

The Power of Esports and Experiential Learning

Real-World Application. Authentic Engagement. Career-Connected Learning.

What is PEEL?

The Power of Esports and Experiential Learning (PEEL) is a hands-on competition where students apply the technical, creative, and leadership skills they're learning in Career Technical Education (CTE) classes and esports clubs by planning and producing their own live tournaments in a state-of-the-art esports arena at the Riverside County Office of Education. From graphics and lighting to sound, streaming, and shoutcasting, students take charge of every part of the event—building real-world experience in media, production, and digital technology. PEEL also strengthens interest and engagement in CTE pathways. Here are some reasons to get involved:

Complements existing CTE programs and practices.

Here's an overview of how PEEL might connect with the CTE Anchor Standards.

- **Academics:** Students apply reading, writing, and math skills through event planning, marketing, scheduling, and production.
- **Communications:** Students practice real-world communication: shoutcasting, promoting events, and working as a team.
- **Career Planning and Management:** Students explore careers in media, esports, event production, and marketing.
- **Technology:** Students use professional equipment like TriCaster, lighting consoles, and streaming platforms.
- **Problem Solving and Critical Thinking:** Students troubleshoot live production challenges and make decisions under pressure.
- **Health and Safety:** Students learn safe setup and operation of lighting, sound, and video equipment.
- **Responsibility and Flexibility:** Students take ownership of their roles and adapt to unexpected changes during events.
- **Ethics and Legal Responsibilities:** Students can learn about copyright, streaming rights, and ethical production practices.
- **Leadership and Teamwork:** Students lead teams, mentor peers, and work together to produce successful tournaments.
- **Technical Knowledge and Skills:** Students develop hands-on skills in broadcasting, production, media design, and event management.





Complementary CTE Pathways:

- **Arts, Media, and Entertainment** Broadcasting, video production, and design.
- **Marketing, Sales, and Services** Branding, promotion, and sponsorship development.
- **Information and Communication Technologies** Streaming, networking, and tech troubleshooting.
- **Business & Entrepreneurship** Event planning and project management.

How PEEL Works

- Schools sign up for a tournament date (available two Thursdays per month from September–February).
- After sign-up, schools receive instructional materials to familiarize them with the equipment, room layout, rubrics, and spaces available to put on their event.
- The week prior to the event serves as an on-site training and planning day.
- Students take the lead on all aspects of marketing, pre- and post-production.
- The event is streamed live to Twitch.tv.
- After the event, students produce a reflection video describing the challenges, successes, and learning from their participation in the PEEL program.
- The live event, stream, and video are evaluated by a panel of industry professionals and esports experts.
- Top-performing schools are recognized at the Annual Esports Awards.

Community Service Opportunities

Do you have students with expertise in lighting, sound, streaming, or tournament organization? They can become mentors on Thursday evenings during PEEL training and events.

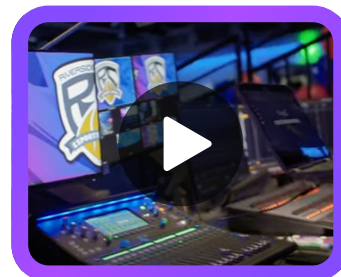
Considering Joining the Competition?

Reach out to reserve your tournament slot, tour the arena, or learn more.

Contact:

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See PEEL in Action



bit.ly/PEELvideo