

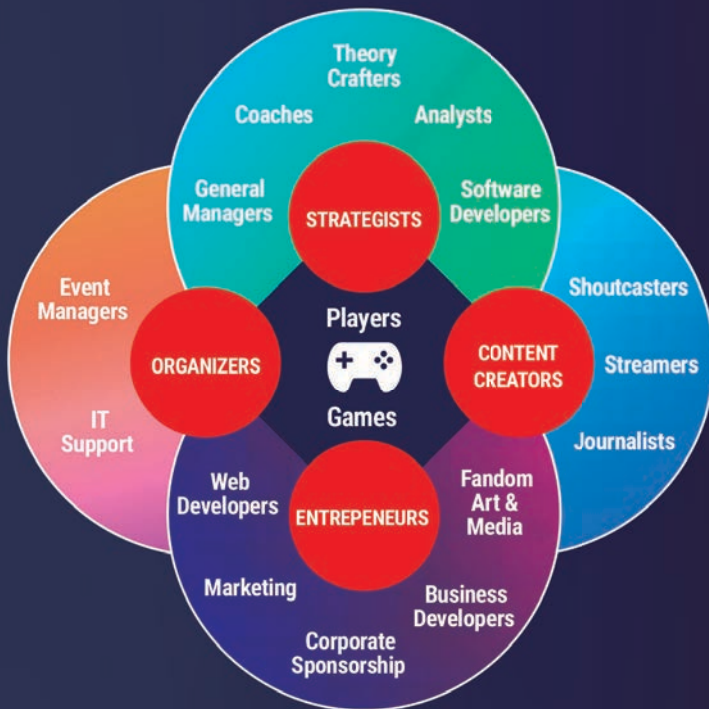
ROG is recognized globally as the No.1 gaming brand and used by school Esports Teams.



BENEFITS OF GAMING FOR STUDENTS (CAREERS)

Imagine, an arena filled with Esports competitors, video walls, audio systems, cheering students for the winning team after a long day of tough competition. This conclusion required a broad range of skills to create the environment beyond just the actual players including marketing, technical installation, broadcasting, and communication.

Esports offers students a broad range of hands-on opportunities in building an Esports team and also the business of sports. Taking their classroom experience and implementing them first hand on how to market, how to be an entrepreneur, how to manage finances, how to be a good team player and communicate effectively. From the actual players on the team to the technical staff, Esports are engaging students to grow through creative thinking and problem-solving collaboratively. All in an environment and sport they are excited to participate in.



ACTIVITIES STUDENTS CAN PARTICIPATE:

- Scholastic opportunities
- Be a part of the esports community
- Esport events

SKILLS STUDENTS CAN GAIN:

- Collaboration with cross-functional teams
- Creative Thinking
- Problem-Solving
- Communication

POTENTIAL CAREER PATHS:

- Strategist: Theory crafters, Coaches, Analysts
- Entrepreneur: Marketing, Corporate sponsorship and Business Developers
- Content Creator: Journalist, Software Developers and Streamers