

#1



THE DROP

AN ACADEMIC LOOT CRATE

PROJECT

cei
BOOST



gaming
X
academics

**ESPORTS FOR
ACADEMICS**

Gaming based worksheets,
fun facts and more!

**OUR PROGRAM & THE
WORLD OF ESPORTS**

Learn more about our esports
program and esports in schools.



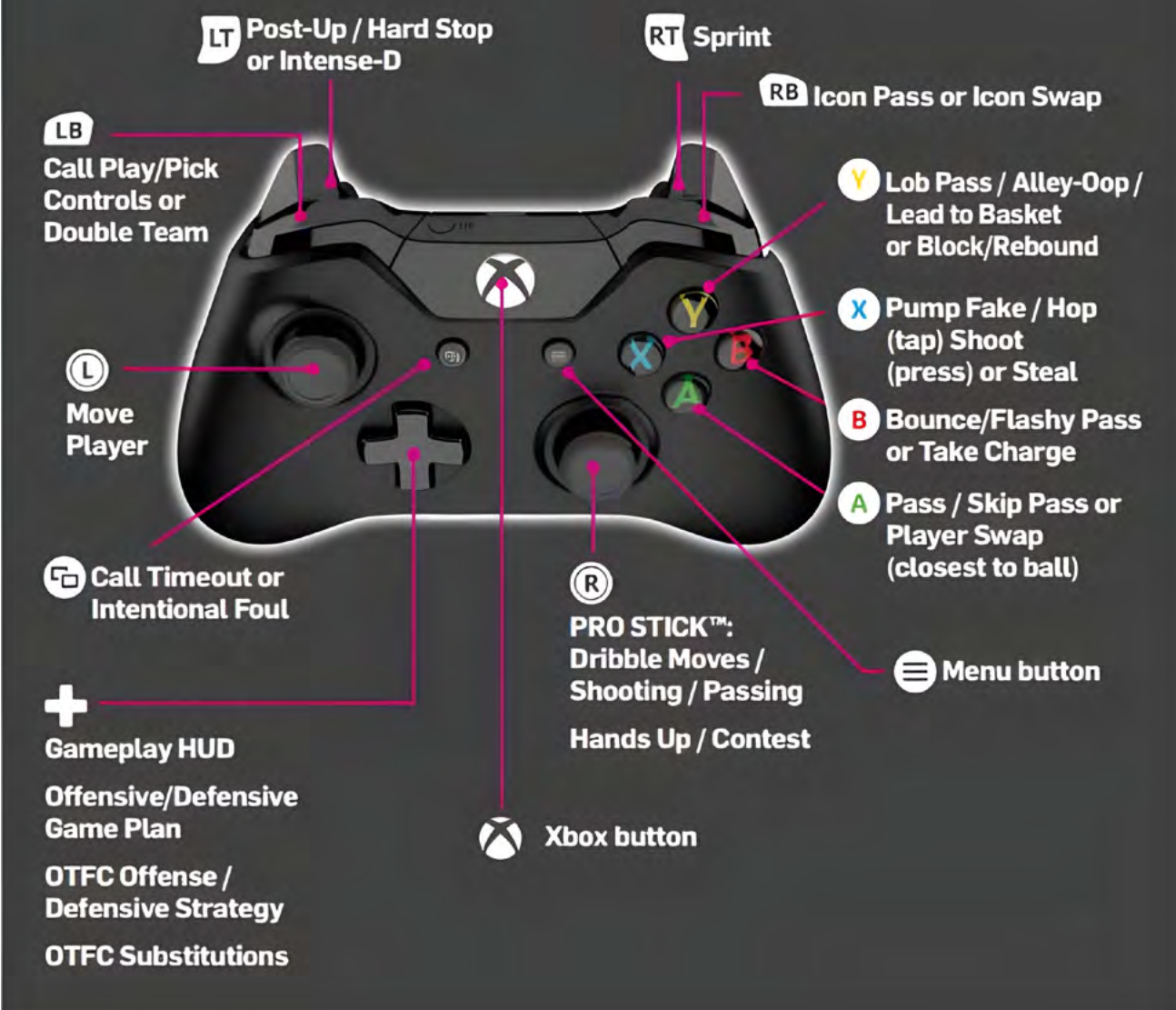
**GAMING & ESPORTS
ARTICLES**

Read gaming articles and
interview excerpts.

NBA 2K21

LEARN THE BUTTONS

GAME CONTROLS XBOX ONE WIRELESS CONTROLLER



Quick Tips

Use Intense-D to stay locked in to the ball handler while on defense. Do your best to stay in-between the ball handler and the rim, without giving the offense too much space at the 3 point line. Use sprint when needed.

Use Post-Up while on offense to back down your defender (move in a back-facing motion). This is most effective while using Power Forwards & Centers, but can be used by any player.

When shooting the ball, hold down the shoot button until the shot meter reaches the white line. This will give you an excellent release, which is guaranteed unless blocked.

Dedicated to gamers, fans and scholars everywhere.

若々しい

Contents.

In this magazine
In order of appearance

1. Meet CEO, Michael Kohlhagen
2. Who We Are (CEI Esports)
3. More CEI Esports & Project Boost Info
4. What Is The E-Journal
5. Worksheet #1
6. Sega Genesis Fact
7. Let's Talk Gaming With City Council Member, Amanda Farías
8. Nintendo 64 Fact
9. Esports In highschool
10. Esports League Highlight
11. 2K League Player Highlight
12. Bullying Stops Here
13. A Few Esport College Choices
14. What Is Reachin' & Teachin?
15. Worksheet #2
16. Super Nintendo Fact
17. Editors Choice: Top 5 Upcoming Games
18. Microsoft Buys Activision Blizzard
19. Sony Buys Bungie
20. Pokémon Fact

cei
Esports



Contents.

In this magazine
In order of appearance

21. What is the College Esports Expo
22. What Is BrookLan
23. Worsheet #3
24. Fortnite Fact
25. Esporting Mind
26. Gaming Together
27. Worksheet #4
28. Dota 2 Fact
29. Some Convention News
30. NBA 2K Has An Issue
31. Playstation Fact
32. What's Hot In Gaming (Early 2022)

Thanks for reading! :)

cei
Esports

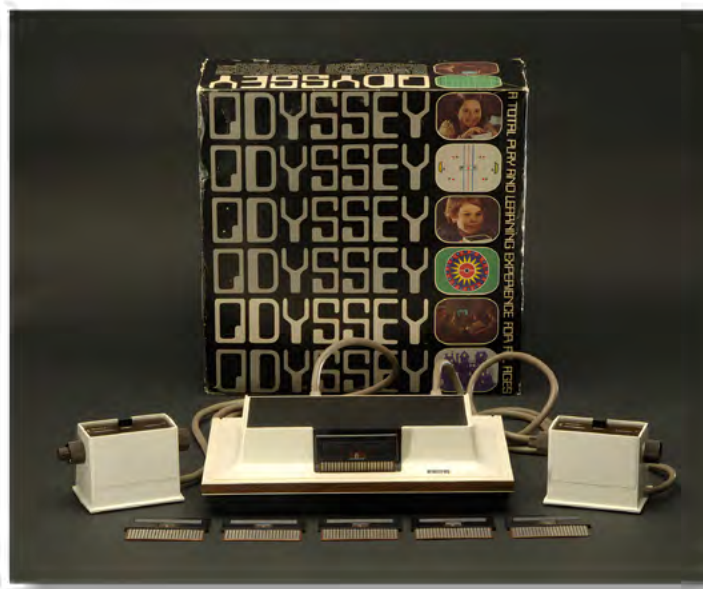
MEET CHIEF EXECUTIVE OFFICER, MICHAEL KOHLHAGEN



We also spoke about his experience with video games. He told us that his first time playing dates back to Pong, first an arcade title, then released on the first home video game console, the Magnavox Odyssey. Interestingly enough, the console set the stage for future video game consoles, as it was the first one to be commercially successful, so seeing where Michael is today with the success of the CEI Esports program, seems to have come full circle in some regards, and it is inspiring.



Gameplay of Pong



The CEI Esports team had a great opportunity to sit down with Mr. Kohlhagen to learn more about Project Boost and its history. BOOST, short for Building Options and Opportunities for Students, Michael explained, was originally created with the goal of exposing students to new opportunities and cultural events like live Broadway, museums and other cultural opportunities around New York City by getting them out of their neighborhood and exposing them to new possibilities.

Mr. Kohlhagen explained what project BOOST means to him, stating:

"Building opportunities and options for students, for me, that means nurturing the talents and interests of students, exposing kids to new technologies, new innovations and helping them link those skills to career pathways, helping them understand the opportunities to go to college for a career".



When asked if any stories or experiences stuck out, Mr. Kohlhagen pointed out the esports logo on our shirts and said:

"I can only think about the first time that I went to one of our schools in the Bronx and walked into what used to be a traditional classroom and computer lab, and how it was literally transformed into a gaming room and gaming lab, and how excited the kids were to be not just gaming, but to be working together, collaboratively, and really excited about the gaming opportunities. It's something they didn't expect to do in school, and didn't expect to do more than once, and we actually came at the end of an 8 week cycle and the students could articulate what they've learned. How they were able to work together, those characteristics and the teamwork piece".

He went on to explain: "Esports isn't just about gaming, but it's really about social emotional learning, character education and helping students gain and support those social skills and the other needs of students".

Thank you Michael Kohlhagen for your years of dedication to this work and bringing wonderful opportunities to our youth.



Project BOOST aims to turn the incorporation of gaming & the rest of its amazing programs into real educational opportunities city, state and nation wide.



WHO WE ARE

CEI Esports is a comprehensive program designed to give students a complete overview of the Esports ecosystem and provide the critical communication, collaboration and problem solving skills students need to thrive in school and in life. Esports engages students in innovative ways while improving school culture, building character and promoting career and college readiness.



Through engagement with the students through both educating & direct gameplay (NBA 2K focused), we will nurture strong relationships and encourage them to use teamwork, problem solving skills and demonstrate leadership as we learn through play together, IN GAME!

To learn more, please visit <https://the-cei.org/cei-esports/> or SCAN



WHAT WE DO

By leveraging key components and expertise of career pathways found in esports, we engage students with perspective, high value content and crucial understanding of E-sports practices & revenue streams to give them the tools needed to succeed in the space..

Some key topics that we cover include:

- Branding
- Marketing
- Digital Citizenship
- Journalism
- Streaming
- & More.

cei PROJECT BOOST

WELCOME TO PROJECT BOOST AND THE CEI ESPORTS PROGRAM



In this program, you will learn a variety of different information relating to esports, from college and highschool esports to gaming history, broadcasting and so much more to help you get started and get informed!

Together, we will play & learn hands on how to play NBA 2K, which is a competitive basketball simulation game, complete with a huge community of players and an elite esports league, including a tournament for students to get a feel of an official play format.



We will hear from professionals in the world of esports and hopefully, you will be inspired to take action, and become not just a gamer, but a gamer who is knowledgeable, marketable and profitable.



Sasha "Scarlett" Hostyn
Highest paid female gamer

Kind of like these two...



Richard "Ninja" Bevins
Popular streamer & Twitch record-breaker



cei PROJECT BOOST

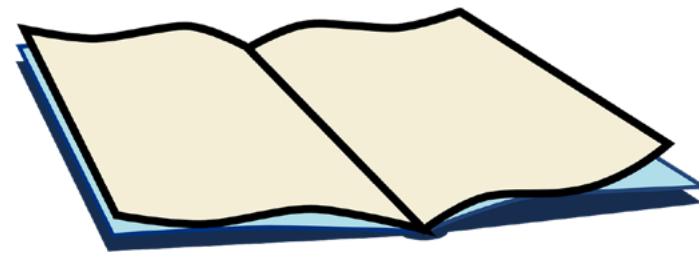
E-JOURNAL

LESSON REVIEWS, GAMES AND TRIVIA

In this issue, you will find esports related worksheets. We highly encourage all students to complete each page and continue to review them as your time in the program continues.

This will allow a refresh of the experiences you have and content that we have gone over together, which will better assist students in their proficiency and understanding of the esports space.

We will continue to produce content that will motivate and push the student body into fun and competitive career pathways, while also leaving room for free expression both in-lesson and through our E-Journal.



E-Journal

Intro to Esports

Name: _____

Date: _____

POPULAR ESPORTS ORGANIZATION LOGOS



What is Esports? In two Sentences.

Are video games a passion for you? Why or why not?

BONUS

What was the first game you ever played?

Circle one:

Fornite was inspired by Minecraft.

True or False



SEGA GENESIS

First launched in Japan in 1988 and in the U.S. a year later in 1989, The console Sold 30.75 million units worldwide. The Sega Genesis was a master of the 16-Bit era, making incredible platformers and introducing charismatic characters like Sonic the Hedgehog to rival Nintendo's mascot Mario. The console made great use of it's limited 16-Bit graphics capabilities and made some of the best looking games at the time, some to which people still agree look fantastic. Not to mention it was home to another current day esports title, Mortal Kombat.

Notable Titles

Sonic the Hedgehog | 1, 2 & 3
Streets of Rage | 1, 2 & 3
Vectorman
Echo the Dolphin
Comix Zone
Mortal Kombat
Castlevania : Bloodlines

LET'S TALK GAMING WITH CITY COUNCIL MEMBER, AMANDA FARÍAS



Meet City Council member Amanda Farías, serving District 18 in the Bronx, representing Soundview, Castle Hill, Parkchester, Clason Point and Harding Park. This role allows her to help the community in many ways including things like filling potholes, working on implementing after school programs and even voting on New York City's \$98 billion dollar budget.

One other important task in her role is to assist in writing bills that change NYC laws. She shared with us some of the challenges she has faced working in her career. Something that stuck out was how difficult it can be in this position being not only a woman but a woman of color

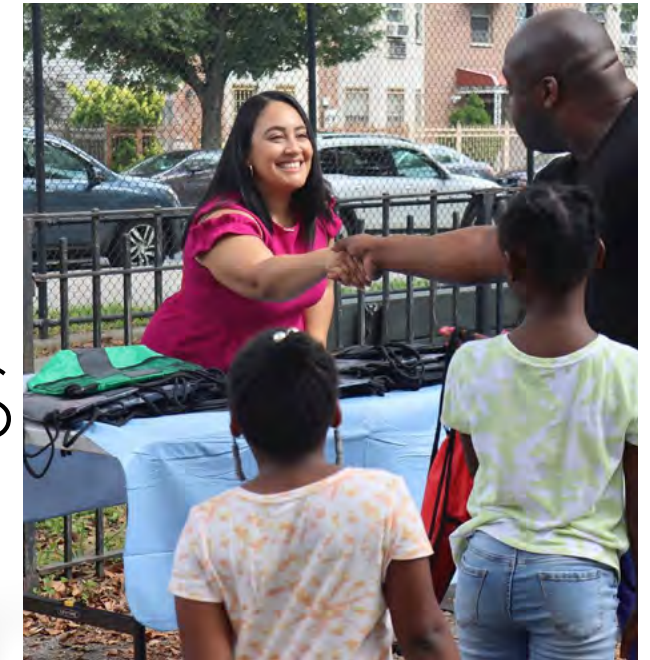
Ms. Farías is a part of the largest, female bodied city council in New York's history, which is a huge accomplishment for her and the council.

Her success in the community and the work she is able to do for others is one of the driving forces for her career.

We got a chance to ask Council Member Farías about her history with gaming. She noted that she was a real Playstation player growing up, playing popular titles like Crash Bandicoot & Spyro the Dragon (fan favorites).

She has a particular fondness for the Pokémon franchise, in part due to her time spent playing with her brother, which allows her to continue to stay connected with him and relate to what he's into. Which is something that she holds very special.

We asked Ms. Farías about her take on the growing metaverse, and her opinion on more people seeking careers in the gaming space as time progresses. Here's what she said:



LET'S TALK GAMING WITH
 CITY COUNCIL
 MEMBER,
 AMANDA FARIÁS



LET'S TALK GAMING WITH
 CITY COUNCIL
 MEMBER,
 AMANDA FARIÁS



We ended our conversation with some advice for our readers:

"Stick to your passions. It's super important to make sure that what makes you excited everyday or brings out a little bit of a healthy competitive side, you want to invest in that, and so sticking to your passions is very important. Just do good out there, y'know".

On behalf of our students, readers and staff here at CEI Esports, we want to thank Council Member Amanda Farías, for her advice, insight, amazing work in our city, and wish her continued success in her career and future endeavors.



City council members (left to right) Farías & Salamanca



"I really loved graphic design. growing up. I wasn't musically inclined, but I was artistically inclined, and that's really where I found an outlet to. I think a lot of careers in gaming and content creation are great. We need to get better at connecting everyday activities or learning to those jobs. So getting better at computer science, art direction or animation, can help lead right into some of these careers.

She also noted the value and importance of investing in youth and integrating modern ideas into city schools and programs, such as crypto currency, coding and gaming and how they connect to other fields.

We spoke more about careers like journalism and as Ms. Farías noted, how people can forget that many of these pathways in schools has many uses in several fields and how children now spend so much time getting good at video games, we can teach ways for them to use those skills for monetary gain.

Ms. Farías made an excellent point on how much these careers are intertwined with our everyday life. Those who remember certain social media platforms and profile editing, would remember that they were actually doing minor coding to get their pages up and running, which many people don't think about.





Originally intended as a joint console with Nintendo, Sony launched their Playstation in Japan in 1994, and in the U.S. a in 1995. Selling over 102 million units worldwide, unheard of at the time, the Playstation brought us some of the worlds greatest video game franchises of all time, still releasing sequels on current hardware. Building off of Nintendo's innovation, they created the Dualshock controller, the first to incorporate a left and right analog stick. This would be an industry must till this day.

Notable Titles

- Resident Evil Series*
- Crash Bandicoot*
- Tomb Raider*
- Final Fantasy*
- Metal Gear Solid Series*
- Gran Turismo*

ESPORTS & SCHOOL

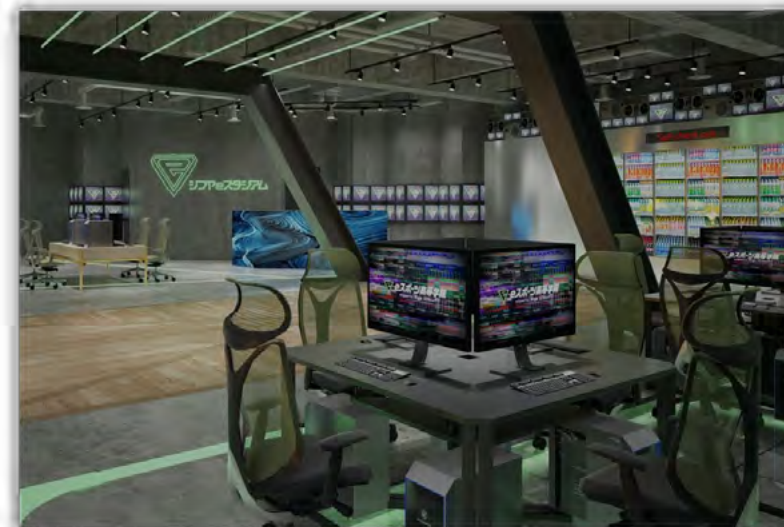
More programs here & overseas, creating opportunities in gaming

As Esports continue to grow in both in the business market as well as overall popularity, it's easy to see why more and more schools in the U.S. are adapting Esports into their program listings.

Schools like Rutgers and many other state universities have already started successful programs, creating more career pathways in Esports, as the market entails other aspects of the business aside from gaming.



Rutgers Gaming Center



Esports Koutou Gakuin (Esports High School, Japan)

In Japan, it was recently announced that a school in the Shibuya District in Tokyo would be opening. An Esports Highschool, said to be the first of its kind, featuring a curriculum in competitive play in popular genres and gaming formats as well as a typical core curriculum that you would find in a typical high school. Also featuring state of the art gaming rigs equipped with current generation Intel CPU's and the latest efforts from Nvidia's RTX Graphics cards.

As more facilities like these continue to open, it is likely that we will begin to see more schools implement such programs. In 2021, the Esports market was valued at over \$1 Billion dollars USD, and projected to increase over the next 10 years.

If Esports programs continue to grow in schools, it will continue to generate exposure and allow for more global investment, giving gamers and students more opportunity to play for bigger prize pools, at more events, and gain notoriety for their school, which will be a huge incentive for schools to fund more programs.

Gaming coming back full circle.

Earnings for DOTA 2 players in 2021 was around \$47.2 Million USD. That's INSANE!



Esports League Highlight



The NBA 2K League is a competitive esports league featuring 24 official teams playing NBA 2K, now moving into its fifth season, launching its first in May of 2018. The season consists of teams facing off in 5v5 format games (additions coming in season 5), with each player using their personal player builds. This leads into the season playoffs and then the season finals as similarly seen in a typical NBA season. Not surprising as the 2K league is operated by the NBA and Take-Two Interactive, the games developer.

As esports continues to gain exposure and more leagues begin to enter the market, the NBA 2K league has also continued to expand. Originally featuring only 17 teams, now has 24 teams, with all but 2 being directly affiliated with an NBA team. Also like the NBA, having a draft for players before the season begins from gamers who went through the tryout process hosted by each team.

Teams host up to 3 Pro-Am tournaments on NBA 2K and the winning teams members will be draft eligible as well as one player from the losing team. In season 5, the league will be adding a 3v3 format, similar to what's seen in MyPark, along with new amateur tournaments, allowing the game to be more accessible to those looking to play and win, as these different formats will have their own prize pool.

This follows the 2021 2K League partnership with Sony Interactive Entertainment, which also hosted tournaments seeking potential draft picks during the tryout period from Oct. 4th to Dec. 5th.

Having some of the best NBA 2K talent in the world and running the most highly favored basketball game currently on the market, the NBA 2K League is, and will continue to be, the premier basketball esports league.

nba2kleague

@NBA2KLeague

NBA2KLeague

NBA 2K League



2K League Draft Class



GAMER PROFILE

“Keep grinding... If people don't know what's going on or people don't believe in you, maybe that might be the case... just believe in yourself.”

HE'S A MVP

Last Year, Rob & Johnnie, hosts of the Reachin' & Teachin' podcast got a chance to interview the 2021 2K League Rookie of the Year and MVP, Pacers Gaming, Xavier Barraza (630).

630 Talks about the surreal experience of being selected as the MVP for the season. When asked by Rob how does it sound [to him] being rookie of the year as well as the MVP, he said

“It sounds pretty crazy , like, thinking about it. I would say probably like halfway through the season I kind of figured it was coming, for sure the rookie of the year but MVP was kind of in the air. When I found out I won that, it was surreal, like you said it was crazy.”

By the seasons end it would not be much of a surprise. As the league leader in points per game, 630 was scoring an average 34.7 points per game and an impressive 9.3 assists. He was on pace to score higher during the playoffs with a higher 36.5 points per game start, until Pacers Gaming's series loss to Jazz Gaming.

Xavier shared with us his experiences growing up and being a great 2K player since a young age. Johnnie noted from his experiences and being so young, it gives our students a platform and shows everyone just how big E-sports is.

His team will definitely be one to beat as 2021's Rookie of the Year & MVP winner



NBA2K LEAGUE

Player HIGHLIGHT

REACHIN' & TEACHIN' "630" PODCAST AIRED NOV 2021



REGULAR SEASON NOTABLE STAT TOTALS

FG% | PTS | AST | STL | REB

52.5 903 242 22 29

PLAYOFFS NOTABLE STAT TOTALS

FG% | PTS | AST | STL | REB

57.7 73 20 3 0

“... If this league is really what you want to do... just make it work.”



JUST SO YOU KNOW,

Be Kind!

GIVE A COMPLIMENT!

Show your support!



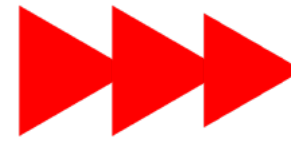
cei
Esports
Smile!

SEE SOMETHING,
SAY SOMETHING!

We're all gamers here!

REMEMBER TO
TREAT OTHERS HOW
YOU WANT TO BE
TREATED

To learn more information on bullying, cyber bullying, how it effects us and how to prevent it, please visit www.stopbullying.gov



these colleges also have incredible academic programs, many of which can lead to careers in gaming, not just as a gamer!

COLLEGE ESPORTS PROGRAMS



Harrisburg University has only one varsity sports team, and it's for esports. Players on the team specialize in League of Legends, Overwatch and Heartstone. Players who make the the varsity team can expect a full scholarship.

**Play Hard.
Get Good Grades.**

Here are some degrees you may find at these colleges and more that may lead to opportunities in the esports industry:

- Journalism and Media Studies
- Graphic Design
- Video Production
- Game Design
- Marketing

for more information on these colleges, visit
<https://www.rutgers.edu/>
<https://www.harrisburgu.edu/>
<https://www.maryville.edu/>



JUST A FEW AMAZING COLLEGE CHOICES FOR ESPORTS



Rutgers University boasts the biggest programs for gamers in the tri-state area. Playing games like Valorant, Call of Duty, Rainbow 6: Siege and others of different genres.



Maryville University is widely considered one of, if not the, leading college for esports. A typical top team in practically all games in their arsenal, the college holds several titles in League of Legends and are the current college Overwatch champions





WHAT IS THE REACHIN & TEACHIN PODCAST

Reachin and Teachin is a student outreach podcast focusing on esports, the professional careers found within the space, and interviews with the people who work in those roles. The podcast gives students a chance to watch and listen to professional interviews and gain knowledge and exposure to the people that make it happen

Viewers and listeners will be able to learn a bit more about the podcast hosts, but also a bigger insight into the daily lives and inspirations from people in the esports world that have found huge success, as well as what drives them to continue to their profession and tips for our students who are aiming for similar outcomes.



So far, Rob & Johnnie, hosts of the podcast have done over 60 episodes with notable guests such as 2K League President Brendan Donohue, BrookLAN co-owner Alec Polsley and College Esports Expo founder, Kevin Mitchell, with more great guests coming soon.

60+ Episodes
Check em' Out!



@CEIESPORTS



REACHINANDTEACHIN



REACHIN' & TEACHIN' PODCAST



E-Journal

What Makes A Gamer

Name: _____

Date: _____

Who would you like to collaborate with in Esports one day?

What's your favorite type of merchandise?

- Shirts
- Hoodies
- Hats
- Collectibles
- Accessories (bracelets, bags, etc)

BONUS

What well known gamer would you like to meet? Anyone we've discussed?

Circle one:

True or False? The Marshmello Fortnite concert holds the record for the most players in a lobby at once.

True or False

POPULAR GAMING PRODUCT AND MERCH LOGOS



EPISODE 62: INTERVIEW AT BROOKLAN WITH CO-OWNER ALEC POLSLEY



First launched in Japan in 1990 as the Super Famicom, the system made its way to the U.S. a year later in 1991. Selling 49.10 million units worldwide, the SNES took already popular games like Super Mario Bros. for the previous system and brought them into the 16-Bit Era and creating some of the most beloved video games of all time, creating major competition for its competitors.

Notable Titles

- Donkey Kong Country | 1, 2 & 3
- Super Mario World | 1 & 2
- Super Metroid
- Super Mario Kart
- Kirby Superstar
- Super Punch-Out!!
- Chrono Trigger

cei
Esports
EDITORS
CHOICE
TOP 5
UPCOMING
GAMES
(2022) *Some titles are not yet at their peak . . .*



5
Evil Dead: The Game kind of gives me that Dead by Daylight meets Friday the 13th: The Game, except you can fight back much harder. This game is looking to feature some online co-op as well as PVP game modes having some players play as the monsters themselves. This game also looks just fantastic. I'm really excited for this one.



1
The story and character development in God of War for PS4 was astounding. I actually grew to feel for Kratos and Atreus throughout their journey and it made every bit of dialogue feel meaningful and not just something to get the player by, and not just from them, but from other colorful characters we meet. Aside from the incredible story, the gameplay is rock solid. With amazing battle mechanics that made you feel more up close with each enemy was well balanced and rewarding when executed properly. The bosses were mean and with every loss made me want to grab my controller and figure out what I'm going to do next time to get better, especially on the harder difficulties.

Santa Monica Studios has come back with God of War: Ragnarök. From what I remember, There's about to be a terrible thunderstorm . . .

- #5 Evil Dead: The Video Game
- #4 Sonic Frontiers
- #3 Gran Turismo 7
- #2 Legend of Zelda: Breath of the Wild 2
- #1 God of War: Ragnarök



4
Sonic has seen some good, a bunch of bad, and a whole lot of ugly. Though the hedgehog hasn't seen his best days since the Genesis and the surprisingly great run in Sonic Mania, the new trailer for Sonic Frontiers looks to end the 3D game cold streak. In an open world?



3
Gran Turismo has always been a fan favorite. Although I for myself have been spending more time on Microsoft & Turn 10 studios' Forza franchise, Grand Turismo 7 looks to win back some like me who may have strayed away a bit.



2
The first Breath of the Wild saw Link in an open world like we have never seen. Not only is it beautiful, but it's also full of lore and enough non-linear gameplay that keeps you busy and free to explore. This new one is doing the same thing. . . in the sky.

ACTIVISION BLIZZARD



MICROSOFT SHAKES THINGS UP

MICROSOFT PURCHASES ACTIVISION|BLIZZARD
HOW DOES THIS EFFECT ESPORTS



A recent announcement was made that Microsoft would acquire gaming publisher Activision Blizzard in an all cash, \$68.7 billion dollars, paying \$95 dollars per share. This deal sees Microsoft gaining rights to popular gaming franchises such as Overwatch and Call of Duty. They have also made plans to integrate these franchises into their Game Pass, a monthly service providing a slew of games to it's subscribers on both Xbox & PC. With almost 400 million Activision Blizzard players globally, this is sure to bring in more fans for games that neither company had exclusive access to, which is sure to bring in more revenue. This deal also made waves in the stock market, costing Sony \$20 billion dollars in market value.



As for competitive gaming, it just so happens that there are several titles in the Activision Blizzard library that are main stream esports league games, having Overwatch and Call of Duty earning millions in player prize pools alone. Microsoft gaining ownership of these games could mean more sponsorships and league deals on the Xbox side of things, meaning more money from Microsoft entering into the esports economy.



SONY BUYS ORIGINAL HALO STUDIO

More big moves happening in the gaming world as Sony spends \$3.6 billion dollars

Another huge moment in gaming as Sony formally makes a purchase of Bungie studios, developers of Destiny & Destiny 2. Longtime fans of the Halo series knows Bungie Studios to be their original dev team. Bungie has been the leading team behind the franchise until their final entry in the series, Halo Reach in 2010.

They weren't seen again until the release of Destiny in 2014, although they published the mobile game Crimson: Steam Pirates, which was released on IOS and Google chrome and developed by Hairbrained Schemes.

Sony's purchase of the studio comes soon after Microsoft's announcement that they would be purchasing Activision Blizzard, the company synonymous with games like Call of Duty: Warzone and Diablo.

SONY®

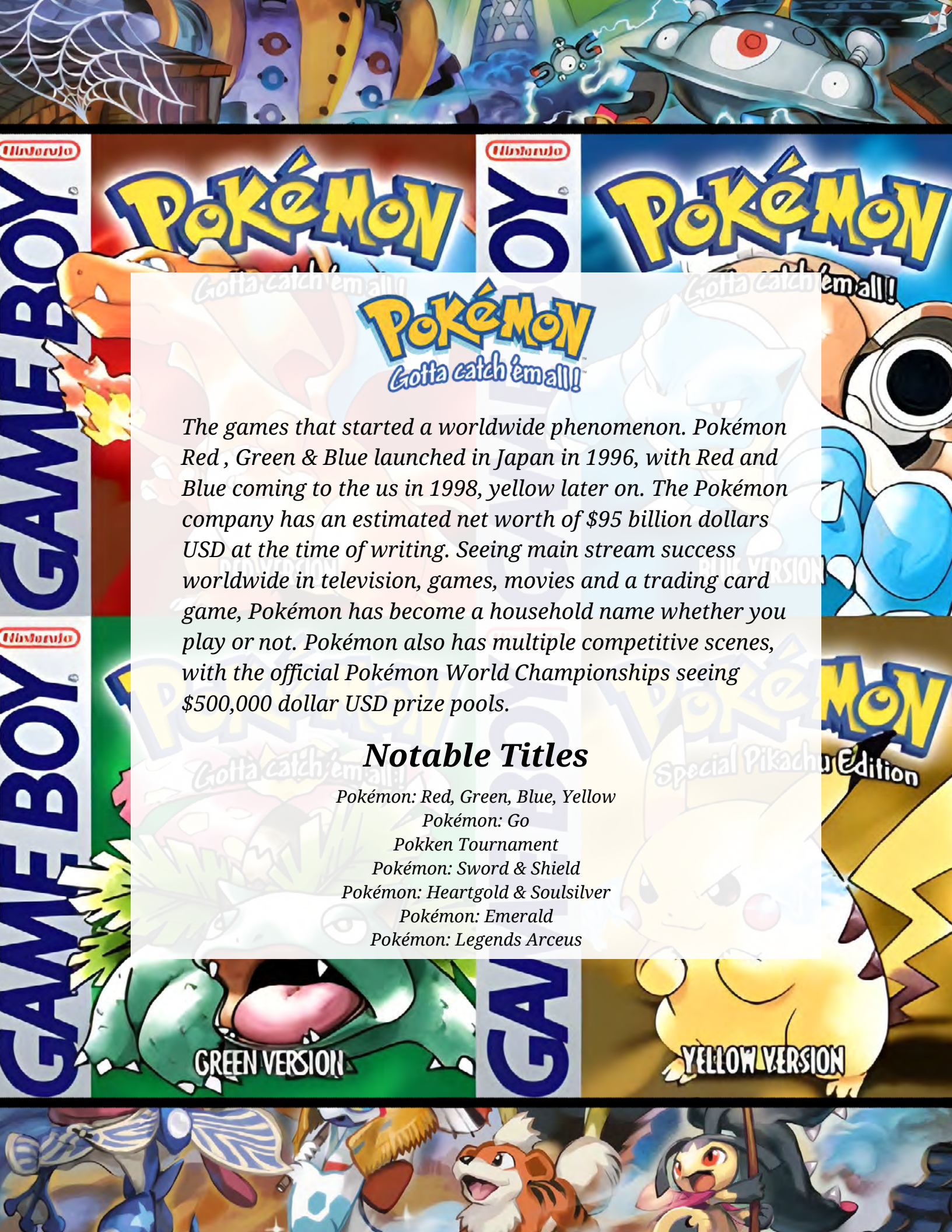
Although Sony made the purchase, they made it clear that they had no intention on forcing the team to lock the studios games into being exclusive titles, including existing and upcoming ones, as Bungie has confirmed to be working on a new IP.

This deal would be broken down more into Bungie working alongside Sony, Rather than being apart of the Playstation Studios umbrella, which for functionality sake, means that Bungie should continue to work as normal for gamers not on Sony's consoles.

This is good news for gamers playing Destiny 2 on Xbox and who are looking forward to enjoying the next big thing from the dev team. Knowing Sony however, it's only a matter of time before they get a title from the team that will have some fans regretting their console choice.



BUNGIE®



Hindustan **POKÉMON** **POKÉMON**

POKÉMON
Gotta catch 'em all!

The games that started a worldwide phenomenon. Pokémon Red , Green & Blue launched in Japan in 1996, with Red and Blue coming to the us in 1998, yellow later on. The Pokémon company has an estimated net worth of \$95 billion dollars USD at the time of writing. Seeing main stream success worldwide in television, games, movies and a trading card game, Pokémon has become a household name whether you play or not. Pokémon also has multiple competitive scenes, with the official Pokémon World Championships seeing \$500,000 dollar USD prize pools.

Notable Titles

- Pokémon: Red, Green, Blue, Yellow
- Pokémon: Go
- Pokken Tournament
- Pokémon: Sword & Shield
- Pokémon: Heartgold & Soulsilver
- Pokémon: Emerald
- Pokémon: Legends Arceus

GREEN VERSION **YELLOW VERSION**



College Esports Expo

WHAT IS THE EXPO AND MORE FROM FOUNDER KEVIN MITCHEL ON THE REACHIN & TEACHIN PODCAST



www.collegeesportsexpo.com

The College Esports Expo, or CEX, is an conference that brings leverages all aspects of the competitive gaming market and brings knowledge and expertise from all sectors of the esports ecosystem. CEX events provides deep discussion and insight into the benefits of esports in our schools. Leaning into development and curriculumm in schools and much more that can upscale the esports market and create career pathways beyond casual gaming.

Exposing more college students to different opportunities may change the perspective on gaming as whole and will ultimately create more opportunities for those wishing to enter the space. Not just the gamers themselves.

CEX Founder Kevin Mitchell joined the Reachin & Teachin team for episode 64, where he shares his take on the market and his experiences leading up to his work with the expo, from working in entertainment with Def Jam, to promotion work and involvement in the film industry.

Here are some his thoughts on the level of support given to esports: "One of the biggest challenges is, people don't understand the value of esports. They think it's just a passive activity. They have no understanding that it's really a gateway to innovation, growth, technology, sustainability. All of these amazing things". We couldn't agree more

Listen to the entire interview with Kevin Mitchell on Spotify or wherever you get your podcasts & watch on YouTube.






BROOKLAN

THE GUYS CATCH UP
WITH ALEC POLSLEY,
CO-OWNER OF BROOKLAN



Open 7 days a week, BrookLAN is a premier Esports lounge located in Bushwick, Brooklyn. It is home to a massive array of games, gaming areas, a tournament stage, stream areas, food, drinks and so much more. Here, you can host your own esportsing events, tournaments and practices. They also host their own gaming tournaments and other events as well.

With the growing number of esports programs and venues that support play, it's easy to see how BrookLAN is an top choice for both pro gamers looking to enhance their play, or casual players who just want a place to relax and enjoy the environment.

Rob & Johnnie got a chance to sit down with co-owner of BrookLAN, Alec Polsley for their Reachin & Teachin podcast. Alec shared with them how BrookLAN came to be, as well as more personal insight into his passion for esports and how he got started. We also learn more about his love of Halo, the business and some words of advice for our students.

You can catch the whole interview on Spotify or wherever you get your podcasts and watch on YouTube.

For more information on BrookLAN, visit www.brooklan.com



E-Journal

History of 2K

Name: _____

Date: _____

SOME OF THE MOST
POPULAR 2K TITLES



Why do you think Esports is so popular?

What do you like about the new NBA 2K?

BONUS

Circle one:

Allen Iverson was the cover of the first 5 NBA 2K games

True or false

Who's your favorite 2K player and why?

What's your favorite 2K and why?

What player (current or former) would you like to see on the cover of 2K?

Esporting Mind

IT'S ALSO ABOUT YOUR MINDSET



The Esporting Mind & base curriculum provided by CEI Esports not only provides them with knowledge of the industry, but also pushes students to become more self aware of their thoughts and feelings within the gaming space. Lessons explore concepts that are common amongst gamers and things they should always keep in mind, such as anger when playing and how to cope with those emotions, along with a strong emphasis being on building strong character and teamwork.

Taking a dive into real world examples of people in the sports and esports world, the program gives visual aid to students in the discussion. The goal is to equip students with the knowledge to make informed decisions and prepare them for what else a gamer should be aware of, as well as what they should focus on to not only be successful, but to also be happy in the process

Allowing students to have these discussions with the program coordinators as well as each other, students who engage may leave the session with new perspectives or self reflections and how to turn words into action, all with a positive attitude.



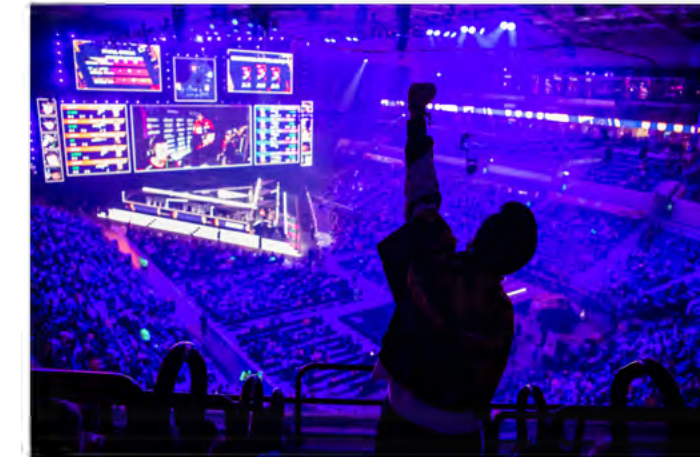
Epic Games' Fortnite, was released in 2017 and has had a major cultural impact on gaming. Within the first two weeks of the release of the Battle Royale mode, it saw a player base at 10 million. Today, the game has exploded even further and has influence in multiple sectors of the gaming space such as streaming & competitive esports tournaments with players annual earnings well into the millions. Gamers like Ninja have made career from playing this game and streaming it. While pro esports teams like Faze Clan & Team Liquid has teams locked in.

Notable Teams

- Faze Clan
- Team Liquid
- 100 Thieves
- Optic Gaming
- Ghost Gaming
- NRG eSports



ANGER AND FRUSTRATION



DESIRE TO EXCEL



SEL CORE COMPETENCIES



THE DROP
AN ACADEMIC LOOT CRATE

Gaming



Together



Help us continue to make gaming all inclusive by



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To learn more information on bullying, cyber bullying, how it effects us and how to prevent it, please visit www.stopbullying.gov



E-Journal

Highschool & College Esports

Name: _____

Date: _____

HIGH LEVEL COLLEGE TEAMS
(TOP TO BOTTOM)
MARYVILLE U, CYBEARS NYT, RUTGERS
ESPORTS & REDHAWKS MIAMI U

Do you think you and your friends would enjoy Esports as an actual class in school? Why or why not?

Did any of the schools in the presentation catch your attention? Why?

BONUS

What was the first game you ever played?

Circle one:

You need a 2.0 to continue to stay on the esports team in college.

True or False

Have you ever thought about creating an Esport team or club in your school?





DOTA 2

Released in 2013, the MOBA Dota 2 continues to see annual rise in popularity, especially in the esports market. Last year alone, the PC & Linux title saw competitive prize pools total over \$40 million USD. Stream and league viewership is well into the millions, along with the fact that earnings are at the top of the esports chain, Dota 2 is currently the most lucrative esports title of all time.

Notable Teams

- Team Secret
- Team Spirit
- Team Liquid
- Vici Gaming
- PSG.LGD

DOTA 2

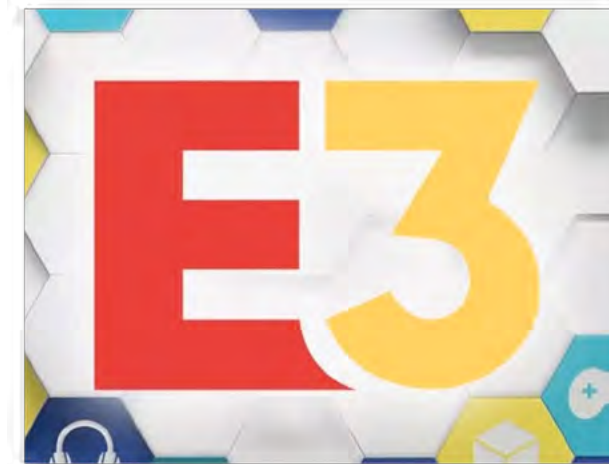
VALVE

ON THE CONVENTION SIDE OF THINGS

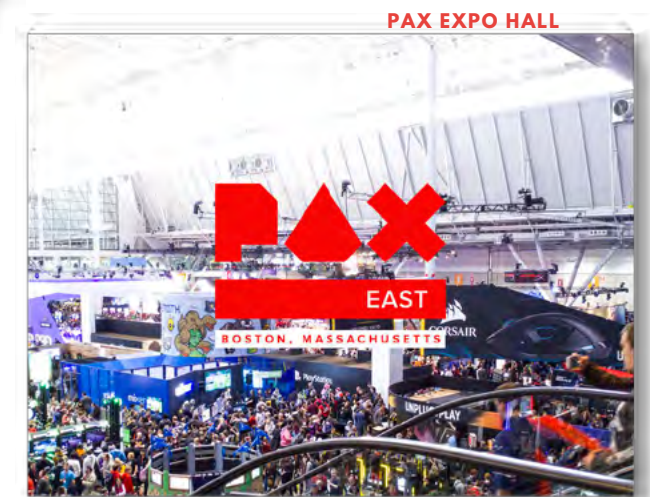
WHAT WE'RE WAITING FOR

Due to the pandemic, popular conventions in the world of gaming has experienced a huge slowdown. However, after 2 years for some, it seems that some events aim to make a comeback (with new safety protocols of course).

Some conventions such as the E3 Expo, moved to remote coverage in 2021, with typical events, reveals and studio showcases. We have yet to hear any official dates, but we can expect E3 to carry on in some compacity, more than likely returning to remote events as they did previously.



As for PAX EAST, we can expect to see a full return this year, although the setting space and capacity of the venue may not be as robust as years past. Taking place this year from April 21st through April 24th at the Boston Convention & Exhibition Center, PAX EAST promises to return in full, offering what we expect, from panels, publishing & studio showcases to live musical performances. No booths in particular have been confirmed yet, but PAX usually delivers big.



For huge tournaments like EVOLUTION, they have been derailed a bit more. Last seen in 2020, EVO had planned to return with an exclusive 40 player tournament last year, but would eventually be cancelled due to increased Covid-19 restrictions. In spite of the set backs, EVO 2022 has been announced to return this year in Las Vegas, Nevada. Fans of fighters rejoice.

NBA 2K has an issue

THE PROBLEM WITH TWO GAMES THAT ARE ESSENTIALLY THE SAME

Since the release of NBA 2K21, the franchise has released it's the title on both "current generation" consoles along side a separate copy of the game on "new generation" consoles, most notably Microsoft's Xbox Series X & Sony's Playstation 5. The newer consoles allows developers to take advantage of the more current and capable GPU hardware, such as the RTX 3000 series or the custom AMD Zen 2 chipsets found in both the PS5 & Xbox Series X respectively, arguably pushing the game further both visually and mechanically. Doing so creates a different experience depending what console you play on, notably that the "new gen" versions contain more content.

While some may say this is a given due the power of the new consoles, some can argue that they would feel better about it if they didn't cost the same price, all versions costing \$59.99 USD at launch. Although there are changes to game mechanics, such as some move sets, badge functionality & customization, as well as improved player animations among others, these changes are for the most part, only seen on the "new gen" consoles. While it seems the "current gen" versions of the game continue to seem to some like reworked versions of the previous title. A hopeful solution could be to potentially port the "new gen" versions to the previous generation, instead of reusing the same systems with added content or areas.

This also poses another potential issue. Which version should you play?. This typically boils down to individual gamer preference, but with this choice also comes a divide of the 2K community. As you NBA 2K does not currently support cross-gen play, players who choose one version or the other may find themselves separated from those who made the opposite choice. For others who may enjoy both, it may continue to create a problem in terms of progression. Players will need to play on both consistently if they wish to stay competitive and be able to progress through the new season level system and unlock all of the season rewards, which is required in 4 separate seasons to reach Legend in NBA 2K22 which may be less of a time crunch and more of a health concern with regard to playtime.



WHAT'S HOT RIGHT NOW



Gamers are fond of these titles both casually & competitively

YU-GI-OH! MASTER DUEL CALL OF DUTY WARZONE PUBG

- APEX Legends
- Halo Infinite
- NBA 2k22
- Pokémon: Legends Arceus
- Fortnite
- Yugioh: Master Duel
- COD: Warzone
- PUBG



NINTENDO⁶⁴

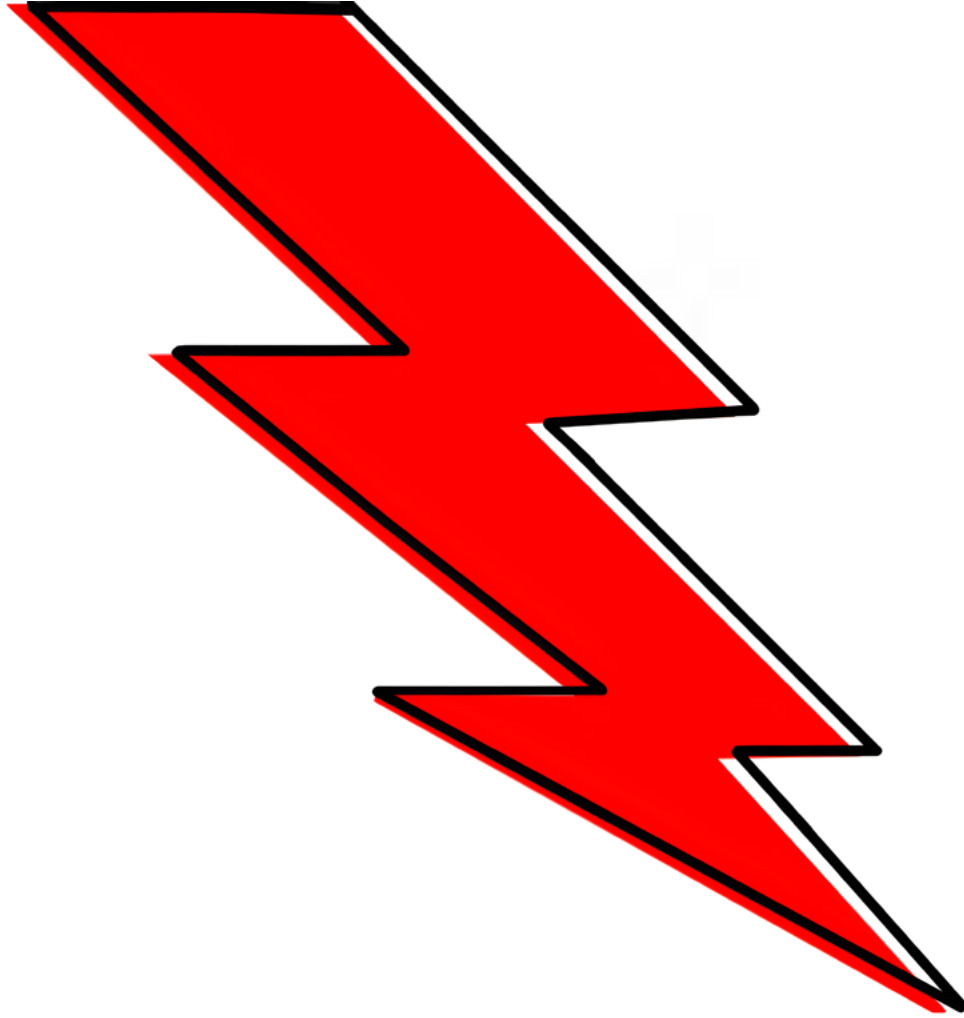


First revealed in 1995 then later released in Japan and the U.S. in 1996, the console sold 32.93 million units worldwide. The Nintendo 64 revolutionized 3D and multiplayer gaming with innovative platformers that some still consider the greatest of all time till this day. This console set the future standard for many 3D platformers and introduced what would be an industry staple, the thumbstick. It also introduced a title that continues to be a top game in esports, Super Smash Brothers.

Notable Titles

- Super Mario 64*
- Super Smash Brothers*
- Legend of Zelda : Ocarina of Time*
- Starfox*
- Golden Eye 007*
- Banjo Kazooie*

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Esports



GAMING FORWARD