



CHAT TRANSCRIPT

Esports and Games as a Way to Reach and Motivate Students

Elizabeth Newbury, Mark “Garvey” Candella, James O’Hagan,

Lisa Milenkovic, Erik Leitner

August 5th, 2021

05:15:04 Dave Bakker - ScIC | PocketLab: Welcome Garvey!

05:16:33 Dave Bakker - ScIC | PocketLab: Thanks to ALL the panelists so far, this has been amazing!

05:17:12 Robby Douthitt | PocketLab: You can build your own, custom lessons in PocketLab Notebook and add interactive elements like PhET simulations, bar charts, scatter plots, places to stream live PocketLab data, etc. Get started here: <https://app.thepocketlab.com/>

05:17:38 Dave Bakker - ScIC | PocketLab: I'm wondering - any teachers on from Canada?

05:18:25 Dave Bakker - ScIC | PocketLab: Hi Kate!

05:19:02 Susan Cabello: I'll be working on my physical therapy for the next hour and a half, I am listening but I'll need to be doing my exercises. I fractured my right femur in April of this year. Had a heart attack on April 18, and another on June 07. So I have not had a good year, but I've been very lucky. I had to death dates, but I'm still here, getting ready for school. K, I'll sign out about 3PM your time.

05:19:04 Robby Douthitt | PocketLab: This is one of my favorite lessons that we've done - it uses a PocketLab pendulum built with masking tape and PhET's pendulum simulation:
<https://app.thepocketlab.com/lab-report/rrKSn8tL0001ooVZ?ro=1&ref=%2Fhome>

05:19:14 Paul Nugent: Anyone else in Ireland?



05:20:22 Scott Kiessig - ScIC | PocketLab: Find more information about the Symposium here: <https://spark.adobe.com/page/IH2q6ky7m5Ude/> To register for the event, click the 'symposium registration' link that is found right under the date near to the top of the page.

05:20:39 Theresa Mcendarfer: Yeah Florida!

05:20:58 Edgar Garrido: Anybody else from XASHS around? Cag de Oro

05:21:00 Scott Kiessig - ScIC | PocketLab: Learn about these panelists and find all the links mentioned here

<https://www.thepocketlab.com/scic6-summit-esports-games>

05:21:31 Dave Bakker - ScIC | PocketLab: Hope to see you all at TEACH Symposium

05:21:33 Carey Hancey: NOVA here!

05:21:34 Kate Mulligan: DCish!

05:21:46 Tiffany Wendland: Baltimore - whoop, whoop!

05:21:54 Faith Howell: Does Virginia count? 757 here!

05:21:59 Kate Mulligan: live in VA teach in

05:21:59 Marco Pedulli: Wampanoag Nation here!

05:22:18 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up! Make sure to tell us what school you are from and where in the world you are.

05:22:20 Marisa Calvo Sedano: Mexico also is here

05:22:23 Kate Mulligan: live in VA and teach in MD

05:22:32 Dave Bakker - ScIC | PocketLab: I am playing Zoombinis with my daughter!! :)

05:22:50 Mary Kollman: Hi from Winston-Salem, NC!

05:22:59 Theresa Mcendarfer: Former Broward Teacher here! Represent!

05:23:01 NAILA SUSANA GARZA ARCAUTE: Chihuahua, México :)

05:23:14 Scott Kiessig - ScIC | PocketLab: Esports/games Terminology Cheat Sheet -

<https://f.hubspotusercontent10.net/hubfs/7934461/ScIC6%20Terminology%20Cheat%20Sheet.pdf>

05:23:29 Gabriela Salazar: Hi from México!!

05:23:39 ARTURO MENDEZ: Monterrey México aquí!!! Hello all!

05:23:50 NAILA SUSANA GARZA ARCAUTE: ;D

05:23:53 Alisha Flores: Yes Hades

05:24:32 Valorie Vance-Kraus: Collision is a great game for Chemistry

05:24:38 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up! Make sure to tell us what school you are from and where in the world you are.



05:25:03 Lisa Chappa: Carlsbad, New Mexico

05:25:30 Dr. Elizabeth Newbury- The Wilson Center (she/her): I graduated from Cornell, Lab of O should be in my blood ;)

05:25:35 VANESSA ANDREA NAVARRETE SOTOMAYOR: Lima, Perú

05:26:19 Lisa Slack: My husband designs table top games so if you need recommendations let me know.

A few off the top (not his)): pandemic, firestorm, magic maze (all are cooperative which is great for developing communication skills)

05:26:36 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up! Make sure to tell us what school you are from and where in the world you are.

05:26:42 Irma Briceño: -----I love pandemic game-----*

05:26:43 James O'Hagan- The Academy of Esports: Learn more about Red Dead Redemption 2 as a teaching tool!
<https://anchor.fm/taoesports/episodes/A-Conversation-with-Dr--Tore-Olsson--Teaching-Historical-Concepts-with-Red-Dead-Redemption-2-er8bgl>

05:26:43 Michael Bilica: Rocket League is E for Everyone. Any Educational aspects for that game?

05:26:49 Dianne Christenson: Hi from New Zealand

05:27:06 NAILA SUSANA GARZA ARCAUTE: Last semester one team of my ecology class did their whole project presentation on Minecraft :P Their topic was urban farms

05:27:18 Diane Hickey- National Science Foundation: Pew research data link, please?

05:28:16 Michael Bilica: <https://www.pewresearch.org/internet/tag/gaming/>

05:28:26 Scott Kiessig - ScIC | PocketLab: Drop your questions in the chat for the q&a section coming up! Make sure to tell us what school you are from and where in the world you are.

05:28:31 Danielle Romais (She, Her): How does a teacher who is not well-versed in games uses games in their classroom?

05:29:03 Devalyn Rogers: Love it: Flip the script: Give them something they love and show them how its educational

05:29:20 Katia Monterrey: I have the same questions as Danielle!

05:29:29 Theresa Mcendarfer: Kahoot and Quizzez works great but needs to be built upon as a game, like you said, not review

05:29:34 Tyler Letendre: what are some of the 21st century skills addressed in e-gaming?



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05:29:53 Valorie Vance-Kraus: I also wonder as a non-gamer how to get to the kids

05:29:56 Imani Malaika-Mehta: May we get a list of these games? Thank you!

05:30:05 viviana maría suarez rignonat: Hi! viviana From Argentina. I'm Studying to be a geography professor and also geoteledetection.

05:30:13 Alisha Flores:I was told while Kahoot is gamelike it is assessment and not gamification.

05:30:25 Scott Kiessig - ScIC | PocketLab: Jane- 😊

05:30:32 Scott Kiessig - ScIC | PocketLab: Set your chat setting to 'everyone'

05:30:42 Alisha Flores:I like Kahoot and Quizzes and Quizlet

05:30:45 Lisa Slack: Danielle, YouTube has tons of videos about reviewers teaching you the games so you'll be more confident to teach your students.

05:30:48 Rasha Abu Aisha: jigsaw planet for puzzle

05:30:48 viviana maría suarez rignonat: wich game you would recommend me for my future geography students?

05:31:04 Antonio Arredondo: Where are the Oregon Trail players at??

05:31:14 Michelle Steinberg: How about Virtual gaming for a virtual platform?

05:31:17 Imani Malaika-Mehta: What about retention of the info? Sure the kids will play, but where are the studies that show retention?

05:31:19 Rasha Abu Aisha: Baamboozle for groups comeitision

05:31:21 Vanessa Kelly: I loved Oregon Trail!

05:31:25 NAILA SUSANA GARZA ARCAUTE: I prefer quizzes over kahoot, but those are not games, I use a lot of pet simulations (pandemic) and they get excited when we use te;jhem

05:31:41 Violeta Garcia: 🧑 to Oregon trail

05:31:50 viviana maría suarez rignonat: thanks rasha

05:31:59 Danielle Romais (She, Her): My students use games like Minecraft for their projects.

05:32:06 Rasha Abu Aisha: wordwall very easy game maker

05:32:14 NAILA SUSANA GARZA ARCAUTE: You are talking a bit faster!!!! :P

05:32:25 Linda Dixon: Dr. Milenkovic, thank you for that.

05:32:27 Michael Bilica: There are some amazing Minecraft servers that have simulated real world geography

05:32:30 Tyler Letendre: That was great, Mark addressed my question right then whether intentionally or not! haha thank you!

05:32:36 Irma Briceño: recommendations for a math class

05:32:45 Katrina Roseos: is twitch like youtube but all videos of online gaming?



05:32:47 Theresa Mcendarfer: Use the AR on your phone like a game to find things in your community

05:32:49 Linda Waldman: I thought part of the gamification mood was to make the classroom a game...with badges and levels etc.

05:33:00 Catherine Bellair: What are the differences between how girls interact with games and how boys interact with games?

05:33:32 viviana maría suarez rignonat: what's AR?

05:33:34 Devalyn Rogers: It's a great show!

05:33:37 Lisa Slack: In the 21st century, games have changed so much, there are cooperative games as I mentioned pandemic or the forbidden island series (board games), which work on the social, communication, and problem solving skills. Plus the benefit of not competitive as you are playing against the game and not classmates which is a benefit. Sorry, my knowledge is on tabletop games.

05:33:40 Devalyn Rogers: Not a soccer coach

05:33:46 Michael Bilica: A great entry point for nongamers is Minecraft education

05:33:47 ARTURO MENDEZ: AR = augmented reality

05:34:00 Imani Malaika-Mehta: I teach AR

05:34:27 Scott Kiessig - ScIC | PocketLab: Everyone here will be getting links to the recordings from last week that was ALL about games!

05:34:39 Lisa Slack: I found cooperative games was really great when I was teaching spec. ed. behavioural

05:34:42 Rasha Abu Aisha: class dojo -for grading activities and share student sucess withparents

05:34:53 Rinita Hasa: My student is 7-8 years students have played kahoot and wordall. Enjoy when they play

05:34:55 Jana: Anyone know how to bring "Among us" into the classroom?

05:35:04 Julia Hawthorne: Absolutely true!

05:35:23 Katrina Minck- Science Teacher Extraordinaire Fremont Unified School District: Yes, Jane - Gimkit has a setting for Among Us

05:35:28 Perla Serrato: So True!!

05:35:42 Linda Dixon: @Scott, thank you. Can't wait for the link from last week's summit 1.

05:35:44 Rasha Abu Aisha: potted plant game app to learn about photosynthesis

05:35:44 NAILA SUSANA GARZA ARCAUTE: Miro is a great platform to do a collaborative activity, we did pondéralo laws graphic organizer :P

05:35:48 Devalyn Rogers: How many Professional careers are "playing"?



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05:35:54 James O'Hagan- The Academy of Esports: Among Us has been amazing with my virtual program students, especially when we bring in various grade levels to play together.

05:36:06 T Chapman:
<https://www.microsoft.com/en-us/store/workshops-training-and-events/detail/hour-of-code-minecraft-a-tale-of-two-villages-ages-8-?program=202&src=results&pos=2>

05:36:08 Danielle Romais (She, Her): what is the name of the Microsoft class?

05:36:12 Danielle Romais (She, Her): thanks

05:36:21 Veronica Adame: ROBLOX is also huge

05:36:22 James O'Hagan- The Academy of Esports: Among Us has been an amazing intrinsic way to practice listening and persuasive speaking.

05:36:35 Danielle Romais (She, Her): Photosynthesis is a game that can teach about succession

05:36:40 NAILA SUSANA GARZA ARCAUTE: We played among us only as end of semester (stay home) party ;P

05:36:46 Devalyn Rogers: Are the games to teach the soft skills?

05:37:00 Michael Bilica: Gimkit has an AmongUs mode

05:37:19 Scott Kiessig - ScIC | PocketLab: At the end of the day we will survey all attendees. In the survey will be a question where you get to vote on which sessions you want to see a 60-90 minute version of in the near future!

05:37:30 Kristen Boyd: Among Us is perfect for practicing CER skills. Their claim is who is the imposter- what is the evidence to support this? How does their evidence support that this person is the imposter...

05:38:02 viviana maría suarez rignonat: thanks to you all. i have to attend boring class now... i'll try to be better with my students. hope i see you again fore more soon!

05:38:12 Jana: Is Among Us free to play and do most public school computers allow it?

05:38:15 Lisa Slack: Hello Devalyn, not necessarily in the forbidden island series, there is a lot of problem solving skills and each student has a role with only things they can do.

05:38:20 James O'Hagan- The Academy of Esports: Minecraft EDU Esports Teacher Academy Info...
<https://forms.office.com/Pages/ResponsePage.aspx?id=v4j5cvGGr0GRqyI80BHbR6tXHqSdIHJLvEfEfPvNAU5UOVNPUTGxmko5NzNaM0hLUIkyQjNNSUtCQi4u>

05:38:47 Scott Kiessig - ScIC | PocketLab: Please make sure to set your chat setting to "everyone" or "panelists and attendees" so everyone can see your comments and questions.



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05:38:53 Alisha Flores: I know the tea, because of my students, thank you. True.

05:39:42 Dr. Elizabeth Newbury- The Wilson Center (she/her): A recent event on Esports & Education: How HBCUs are Leveling the Playing Field (lots of STEM discussion, especially on the second panel with Dr. Melton for earlier!); but also on building inclusive spaces. Minecraft hackathon at the end, too, for HBCU students : <https://www.wilsoncenter.org/event/esports-education-how-hbcus-are-leveling-field>

05:41:01 Scott Kiessig - SciC | PocketLab: Drop your questions in the chat for the q&a section coming up! Make sure to tell us what school you are from and where in the world you are.

05:41:27 Michael Bilica: If you can't play AmongUs at your school, play the Gimkit game mode that simulates it. It can be played for free and you can still engage with the CER aspects

05:41:33 Dr. Elizabeth Newbury- The Wilson Center (she/her): Also, while I don't have geography games, the Serious Games Initiative hosts a blog series called "Games Round Ups" that feature a snapshot of educational games on a variety of topics (not just our's, but from the broader field), including two recent ones on Artificial Intelligence (<https://www.wilsoncenter.org/blog-post/games-round-artificial-intelligence>) and Quantum Computing (<https://www.wilsoncenter.org/blog-post/games-round-quantum-computing>)

05:41:49 Lisa Slack: Flashpoint (sorry I said Firestorm earlier which was a mistake), which is a cooperative game about being a firefighter deals with a fun way to introduce grid work (math)

05:41:58 Rasha Abu Aisha: you can make interactive online lessons using Openboard inside you can add interactive games

05:42:26 Scott Kiessig - SciC | PocketLab: If there is anyone you work with that you think would want to watch any of today's or last week's videos, have them register at <https://www.thepocketlab.com/scic6> and they will be included in the email sharing all of the recordings

05:43:05 Lisa Slack: You can look at boardgamegeek.com to find lots of examples of games, to use for your classroom or play at home if you

05:43:12 Denise Zut: How do we navigate communication with parents when gaming also has the negative outcome for some youth who become addicted and other parts of their lives become negatively impacted.

05:43:22 Lisa Slack: ..you are looking for tabletop games

05:44:06 Danielle Murfee: I had students that created their ecosystem project in Minecraft.

05:44:13 Devalyn Rogers: Thank you

05:44:15 Julia Hawthorne: I love that



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05:45:23 Scott Kiessig - ScIC | PocketLab: Learn about these panelists and find all the links mentioned here
<https://www.thepocketlab.com/scic6-summit-esports-games>

05:45:23 Carol Brieseman: Just checking (and apologies if already explained)- are these links being put compiled like last week?

05:45:39 Denise Zut: I am all for working with games to leverage intrinsic motivation of students, but this is a real concern that we hear from parents that video games are taking over their children's time.

05:45:42 Scott Kiessig - ScIC | PocketLab: Carol- check the bottom of the page at the link I just posted

05:45:53 Slavica Bernatović: How do you explain the benefits of empowering students through games, for taking final exams?

05:47:05 Robert Burns: You can gamify your classroom with Classcraft.com. I have been using it for four years now with my HS biology classes.
<https://accounts.classcraft.com/share/fQ27Nq6n5wxKymqsC>

05:47:37 Devalyn Rogers: Has the efficacy been measured and if so, what were the results?

05:47:49 Imani Malaika-Mehta: ^^^^^^^Yes

05:47:58 Dr. Elizabeth Newbury- The Wilson Center (she/her): Esports: Health and Safety at the Collegiate Level
<https://www.wilsoncenter.org/article/esports-health-and-safety-collegiate-level>

05:49:29 Scott Kiessig - ScIC | PocketLab: Our next sessions is all about 21st century skills! And how all these prior sessions lead up to students graduating ready for the tech world!

05:50:35 Cynthia Garay: Cool!

05:50:55 Denise Zut: Research sources for these skills that are developed? Would be very helpful to share with parents/administrators.

05:50:55 Michael Bilica: And even if you can't fully integrate esports into your lessons, starting an esports club can still create a positive impact, build relationships and soft skills, and improve academic performance in traditional subjects

05:51:32 Scott Kiessig - ScIC | PocketLab: Denise- You are going to love the next session!

05:51:46 Scott Kiessig - ScIC | PocketLab: It's going to do a deep dive on that

05:51:58 Denise Zut: Awesome!! It has been an awesome afternoon!

05:52:07 zainoenisa allie: Great stuff Mark!! Teaching skills & competencies are important for 21st century education & 4IR

05:52:23 Scott Kiessig - ScIC | PocketLab: Jay- Stay tuned to your email for the recordings from last week. It will include a lot of the 'how'



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05:52:51 Faith Howell: Games (like Minecraft) can also give you common context so students understand when you explain a concept.

05:53:36 NAILA SUSANA GARZA ARCAUTE: Any actual esport class video we can see?

05:54:03 Scott Kiessig - ScIC | PocketLab: Naila- Watch your email for the recordings from last week.

05:54:54 Erik Leitner- STEM Instructional Facilitator Broward County Public Schools: You can find lessons in every content area, as well as SEL and Digital Citizenship at education.minecraft.net

05:54:58 Dr. Elizabeth Newbury- The Wilson Center (she/her): I think James also has some resources with his podcast, too, on the nuts and bolts of esports.

05:55:04 James O'Hagan- The Academy of Esports: If you would like to connect with me, or listen to The Academy of Esports podcast, check me out at <https://lintr.ee/jimohagan>

05:55:17 Scott Kiessig - ScIC | PocketLab: Learn about these panelists and find all the links mentioned here <https://www.thepocketlab.com/scic6-summit-esports-games>

05:55:23 Michael Bilica: That's what I saw too when I started an Esports Team at my high school

05:55:48 Michael Bilica: I have been coaching Esports and gameified my classroom since 2 years ago

05:56:13 Michael Bilica: And I had never competed in Esports before

05:56:14 Clifton Roozeboom - ScIC | PocketLab: James' website: <https://linktr.ee/jimohagan>

05:56:50 Perla Serrato: As a parent, this is incredibly interesting because esports seem to me like just tournaments gaming. Great to learn its a modality.

05:56:52 Mariam Nouri: Will you put the source for the numbers in the chat. I totally believe you but would like the source for the research for convincing others

05:57:11 Michael Bilica: Yes! My Esports program got kids involved in extra-curriculars for the first time in their lives

05:57:28 Michael Bilica: And athletes wanted to play too

05:57:44 rhonda heatherly: Community support is amazing!

05:57:48 Scott Kiessig - ScIC | PocketLab: Devalyn Rogers to Everyone (2:08 PM) Has the efficacy been measured and if so, what were the results?

05:57:49 Imani Malaika-Mehta: I have the same request as Mariam. ^^^^^

05:58:11 Imani Malaika-Mehta: Same question as Devalyn^^^^^^

05:58:28 Scott Kiessig - ScIC | PocketLab: <https://www.pewresearch.org/internet/tag/gaming/>



05:58:49 Michael Bilica: Dungeons and Dragons can also be great in the classroom

05:58:51 Dr. Elizabeth Newbury- The Wilson Center (she/her): Scott is MVP of chat :)

05:59:01 Scott Kiessig - ScIC | PocketLab: 😊

05:59:07 Todd Conley- HighSchool.GG: yes scott is the best

05:59:24 Scott Kiessig - ScIC | PocketLab: 😊 Gracias

05:59:31 Angela Justman: My son loved his Esports team and he was able to connect quite

05:59:31 Vanessa Kelly: Dungeons and Dragons is great for math skills as well as teamwork and creative/critical thinking.

05:59:38 Michael Bilica: What do you mean by toxic? It is thrown out by gamers all the time, but how do we introduce the concept?

06:00:18 Michael Bilica: I find the kids have a hard time putting it into words without jargon

06:00:29 Lucio Gelmini: Anyone know about the Teaching Symposium Aug 24th in Canada - what city is that from? Lethbridge?

06:00:31 Scott Kiessig - ScIC | PocketLab: "You don't take away the pencil if a student writes down a foul word, you teach them why it's inappropriate

06:00:38 Irma Briceño: anyone has conducted an egaming competition on their campus and can share their resources and how they went about doing it?

06:00:52 Leah Young-Chung: @Michael toxic would be being a poor sport.

06:00:52 Irma Briceño: free resources or platforms that can be used?

06:00:53 Scott Kiessig - ScIC | PocketLab: Find more information about the Symposium here: <https://spark.adobe.com/page/IH2q6ky7m5Ude/> To register for the event, click the 'symposium registration' link that is found right under the date near to the top of the page.

06:00:57 Dave Bakker - ScIC | PocketLab: Lucio it's in New Brunswick

06:01:46 Scott Kiessig - ScIC | PocketLab: Learn about these panelists and find all the links mentioned here
<https://www.thepocketlab.com/scic6-summit-esports-games>

06:02:05 Larry Browning: In my generation it was TV - yes I'm old, but I've seen this before. That is the fear that "the new technology is ruining the next generation."

06:02:07 Yas - SmileLifesGood: Where can I find all the links? Merci

06:02:14 Katrina Minck- Science Teacher Extraordinaire Fremont Unified School District: @Garvey - when I surveyed teachers, I discovered that they want to know this language so they can speak "kid" - so learning what "poggers" means as well as others kept coming up as being more and more important for educators.



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06:02:18 Scott Kiessig - SciC | PocketLab: Yes- Learn about these panelists and find all the links mentioned here
<https://www.thepocketlab.com/scic6-summit-esports-games>

06:02:18 Darla Tillman: @Irma there were tons of resources on Day 1 from last Thursday

06:02:25 Michael Bilica: And League of Legends has a mobile version now, its free

06:02:37 Imani Malaika-Mehta: With Covid, the academic gap has widened considerably. Students already sit all day and they go home & play more games. I need proof of STEM retention to justify this to parents & administrators.

06:02:42 zainoenisa allie: @Erik. Does your research include introducing gaming in rural schools?

06:02:58 Julia Hawthorne: Awesome information and conversations!

06:03:09 Julia Hawthorne: Thank you all!

06:03:10 Irma Briceño: @Darla, thank you unfortunately I did miss Day 1. sad facee

06:03:15 Denise Zut: Thank you all! So interesting!

06:03:17 Donna Sawyer: Thank you!

06:03:21 Noreena Falta: Thank you so much!!!

06:03:29 Irma Briceño: Thanks to organizers and panelists

06:03:34 Erik Leitner- STEM Instructional Facilitator Broward County Public Schools: Unfortunately, no. We are a large urban district. I do work with several urban districts though.

06:03:34 Scott Kiessig - SciC | PocketLab: Yes

06:03:34 Irma Briceño: yes we can

06:03:38 Michelle Steinberg: Yes

06:03:43 Erik Leitner- STEM Instructional Facilitator Broward County Public Schools: rural, rather

06:03:44 Mary Sotack: yes

06:03:58 Scott Kiessig - SciC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here
<https://app.thepocketlab.com/lab-report/y0kPFS4p000lyLem?ro=1&ref=%2Fhome>

06:04:07 Lisa Slack: Thank you all. I have been loving all these

06:04:09 Michael Bilica: I teach in a relatively rural district, Sutton, MA

06:04:11 Devalyn Rogers: Thank you to all the ESports Panelists!

06:04:12 Katrina Minck- Science Teacher Extraordinaire Fremont Unified School District: @Irma, check out the video recording (both day 1 of SciC6 and SciC5 are so valuable)

06:04:18 Michael Bilica: We have Esports and it is quite popular



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06:04:37 Darla Tillman: Sorry Irma, I meant to add you can probably find those online at PocketLab

06:04:44 Dr. Elizabeth Newbury- The Wilson Center (she/her): Thanks to everyone who joined us today! I was trying to keep track of the requests for resources but confess I got lost in the asynchronous requests. I believe we were looking for information on what does toxic mean, "how to esport", and background research on gaming?

06:05:40 Imani Malaika-Mehta: May we have a list of STEM based esports? Thanks!

06:05:44 Scott Kiessig - SciC | PocketLab: Follow along and drop a pin on your location by accessing the lesson with the map here <https://app.thepocketlab.com/lab-report/y0kPFS4p0001yLem?ro=1&ref=%2Fhome>

06:06:05 Darla Tillman: @Michael, rural Texas here. Maybe a "Country League" someday.

06:06:10 Michael Bilica: Yes, I hear that toxic means being a poor sport. Anything more on that? Incorporating that into lessons?

06:06:29 Danielle Romais (She, Her): Awesome

06:06:44 Imani Malaika-Mehta: This was great!

06:06:46 Michael Bilica: @Darla absolutely. bilicam@suttonschools.net reach out and I will get you any info or set up a scrimmage sometime

06:07:06 Veronica Adame: Thanks

06:07:16 Sarah Bourgeois: Thank you! .

06:07:18 Marco Pedulli: Is that Dave's bubble head?

06:07:30 Veronica Adame: Yes I think so

06:07:35 Denise Zut: I think 'toxic' can also be more extreme than just poor sportsmanship. I'm not completely averse to gaming, but see some of the negative impacts in my own family :(

06:07:37 Scott Kiessig - SciC | PocketLab: If anyone has questions about PocketLab Notebook, the large scale science projects, our sensors, or anything else about today, email us at contact@thepocketlab.com

06:07:39 Darla Tillman: Cool. I am very much just getting started so baby steps. I think I'll try Minecraft first.

06:07:48 Scott Kiessig - SciC | PocketLab: Marco- Yes!! That's Dave!

06:08:00 Mrs. S Hunte: any funding available (esports) for small developing nations such as St. Lucia in the Caribbean?

06:08:01 Patcharin Chianvichai: hi

06:08:04 Michael Bilica: Darla, you might like Rocket League as well. Its pretty straightforward

06:08:07 Marco Pedulli: Thanks Veronica and Scott!



06:08:11 Violeta Garcia: 😊 how cool 😎
06:08:32 Michael Bilica: Teams of 3 play a game of soccer with cars
06:08:59 Denise Zut: Kerbal Space is a great STEM game that my son likes - building and flying rocket ships. Very cool!
06:09:47 Dr. Elizabeth Newbury- The Wilson Center (she/her): RE:toxic, I was trying to find something not behind a paywall -- this piece from Wired has a rough definition:
<https://www.wired.com/story/toxicity-in-gaming-is-dangerous-heres-how-to-stand-up-to-it/>
06:09:56 Jacqueline Oña: Hello, thanks
06:10:17 Darla Tillman: Day 1 my son asked why I was watching Rocket League. I said "because I'm a cool Science teacher!" lol
06:10:23 Denise Zut: Thank you Dr. Elizabeth!



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