# E-sports

"When you think of Esports (Electronic Sports), what's the first thing that comes to your mind?" Many students responded with fairly similar answers, such as "video games," "Fortnite," and, an unfortunately common one, "nerds." While some of these responses are partially true, it is clear that many people are unaware of what Esports actually is. Esports, when simplified to the basics, are really just kids playing video games. But, a lot of these kids are often stereotyped as "nerds" or "anti-social."

extracurriculars. But, in reality, these kids are actually similar. Personally, more than half of the kids I know play video games when at home and have a little free time. Most play with friends, speaking to each other through headsets and competing against or together for the win. Some even play for hours at a time, barely even getting up to eat or use the bathroom. Esports allows those who enjoy the thrill of the online world to be in a controlled environment where they get to play competitively and also have the opportunities and

> "Esports is a great way to meet new people, improve digital citizenship, and learn from others."

This kind of stereotype is completely unacceptable and belittling. Many think that just because these students choose to play video games in their free time that they should be labeled as different from those who play sports or other "normal"

advantages that wouldn't be accessible at home. Esports is an organized team of people working together toward a common goal, learning many valuable lessons along the way. The obvious growth from Esports is getting better at

the game, and, while this is true, there is so much more.

One benefit of Esports is that it provides great opportunities to meet and talk with new people--just like any other sport or club. You have a team, and, over time, you will bond with and make lots of new friends on your team. You also get to meet people from other schools and teams. E-sports can also help kids to communicate with their team and with others, whether online or in person.
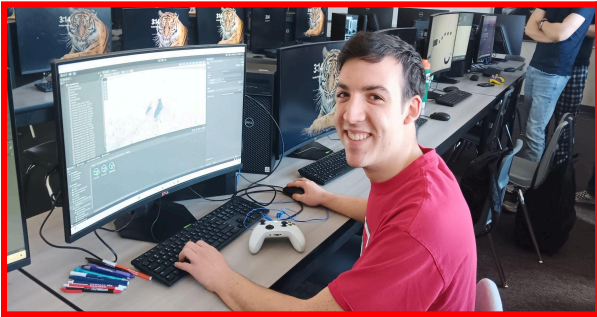


Peter Fietkau

One of the biggest advantages to participating in an Esports team is improving your digital citizenship skills. Digital citizenship is the effective, safe, and responsible use of technology. Peter Fietkau, from our very own Hurricane High School Esports team, says, "Other values and opportunities [. . .] can be simple things like showing up for practice and games, keeping a cool head when others freak out, accurately keeping score of games, being kind online to others, learning from others even when they beat you, and studying strategies."

Esports often gets a bad rap, but, in reality, it is just like any other club or sport, and should be treated as such. Students and even adults need to become more educated about the amazing experience of Esports and support our Hurricane High winning Esports team!

## ABOUT THE AUTHORS

**Delaney Tebbs** is a sophomore at Hurricane High School. She is 16 and was born in Yuma, Arizona. She loves to be active playing sports and other extracurricular activities.

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