual gamers to participate and provide a less stressful option for serious gamers.

1200 ESPORTS CENTER

Storefront glazing advertises the esports program to passing students and fills social zones with light.

Tall table invites students into the space, supporting casual meetings, schoolwork and socialization.

Steelcase has a gaming culture.

(c) 2002 e prideaux for The Japan Times

Decades ago, Steelcase made one of the first dedicated gaming chairs with "Pachinko." This was a modified Sensor chair to support the Japanize public gaming market.

The most active business inclusion group at Steelcase is the Gaming Community. They use gaming to connect in and out of the office while also supporting Steelcase business efforts in the category.

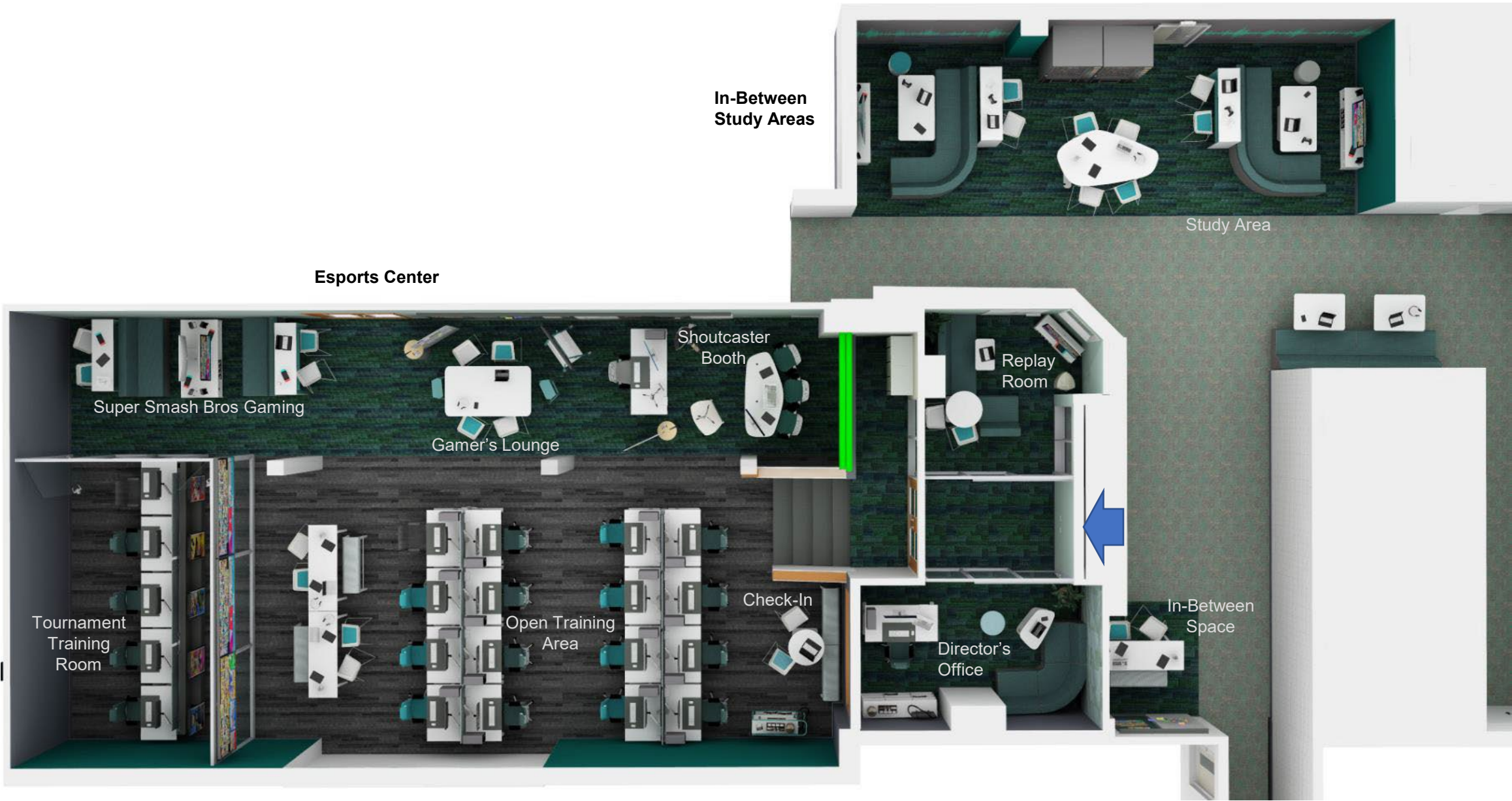Follow us on
www.twitch.tv/steelcasestreams

Steelcase hosts an annual college esports tournament called the "Goat Rodeo." During the full day event Steelcase learns from active esports atheletes. They also provide feedback on applications and products

This year's event is on 10/24 and will feature; GVSU, MSU, Michigan, WMU and EMU

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Michigan State University Esports Space

**In-Between
Study Areas**

Study Area

Esports Center

Shoutcaster
Booth

Replay
Room

Super Smash Bros Gaming

Gamer's Lounge

Tournament
Training
Room

Open Training
Area

Check-In

In-Between
Space

Director's
Office

Gesture | FrameOne | B-Free Tables | Scoop | Campfire Lounge | AMQ ACTIV Linear | Elbrook Tables | Flex Media Cart
45 Students | 38' x 27' = 1,026 ft² | 23 ft² per student | 11m x 8m = 88 m² | 2m² per student

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Gesture | AMQ ACTIV Linear | ILINE Power Beam | Scoop | Elbrook Tables | Flex Media Cart | Silhouette Sit Stand
45 Students | 38' x 27' = 1,026 ft² | 23 ft² per student | 11m x 8m = 88 m² | 2m² per student

Steelcase
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We're Here to Help

Learn
Research and insights

Get Inspired
See and experience spaces

Discover
Workshops and consulting engagements

Create
Solutions for your organization

Recommended Next Steps

Sign up for a virtual tour.

Explore new applications for your learning and work spaces.

Engage in a workshop to discover new needs.

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