TOMAHAWK ESPORTS

MAKING CONNECTIONS ONE GAME AT A TIME

Presented by Paula Norman

GENEROUS DONORS

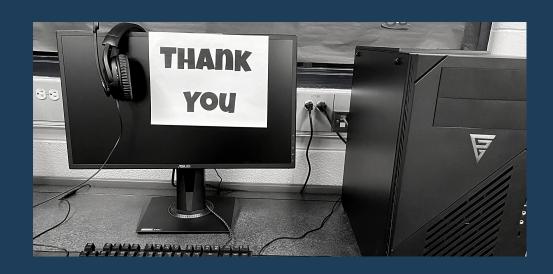


\$5000

Wils kickstarted this club with the initial donation from the Grant. It bought us 3 computer systems + membership to <u>WIHSEA</u>



The Tomahawk STAR
Foundation met in
December and agreed to
support us (just shy of 2
computer systems)



\$7500

On January 1, TAFFY
(Tomahawk Area
Foundation for Youth)
believed in the premise of
this club and supported us
just shy of the remaining 5
computers we needed.

Our Timeline



AUGUST 2020

Found out we received the grant from WiLS

SEPTEMBER/OCTOBER 2020

Apply for club status at school so we can accept grant. Find out interest level, elect officers, write bylaws, set code of conduct

NOVEMBER/DECEMBER 2020

Write for more grants from local organizations (STAR & TAFFY) and conduct our own fundraiser

JANUARY 2021

Get computers set up, organize members and games, and practice to compete in Spring League

FEBRUARY - MAY 2021

Compete in Spring Season with a JV

Rocket League and a Varsity Smite team



Goal: Inclusion

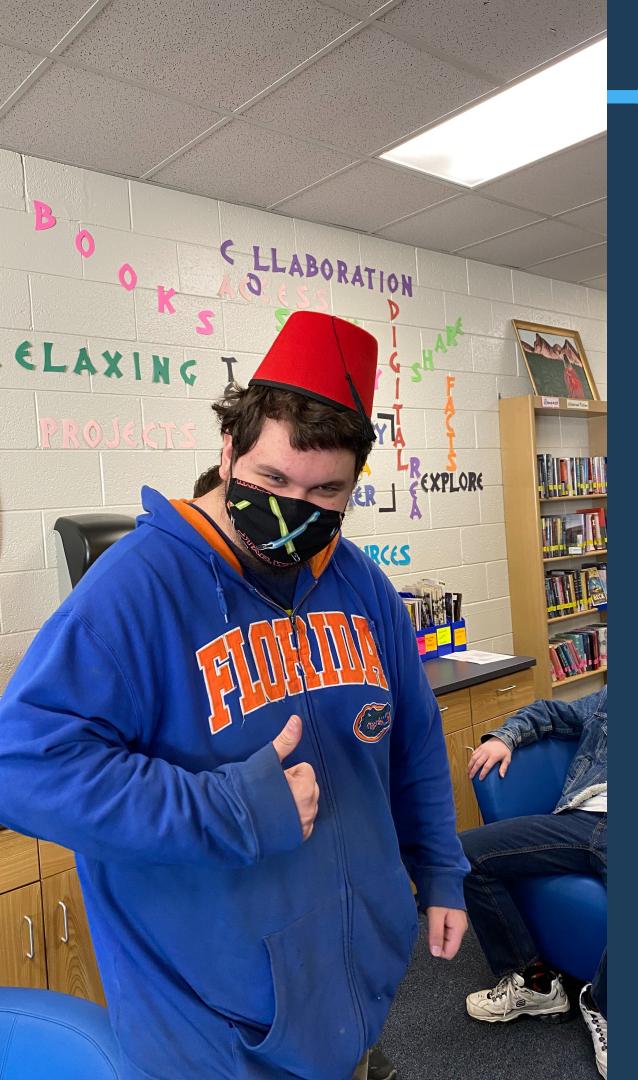
The reason I started this club at Tomahawk was the lack of programming for students who did not participate in athletics or the fine arts. These students needed a "place" where they could belong especially during this pandemic and time of remote learning.

Statistics show an estimated 40% of students involved in esports have never participated in school activities.



Challenges

- Only 5 working computers until March
- Not able to connect them so some of our first matches we operated off of hot spots and people playing at home
- COVID-- every other day schedule so limited practices
- Players not being able to play due to grades, vacations so not always competing with our strongest team
- Having to forfeit a match due to not enough players
- An advisor who knows nothing about gaming and couldn't "coach" them



Successes

- 2 teams competing. 1 at Varsity Level in SMITE and 1 at JV level in Rocket League
- 11 Very dedicated team members
- One even competed on vacation from Florida
- We Live-Streamed all of our matches so fans could watch
- Smite (Varsity Team) ended season with a 6-4 record (5-3 regular season for a 4th place finish out of 8 in our league. Won the first round of tournament playoffs
- Rocket Leauge (JV Team) ended season with a 5-3 record
- 2 All Conference Team members from SMITE



Successes

- Zooming with the esports director at Northcentral Technical College and learning about their program
- Tomahawk Leader article & weekly coverage
- Interviews and coverage from WXPR
- Middle School students asking how to get involved
- Learning how to communicate--Discord server was a life saver
- Learning the importance of attendance and completion of homework-
- Accountability and teamwork

DID WE ACCOMPLISH OUR GOALS?



INITIAL GOALS

- Purchase equipment
- Establish a club and teams
- Work with Guidance and Tech
- Connect with NTC
- Compete in Year 2
- Find a place for disengaged students to excel

MISSION ACCOMPLISHED!!!!!!!!

The guys taught each other and supported one another. These young men found new friends and had a place to fit in. Some had never stayed after school before for anything and now they were coming to school on their off days. By March they were a TEAM in all sense of the word and were practicing and communicating with each on weekends too.







Team Smite

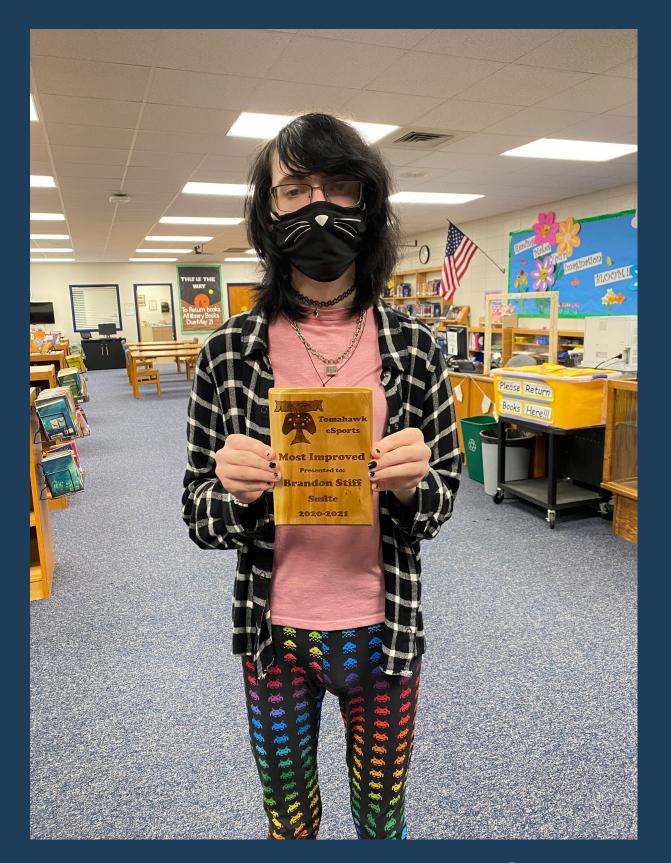


Team Rocket League



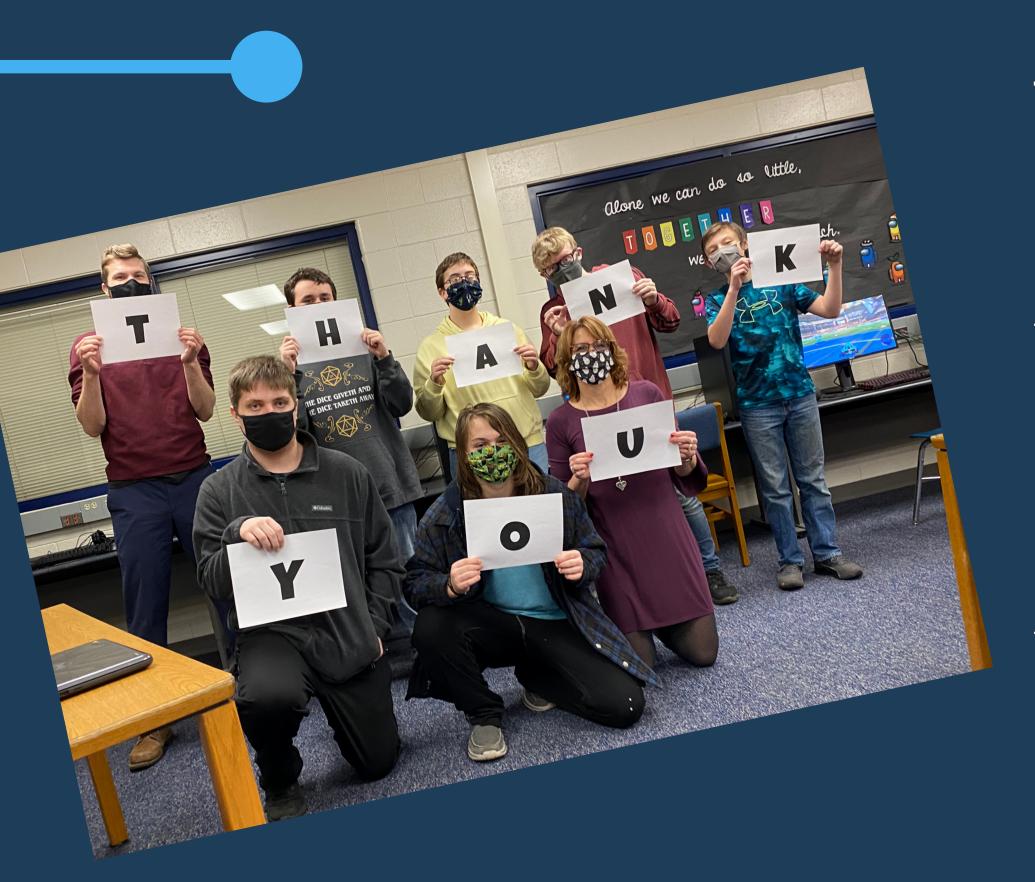


All Conference Team Members



Most Improved





Those who have started eSports programs say it's possible for one person to get a program off the ground, but it takes a wide circle of support-from school administrators and teachers to parents and in our case-foundations and community support. We couldn't have done it without you!!

