

EDITORIAL

The Crypt School take home the trophy in UK esports tournament for schools

Four schools from across the UK gathered in Gfinity's London arena yesterday to battle it out for the coveted esports trophy, designed by a father-daughter duo representing Creative Assembly. After fierce competition, the Crypt School came out on top and went home the winners at this unique competitive-gaming-meets-careers event.

With the backing of gaming industry giants such as David Yarnton, director of Gfinity & chair of Ukie Esports Group, to cheer them on, students from the Crypt School didn't just attend the event to play. Students also found out how esports can support skills vital to their computing lessons, and how these skills are vital to a wide range of jobs available in the gaming industry. This includes question and answer sessions and one-to-one careers advice with a number of esports professionals.

As such, the bridge between education and business was created as part of the London Games Festival, a programme that has been designed to support, grow and promote the video games and interactive entertainment sectors.

The event is run by Digital Schoolhouse, powered by PlayStation, a programme delivered by games industry trade body, Ukie, as a way of creating a bridge between the education and technology sector. There is no other esports tournament in the UK for schools, so Digital Schoolhouse included additional stages to the competition this year after the pilot year, last year, resulted in extra demand.

Susan Green, teacher and STEM development manager at the Crypt School said: "The opportunity presented by Digital Schoolhouse has empowered my students to realise their skills and develop new ones. Overall it is fun and inspiring, and more importantly, it helps them see pathways for their own future."

Students put their communication, creative thinking, team work and strategic thinking skills to the test as they used the popular game by Activision Blizzard, Overwatch, to compete for the first prize, which, as well as the trophy included, medals for individual team members, a PlayStation 4, a framed signed Overwatch poster and a limited edition statue of the character Soldier 76. There was also a medal awarded to second place with



EDITORIAL

a statue of Overwatch character, Soldier 76, and a trophy awarded for 'Best Shoutcaster 2018' to Daniel Parker from New College, Swindon.

The winning team, Cryptonite, commented on their victory, saying: "It's been amazing that Digital Schoolhouse have given a platform for children like us around the country to come together and have this experience."

Shahneila Saeed, programme director for Digital Schoolhouse, said: "After such a successful event last year, there were high expectations to meet again with this year's Digital Schoolhouse Esports Tournament. The feedback from everyone has been great, particularly about the additional stage we have added this year. By including a regional qualifiers round, we were able to include more schools with the competition this year and reach even more students to engage them with computing.

"We have also been overwhelmed with the enthusiasm and commitment shown not only by the schools and students themselves, but by our sponsors and industry professionals who have gone above and beyond to support us in providing participants with a fun and engaging experience, as well as practical career advice."

To register interest in becoming a Digital Schoolhouse, please complete the application: <http://www.digitalschoolhouse.org.uk/applynow>.

For more information about the next eSports Tournament, visit www.digitalschoolhouse.org.uk.

~ENDS~

About Digital Schoolhouse

The not-for-profit Digital Schoolhouse programme, powered by PlayStation®, uses play-based learning to engage the next generation of pupils and teachers with the new Computing curriculum. Digital Schoolhouse is delivered by the UK games industry trade body Ukie, and was originally seed funded by the Mayor of London's London Schools Excellence Fund (LSEF).

Each Digital Schoolhouse is based in a school, college or university environment, and aims to work with a growing network of local primary and secondary teachers to deliver creative and cross-curricular computing lessons using play-based learning. Through this, it supports the new Computing



EDITORIAL

programme of study for the national curriculum in a way that leaves pupils and teachers feeling inspired about, and engaged with, computing and the wider creative digital industries.

The workshops put theory into practice and help teachers embed it with ongoing personalised support and continuing professional development (CPD). The programme has been accurately described as a 'bridge between education and industry' – and a good one at that.

About UK Interactive Entertainment (Ukie)

Ukie (UK Interactive Entertainment) is the only trade body for the UK's games and interactive entertainment industry. A not-for-profit, it represents businesses of all sizes from small start-ups to large multinational developers, publishers and service companies, working across online, mobile apps, consoles, PC, eSports, VR and AR.

Ukie aims to support, grow and promote member businesses and the wider UK games and interactive entertainment industry by optimising the economic, cultural, political and social environment needed for businesses to thrive.

Ukie works closely with the sector to influence government and decision makers, lobbying successfully for the 2014 Video Games Tax Relief, the UK Games Fund, and the Next Gen Skills campaign which resulted in a new Computer Science Curriculum. Ukie makes connections for businesses and help them access the opportunities a digital economy offers, via a successful International Trade programme, running UK Games Industry stands at the biggest international industry events.

It promotes the industry by working with the media to raise awareness of the sector's positive cultural and economic contribution, as well as the societal benefits of games. Ukie runs askaboutgames.com, where families can learn about safe and sensible online practices, parental controls and age ratings.

Ukie's skills work serves to increase inclusion and diversity, advocating a STEAM approach to education. Initiatives include the Digital Schoolhouse (DSH), Video Games Ambassadors (VGAs), a Student Membership scheme, and a professional development programme.

Ukie commissioned the Blueprint for Growth report in 2015, an independent review of the UK games industry with recommendations for decision makers in Parliament for how the industry can grow.

In 2016 Ukie partnered with Film London to deliver Games London, a ground breaking new three-year programme to promote the UK as the games capital of the world, the focal point of which is the annual London Games Festival.



**DIGITAL
SCHOOLHOUSE**

EDITORIAL

Website: ukie.org.uk

Twitter: [@uk_ie](https://twitter.com/uk_ie)

Facebook: [Ukie](https://www.facebook.com/ukie)

Linked in: [Ukie](https://www.linkedin.com/company/ukie)

Pinterest: [Ukie](https://www.pinterest.com/ukie)