

QUEENSLAND HIGH SCHOOLS ESPORTS LEAGUE

QUT works in partnership with the Anglican Schools Commission to run the Queensland High Schools Esports League – an esports competition underpinned by STEM and esafety principles that provides high school students with esports competition experience and online safety skills.

Our mission is to create the opportunity for high schools to be involved in a fun, non-traditional sporting team environment that:

- inspires students to get involved
- improves digital literacy skills
- educates students on safe, life-long online behaviours and responsibilities
- enhances connections across school communities
- connects students with higher educational pathways, and
- develops practical esports industry skills.



Competition at a glance

The competition consists of three seasons that run parallel to Queensland School Terms 1, 2 and 3. Schools compete once per term across different esports games either at QUT's Gardens Point Esports Arena or remotely. Games currently featured in the competition are Rocket League, Overwatch, and League of Legends.

The competition is ranked with teams accruing points across each term and game. The highest ranked teams are invited to compete in a grand final event to contest the title of Queensland High Schools Esports Champion.

For 2021, the competition will expand to support up to 36 schools. If schools are unable to commit to the full year competition, we provide opportunities across the year to participate in unranked All School Battle Events.



Pathway to QUT Tigers Academy

In 2020, QUT launched the QUT Tigers Academy – Australia's first university-funded esports development program for League of Legends players. The Academy is open to current QUT students and provides a consolidated pathway towards becoming a professional esports player. Academy players are offered Oceanic-leading development support across a number of key areas, including:

- high performance coaching
- fitness, nutrition, and sport psychology
- academic support under QUT's Elite Athlete Program
- competition opportunities at local, national, and international levels.

Students entering the High Schools Esports League gain competition experience and skills to be eligible to progress into the Academy.

Our commitment to child safety and protection

Child safety and wellbeing principles are at the core of our esports competitions and related STEM initiatives. We adhere to the eSafety Commissioner's Online Safety Education Framework to equip young people and schools with online safety tools to effect positive cultural change in their online environments and reduce the likelihood of harm. Matches are embedded with online safety and wellbeing projects created by and for students, with a focus on the eSafety Commissioner's 4Rs of online safety: Respect, Responsibility, Resilience, and Reasoning. QUT complies with the requirements of the Working with Children (Risk Management and Screening) Act 2000 and operates under a university-wide Child Protection Policy and Child and Youth Risk Management Strategy.

Not a player?

The competition isn't just for esports players. Under the guidance of QUT Esports professionals, students learn and take on key production roles in:

- Casting
- Streaming
- Content creation
- Digital wellbeing advocacy
- Event coordinating



Want your high school to join the competition for 2021?

Event days: Saturdays 8:30am-3:30pm across School Terms 1, 2 and 3

Total team size: 16 players maximum (across all three games)

Minimum age: 13 years

Applications open: Monday 10 October 2020

Applications close: Friday 4 December 2020

Cost: \$1,600 per year (includes access to professional esports staff, equipment, facilities, and resources)

To apply:

Contact esports@qut.edu.au

W: www.qutsport.com.au
E: esports@qut.edu.au
Ph: 07 3138 2001

