

ESPORTS ACADEMY

Learning through play!

An initiative by **5CGG**



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ABOUT ECOSYSTEM ENABLERS









SCOGA was founded to make a difference in the local gaming scene.

Today, as ecosystem enablers, SCOGA strives to equip gamers and youths alike with 21st century career skills to help them build their futures in the dynamic gaming industry and beyond.

With over 15 years of experience building and serving the local esports ecosystem, the Singapore Cybersports & Online Gaming Association (SCOGA) was founded to make a difference in the local gaming scene, and is one of the most trusted esports organisations in Singapore.

With the broad support of industry partners and institutions such as the National Youth Council and NTUC U Associate, the SCOGA Esports Academy equips youths with important skills and values such as leadership, teamwork and communication to help them strive towards their aspirations and build rewarding careers.



YOUTHS OF THE DIGITAL AGE



Esports is a rapidly-growing global entertainment medium, made up of various specialised roles such as players, managers, analysts, shoutcasters, event organisers, producers, content creators and so much more.



With more youths immersed within the digital sphere, esports is an increasingly recognised and effective medium to engage them, and to develop crucial 21st century career skills and prepare them for a variety of industries where these skills are relevant.



BUSINESSES IN ESPORTS

With an ever-increasing number of players and viewers, esports has become an attractive space for a variety of organisations from the public and private sector to participate and achieve their various business and outreach objectives. The global esports industry revenue is expected to reach \$3bn by 20221.

These organisations, including traditional sports entities, event production houses, non-profit organisations and many more,

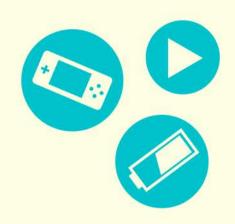
look to esports as a means to engage with youth audiences.

Many of them are looking to engage audiences in this space but lack the knowledge to understand esports and its audience. An increasing number of them are also looking for the right talent to help them navigate this space.

These are gaps that can be filled with the right education, knowledge and insight.



ESPORTS ACADEMY









The Esports Academy seeks to build developmental pathways and provide opportunities for youths to become esports athletes, coaches, managers, professionals and the leaders of tomorrow.

The Esports Academy is an initiative of SCOGA, supported by the National Youth Council, dedicated to engaging, educating, and enabling youths to excel through the medium of esports.

The Esports Academy seeks to build developmental pathways and provide opportunities for youths to become esports athletes, coaches, managers, professionals and the leaders of tomorrow. We also engage the diverse stakeholders within the esports ecosystem in defining and recognising the essential standards that will allow the sustainable growth of the esports industry.





TARGETED OUTCOMES

ENGAGING YOUTHS IN THEIR PASSIONS

Understanding the idea that youths are passionate about gaming and esports, we sought to create more meaningful engagement opportunities through the following goals:

PARTICIPATION

Create a sense of community, strengthen identity, and building stronger bonds among youths while encouraging greater participation in sports and esports.

DEVELOPMENT

Cultivate and instil values and principles important to youth development such as integrity, sportsmanship, resilience, teamwork and responsible gaming.

CAREERS

Impart career skills through esports, provide exposure to career opportunities within esports and industries where these skills are transferable to, and inspire youths to turn their passions into rewarding careers.



21ST CENTURY (5) **SKILLS**



GAMES ARE A HIGHLY-ENGAGING MEDIUM TO HELP OUR PASSIONATE YOUTHS BECOME FUTURE-READY.

Esports provides a multitude of opportunities for learning, and can become a medium for educators, parents, and schools to create meaningful and targeted learning. Our Esports Academy has identified and focused on certain crucial soft skills that could be taught or improved through esports:

TEAMWORK

We look at improving teamwork through teaching important communication, motivation, conflict resolution skills and more.

ADAPTIBILITY

We strive to make create adaptable youths through teaching stress recovery, flexible thinking, openness to new experiences and more.

RESILIENCE

Esports helps build resilience, tenacity, the ability to regulate emotions, confidence and other relevant skills. Resilient youths fare better in a multitude of environments, including adverse ones.

DISCIPLINE

By inculcating diligence, the ability to focus, time management and a willingness to learn, we help cultivate disciplined youths, keen to improve themselves no matter what they set their minds to.

CREATIVITY

The dynamism of esports challenges youths to develop critical thinking and problem-solving skills, also the curiosity to seek their own solutions. These not only help youths play better, but are also useful in their studies and work.





GAME-BASED LEARNING

We adopt a Game-Based Learning (GBL) approach with our programmes, where students explore relevant aspects of games in a learning context designed by teachers. Teachers and students collaborate in order to add depth and perspective to the experience of playing the game.



Within an effective GBL environment, we work toward a goal, choosing actions and experiencing the consequences along the way. We make mistakes in a risk-free setting, and through experimentation, we actively learn the right way to do things.

This keeps us highly engaged in practicing behaviors and thought processes that we can easily transfer from the simulated environment to real life.

- Increased ownership of own learning
 - Increased knowledge retention
 - Address all learning styles •
- Safe environment for failure and experimentation •



LESSON

LOADED WITH INTERACTIVITY

We strongly believe in learning through play, and have designed programmes incorporating theory, gameplay and hands-on activities to help youths think strategically, critically, and effectively retain what they have learned.



TABLETOP ACTIVITIES

Team discussion, theory application and strategy crafting to encourage critical thinking and communication.



IN-GAME PRACTICE

Practicing theory application in the game. Facilitated by expert gamers and followed up with discussions.



THEORY

Developing and analysing theories and strategies, facilitated by trained expert gamers.









MEANINGFUL YOUTH PROGRAMMES







Engaging youths through purposeful programmes help them better engage with the content and achieve learning outcomes, pick up important soft skills and values while learning more about themselves and their peers.

In collaboration with various social service organisations and Ministry of Education schools, we have run various programmes to help youths learn more about esports, games, as well as inculcate various skills and values. These include **drop-in centre programmes**, **soft and hard skills training**, **cyberwellness**, **and many more**.

More on each programme below!





SOFT SKILLS FOCUSED

Target Audience: Youths







Through structured activities, group discussions, and gameplay sessions, youths will get the chance to learn about and practice various soft skills identified to be useful throughout life.

Soft skills are interpersonal skills that are required for success in life. They include skills such as communication, teamwork, and problem-solving. They are increasingly important for youth to do well in their education, community participation, and workplace.

Using game titles youths are interested in, they will gain awareness and apply various soft skills within the context of their games, before transferring these skills to a real-world setting.



SOFT SKILLS FOCUSED WORKSHOP EXAMPLE

Using their favourite game, PUBG Mobile, youths learned and practiced engaging in team-based discussion, reaching group consensus and important communication skills necessary for life. Through the discussion, youths were highly engaged, critically analysing game strategies before presenting their ideas for feedback.











CYBERWELLNESS & HEALTHY GAMING

Target Audience: Youths that are gaming







Focused on the wellbeing of students as they navigate the vast cyberspace, specifically when engaging in gaming and related activities, these workshops looks into equipping students with skills to be responsible users.

Using games to bring across cyberwellness topics, students will practice the necessary skills in their games, before transferring said skills to their daily lives.

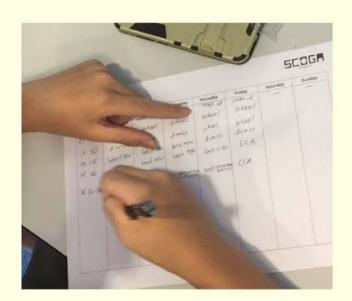
Some topic that can be covered:

- Good Gaming Etiquette
- Toxicity and Cyberbullying
- Addiction and Time Management
- Privacy when Gaming and Streaming

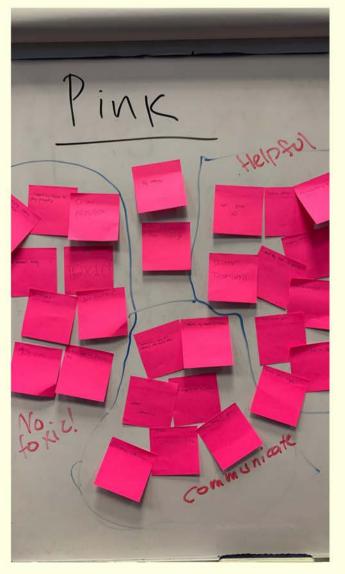


HEALTHY GAMING WORKSHOP EXAMPLE

Youths in these workshops had the opportunity to dissect their behaviours in their respective games, learning to label toxic or hurtful language used, and positive interactions they can do instead. They also learned how to better manage and plan their gaming time against their other commitments and responsibilities.











YOUTH ENGAGEMENT

Target Audience: At-Risk Youths







Keeping in line with the diverse interests of youths, pure engagement workshops seek to further engage youths in a conducive and safe space for social activities.

Through more unstructured recreational classes, catering to the diverse needs and interests of youths, these workshops introduce games, esports, and otherwise, with the purpose of creating a fun and safe environment where youths are motivated to participate in. In essence, these workshops facilitate social bonding between friends, peers, and like-minded individuals.

Within these classes, youths will continuously and subtly be exposed to soft skills such as teamwork and communication, as practiced within their favourite games. These workshops have been run within national programmes such as GearUp, SportsCares, and UpLift.



YOUTH ENGAGEMENT WORKSHOP EXAMPLE

In engagement workshops. learning happens at its own pace. Students engage in their favourite games with friends, bonding with each other. Tips on skills such as communication, creating positive interactions with friends are talked about when opportunity presents itself, with the main focus being to give students a safe space to bond over their favourite games.









GEAR-UP PROGRAM

AFTER-SCHOOL YOUTH ENGAGEMENT

An after-school scheme for students from disadvantaged backgrounds, Gear-Up provides students with close support and supervision with the aims of improving attendance and increased confidence and self-esteem.

Under this scheme, students have the opportunity to interact with their peers through games and esports while inculcating deeper understanding of their strengths.

Students will learn important soft skills such as emotional management, time management, and people skills through games.











BOOTCAMPS

HOLIDAY ENGAGEMENT PROGRAM

The 3–5 days Bootcamp focuses on learning about necessary soft skills revolving around esports via hands-on activities and interactive game-based learning with game titles such as Mobile Legends Bang Bang, Pokemon Unite, and Keep Talking Nobody Explodes.

Participants will learn to work better in a group through efficient communication, leadership, and teamwork. Pre-game strategizing, planning, followed by communication during gameplay, will allow students to apply the various learning objectives.

Lastly, participants will dish it out during the tournament finale, allowing them to execute the skills they have learned throughout the duration.



FUN GAMES

Play popular games and esport titles like Mobile Legends, Pokemon Unite, and more!



SOFT SKILLS DEVELOPMENT

Gain knowledge and practice important life skills such as communication, leadership, and teamwork!



TOURNAMENT

Apply all that skills in a intense tournament amongst friends! Who will be the best?









INTER-SECONDARY SCHOOL TOURNAMENT

HAPPENS EVERY JUNE AND DECEMBER HOLIDAYS

LEAD YOUR SCHOOL TO ESPORTS GLORY!

TAKE YOUR FIRST STEPS TOWARDS AN ESPORTS CAREER

More than just an esports competition, Campus Legends, SCOGA's initiative to engage, educate and empower youths to excel through Esports, is a platform for students passionate about esports to discover potential career pathways and develop relevant talents and skills to help them achieve their dreams in the esports industry.











MISSION & DEVELOPMENTAL PATHWAY

Campus Legends' Mission

- Celebrating and Empowering Talent
- Building Positive Student Gamer Identity and Culture
- 3. Launching Careers Through Esports

DEVELOPMENTAL PATHWAY

Talent Discovery

Campus Legends Secondary School

Talent Development

Campus Legends Tertiary

Singapore Representatives

Professional Careers





PAST PARTICIPATING SCHOOLS



Teck Whye Secondary School



Unity Secondary School



Westwood Secondary School



Woodgrove Secondary School



Woodlands Ring Secondary



Yuhua Secondary School



Zhonghua Secondary School



Marsiling Secondary School



Ngee Ann Secondary School



Orchid Park Secondary School



Pasir Ris Crest Secondary School



Pasir Ris Secondary



Queensway Secondary School



Saint Hilda's Secondary School



Fairfield Methodist Secondary



Gan Eng Seng School



Hai Sing Catholic School



Hua Yi Secondary School



Jurong West Secondary



Kranji Secondary School



Maris Stella High School



Anglican High School



Anglo-Chinese School (Barker)



Bedok South Secondary School



Bukit Batok Secondary School



Bukit Panjang Government High School



Bukit View Secondary School



Deyi Secondary School



CAREER PROGRAMMES



bit.ly/incubator brochure

CAREER KNOWLEDGE AND INTERESTS

Target Audience: Youths interersted in Esports

We offer a variety of programmes that cater to various learning needs and objectives. Career programmess help give interested youths knowledge and skills necessary for a career in the essports industry.

For Primary and Secondary Schools

TALENT DISCOVERY

Through short workshops, this programme help provide interested students with the skills and knowledge about the esports industry, necessary to pursue various career pathways within it. The skills and knowledge gained are usually transferable to other career pathways within esports and even to other industries.

CAREER TALKS

These talks exposes youths to the multitude of career options within esports, the ecosystem at large, and gives them direction for pursuing the career pathways they are interested in.

Tertiary and Beyond

TALENT INCUBATOR

An extended career pathway programme that includes on-the-job training opportunities, youths with the attitude and aptitude to pursue professional roles in esports will be provided with added resources and support from industry experts to help build up their talents, skills and portfolio to be ready for the esports industry.



CAREER PROGRAMMES



CAREER KNOWLEDGE AND INTERESTS - PATHWAYS

Within these programmes, the Esports Academy has identified different "topics" or pathways within the esports industry. Each career programme will teach students skills and knowledge within its respective topics.

PATHWAYS IN ESPORTS

High Performance

Coach

Coaches are trained in helping the performance and holistic development of teams and players.

Player

To maximise their performance potential and competitive advantage, players are subject to a holistic training development programme based on proven sports coaching methods.

Industry

Media

Youths can learn about what it takes to effectively communicate esports to audiences through our Shoutcasting and Live Streaming programmes

Broadcast & Production

Youths can acquire the various knowledge and skills to set up their own broadcasts, or play a key role in a much bigger production.

Events Management

All about creating and managing esports events, youths will learn about the various key technical and logistical considerations, and how to uphold the spirit of competition and ensure fair play.



CAREER PROGRAMMES

TALENT DISCOVERY PROGRAMME EXAMPLE

Working with youths, they were brought through the processes behind putting together an entire talk show and esports event. This included learning about broadcasting, marketing an event, setup, and tear down of a physical event.











LEARNING JOURNEYS









We want to encourage more meaningful and constructive conversations around esports and games. Youths in our care would benefit greatly from our guidance if we had a better understanding of the nuances of esports and games.

What you will learn

- Organizations in the local esports industry
- State of the esports ecosystems in a global and local context
- Careers opportunities and skill requirements
- Tough requirements necessary to be a pro athlete
- How to guide youths passionate about esports
- Using games for learning and skill aquisition



LEVEL UP!

ENGAGING YOUTHS AND BUILDING COMMUNITIES WITH ESPORTS AND GAMES

TRAIN-THE-TRAINER PROGRAMME

Target Audience:

Adults working with Youths; Educators, Social Workers, Counsellors, Youth workers

While SCOGA will continue to engage youths with our programmes, we are aware that greater outreach could be achieved if we **empower practitioners with the tools and knowledge to better engage the youths** in their line of work. Therefore, our Train-The-Trainer (TTT) programmes aim to equip practitioners with the basics of running game-related programmes in-house, and how to use it as a bridging component to form better connections with their respective target youths.



KEY OBJECTIVES

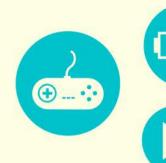
Participants will learn about games and their perceived effect on the youths we work with. We will discuss the social stigma revolving around esports and digital gaming and how the domain is continuously changing with education and regulatory measures.

Participants will also acquire practical knowledge and skills, understand youth's developmental stages through the gaming lens, and youth gaming habits along with issues of cyberbullying, peer pressure, and stress management in games.

Lastly, learn about SCOGA's involvement in fostering engagement with youths and promoting youth development through the various Esports Academy programs.



LEARNING OUTCOMES





TOTAL OF 8 HOURS



Participants will acquire knowledge about the esports scene in Singapore, the opportunities arising from its global popularity, and its educational value as a teaching medium.



Participants will be introduced to games popular with youths, gain basic understanding of the games through hands-on experience, and in the process acquire pertinent information relevant to opening a conversation with the youths.

HABITS AND BEHAVIOURS OF GAMERS

Participants will learn about internet habits of gamers, identify behavioral and emotional indicators of distress, and how to identify symptoms of gaming disorder.

YOUTH'S DEVELOPMENTAL STAGES

Participants will understand motivations of youth gamers, how their developmental and sociaemotional experiences affect gaming behaviours, explore youth support systems, and interventions for individuals with gaming disorder symptoms.

USE OF GAMES AS EDUCATIONAL TOOLS

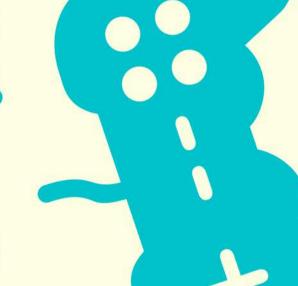
Participants will understand how games can be used as an educational medium to assist the teaching of curriculum in schools, as well as promote and guide youths on personal/character development via the teaching of soft skills.



LEVEL UP!

ENGAGING YOUTHS AND BUILDING COMMUNITIES WITH ESPORTS AND GAMES

TRAIN-THE-TRAINER PROGRAMME



PRE-REQUISITES

- To ensure your success in this course, you should have experience with youths that play games, and/or you are a gamer yourself.
- 2. You should have basic digital literacy with computers and mobile devices.

TARGET AUDIENCE

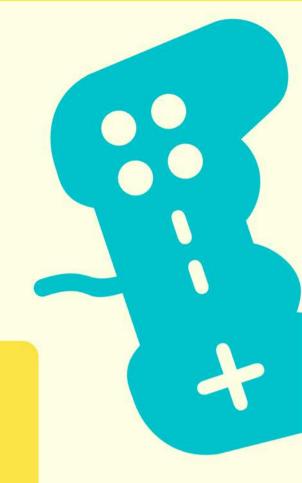
- 1. Individuals working in the Social Service Sector, doing youth work or engaging with youths.
- Educators in schools looking to create deeper engagement with youths.
- 3. Parents with gaming youths that wish to connect with them better.



LEVEL UP!

ENGAGING YOUTHS AND BUILDING COMMUNITIES WITH ESPORTS AND GAMES

TRAIN-THE-TRAINER PROGRAMME



PRICING

Without e2i funding: \$375*

With e2i funding: \$255*

*Before GST

FUNDING ELIGIBILITY

- Applicant shall be Singaporean or Singapore Permanent Residents.
- 2. Applicant must achieve at least 75% attendance.
- Applicant must pass all prescribed test/assessment, and attain 100% competency.

For customized or private runs of this workshop, please drop us an email.



TAG-TEAM PLAYER:

MELLOW & TALE

Mellow & Tale is a young and creative counselling practice that supports the emotional well-being of young adults and professionals all around Singapore. They combine effective counselling services with training and digital mediums such as video games to facilitate mental health reform and change that improves their clients and support systems. Mellow & Tale is an active partner of SCOGA and supports our educational workshops for both schools and adult professionals.



SUPPORTING GAMING AND GAMERS

As massive fans of video gaming, Mellow & Tale loves to help gamers and families enjoy a good game and reach their maximum potential in their lives. Here's a recap of how they're supporting our community:

- Facilitate counselling sessions to help youths, young adults, and parents
 navigate through milestones and transitions that take place in their
 lives.
- Embracing video games and the many positive benefits they carry in facilitating mental health support and intervention.
- Actively supporting professionals and adults to better understand video games and its potential impact to our wellbeing and development.



For more information about Mellow & Tale and their services, feel free to send an email to **pigaremellowandtale.com** or scan the QR code below to book an appointment.





BONDING OVER GAMES

SOCIAL GAMING WITH FAMILY AND FRIENDS

Target Audience: Families; Social groups interested in Games

Youths are not the only ones who enjoy a good gaming experience! With the use of mobile devices being so prevalent throughout the globe, one can see adults playing games while commuting or simply using games as a respite from their busy work schedules.

Through this program, we hope to create a social environment for groups of friends, colleagues, or family members to gather and bond over gameplay.



KEY OBJECTIVES

Social engagement

Building on the Singapore Together movement, our program aims to reignite the 'kampung spirit' by providing a safe space for people who enjoy gaming, regardless of language, race or religion.

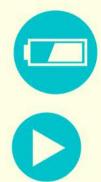
Relationship building

Through playing games together and working collaboratively towards a common in-game goal, the program aims to promote mutual trust, respect and empathy among participants, and to celebrate and accept differences between individuals.



LEARNING OUTCOMES





IMPROVED COMMUNICATION

Communication is not just about talking and neither should it be one-way. Through structured gameplay using curated games, participants will learn about the importance and usefulness of speaking clearly and concisely, and how non-verbal cues affect conversation.

BETTER TEAMWORK

With improved communication comes better teamwork! Through different cooperative games, participants will learn why it's important to work together and be encouraged to come up with their own ways on how to improve coordinating with each other to attain common goals and objectives.

SELF-AWARENESS AND MANAGEMENT

How well do you know yourself? What does your playing style say about you? How does knowing all this help you? No human being is perfect and only by being aware and acknowledging our own strengths and weaknesses, are we able to continuously improve. By critically reviewing one's achievements and progress after games, participants will learn about the benefit of self-evaluation and how to make their strengths work for them in life.

RELATIONSHIP MANAGEMENT

No one is an island and they shouldn't be either! Even though we might not know it or feel it, most of us are actually surrounded by friends and families who will always provide support. It is thus important that participants learn how to manage their relationship with friends and family to reduce conflicts and learn to laugh and play together.



CONTACT US!

Dennis Ooi

President

Contact me if you want to discuss partnerships and collaboration with SCOGA and the Esports Academy!

Email: Dennisescoga.org Linkedin: linkedin.com/in/dooiya





Alyson Tan
Manager, Curriculum and Training

Contact me with your burning questions on esports and the development of curriculum and content!

Email: Alysonescoga.org

Linkedin: linkedin.com/alysontansimin

Send general queries here: info@scoga.org

#LearningThroughPlay!



CONTACT US!



Benjamin Yee

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Contact me on your questions about game-based learning and using it for soft skills development!

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Manager, Esports Training

Contact me on your questions about high performance in esports!

Email: Nutzescoga.org



Send general queries here: info@scoga.org



RESOURCES

CONTACTS AND LINKS IN SINGAPORE



WEBSITE

www.scoga.org

FACEBOOK

www.facebook.com/SingaporeCybersports

INSTAGRAM

www.instagram.com/singaporecybersports

TikTok

www.tiktok.com/esingaporecybersports

Prepared by Alyson Tan

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