



E-sports & gaming now an elective subject in Swiss schools

Swisscom is now offering Swiss schools a “Gaming and E-Sports” digital teaching resource, providing basic technical knowledge and strengthening the media skills of pupils. Coinciding with the start of the fifth season of the Swiss Hero League, it is a sign of Swisscom’s ongoing commitment to developing media skills.

More than 70% of Swiss young people now play games regularly. Just like any digital medium, it is important that they learn how to use it correctly. As part of its commitment to media skills, Swisscom is now supporting schools with the free digital teaching resource “Gaming and E-Sports”, which enables teachers to offer students in classes 7-9 a new and attractive elective subject. Eight modules are divided into about 30 lessons. The teaching material imparts sound basic knowledge on the meaning and mechanics of games plus industry business models whilst also raising student awareness of their own gaming behaviour. To familiarise themselves with the teaching unit, Swisscom is also offering introductory workshops for teachers, who then teach the course independently.

New web series with celebrities from the e-sports scene

Swisscom also has a new in-house web series in the starting blocks, due to appear on the Swisscom YouTube Channel in March. “LEVEL” brings together famous names from the e-sports scene and the analogue world and spotlights them from a slightly different perspective.

Swisscom Hero League starts its fifth season

The qualification process for the fifth season of the Swisscom Hero League is now under way: professional gamers can register for the qualification rounds from 16 February. At the same time, a workshop on Twitch is supporting e-sportsmen and women on the path to professional careers. Swisscom is also offering financial support for all players who make it to the play-offs.

In partnership with the ESL (Electronic Sports League), the Swisscom Hero League has provided a national platform for professional and casual gamers in Switzerland since 2018. The Swisscom Hero League elimination rounds for the “Clash Royale”, “League of Legends” and “Counter Strike: Global Offensive” titles will be broadcast live on the game streaming network Twitch. Twitch is the leading



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streaming platform for live gaming and e-sports and is also available on Swisscom blue TV. To end the season, the big live final will take place at the beginning of May – as an online event this year due to current restrictions.

Details of the “Gaming and E-Sports” teaching unit:

<http://www.swisscom.ch/wahlfach-esport>

Overview of all lessons and content:

<https://esport.suisseedu.ch/>

Additional information:

The qualification phase for the Hero League starts on 20 February 2021. Interested gamers can register now: www.swisscom.ch/hero

The E-Sports Workshop takes place on 12 March: www.swisscom.ch/hero

Conditions for financial support in the Swisscom Hero League: www.swisscom.ch/hero

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