# TOMAHAWK ESPORTS MAKING CONNECTIONS ONE GAME AT A TIME

Presented by Paula Norman



### **GENEROUS DONORS**

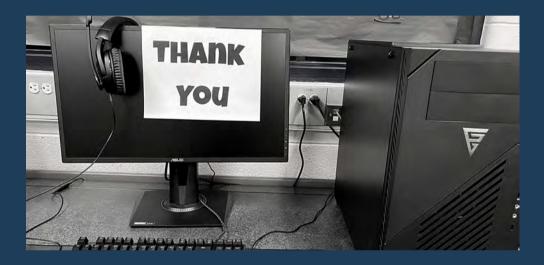


#### \$5000

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

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

\$3000



#### \$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**



Wils

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

Compete in Spring Season with a JV Rocket League and a Varsity Smite team

#### **AUGUST 2020** Found out we received the grant from

#### **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**

#### FEBRUARY - MAY 2021



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.

## **Goal: Inclusion**





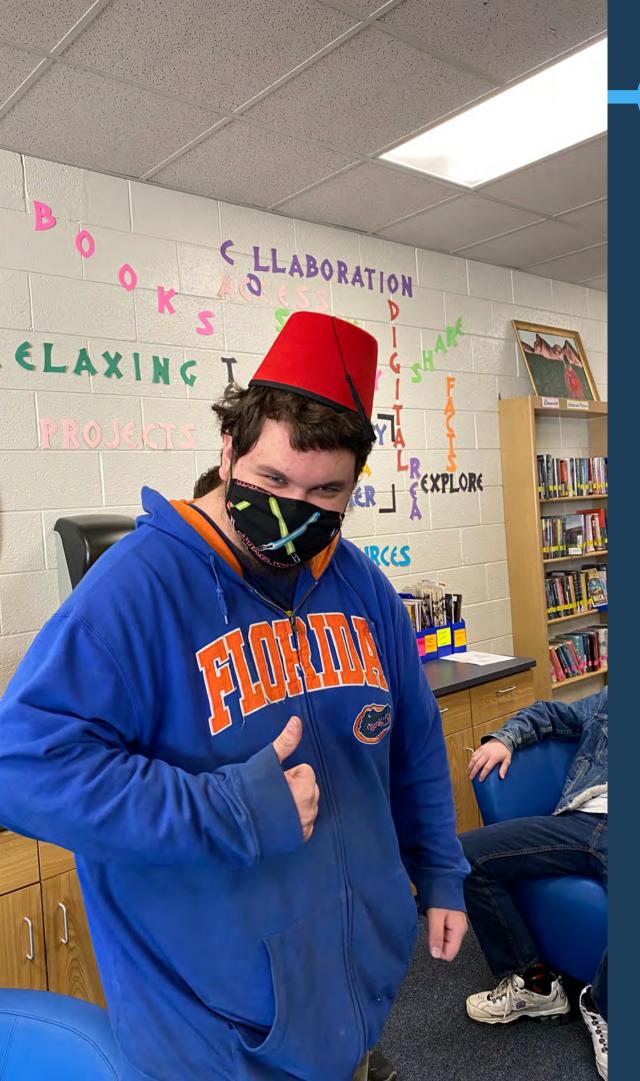
## Challenges

- Only 5 working computers until March
- playing at home
- COVID-- every other day schedule so limited practices
- Players not being able to play due to grades, strongest team
- Having to forfeit a match due to not enough players
- couldn't "coach" them

• Not able to connect them so some of our first matches we operated off of hot spots and people

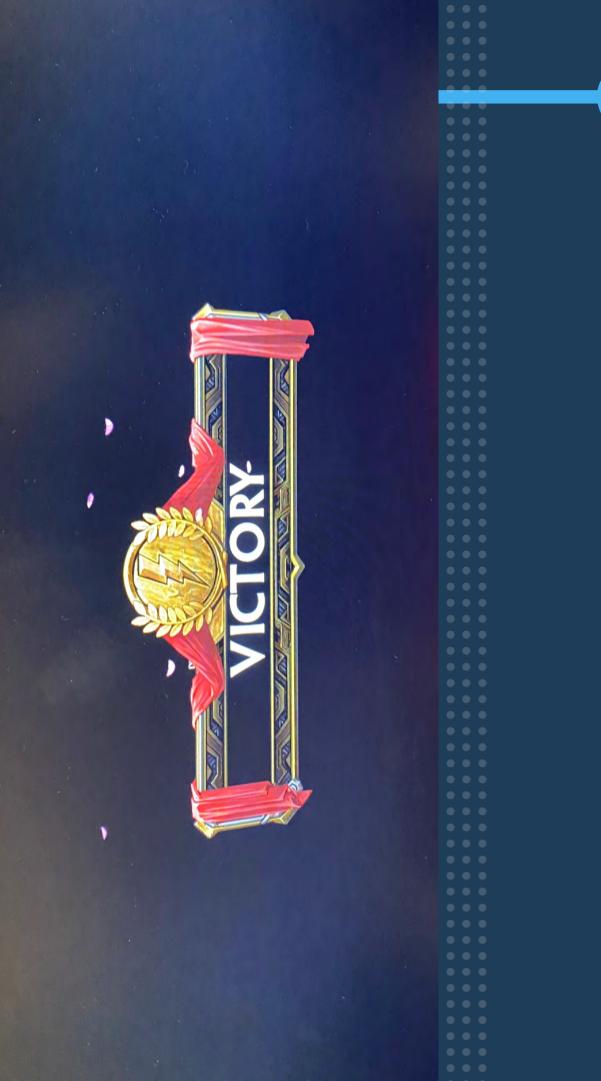
vacations so not always competing with our

• An advisor who knows nothing about gaming and



- 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



- 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
- was a life saver
- Learning the importance of attendance and completion of homework-
- Accountability and teamwork

#### Successes

• Zooming with the esports director at Northcentral

• Learning how to communicate--Discord server

### **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



## Award Winners/Captains



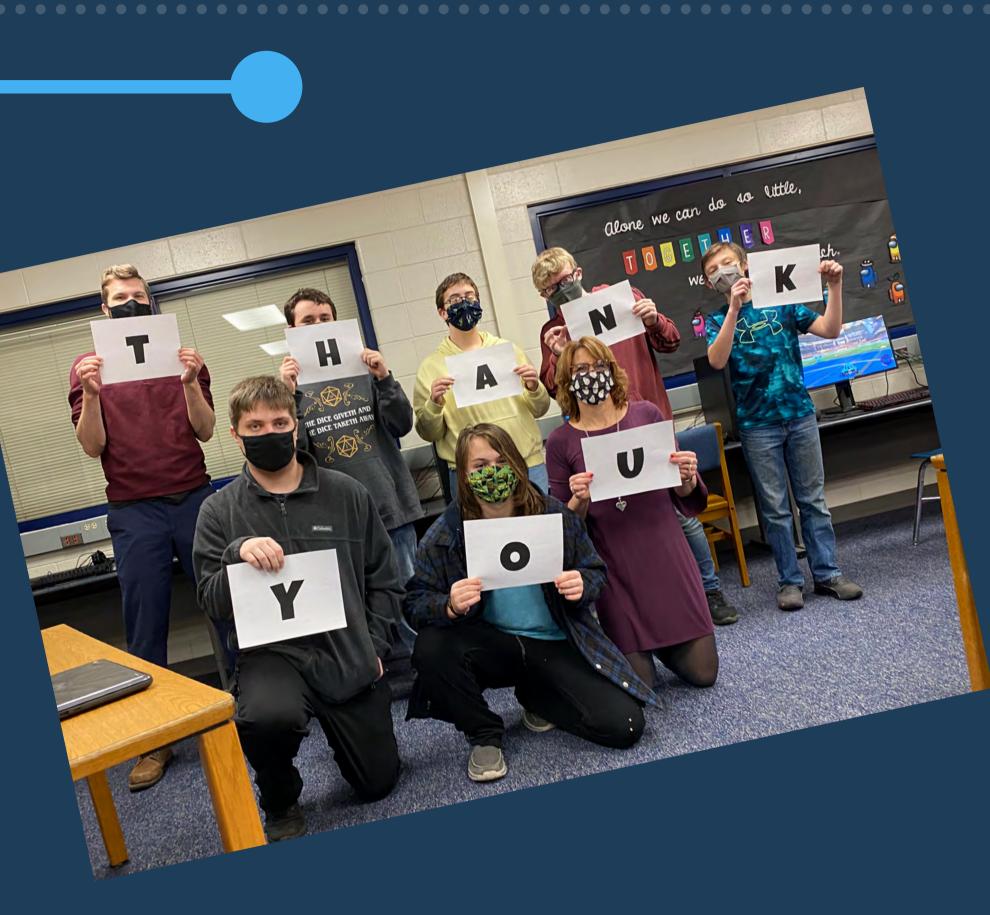
#### All Conference Team Members





#### 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!!

