5 QUESTIONS
to consider for a winning esports network

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COMMSCOPE

Esports, a realm of competitive, organised video gaming, has seen substantial growth due to technological advancements and increased investment. It spans various game genres and opens opportunities for scholarships and new career paths. In this evolving landscape, RUCKUS stands as a reliable provider of network solutions tailored to support the esports industry.

Specifically, in the education sector, RUCKUS Networks delivers a robust esports solution. This solution integrates the power of RUCKUS AI™ and RUCKUS One™ with high-capacity ICX® switches, providing a high-performance, secure, and scalable network infrastructure designed to meet the demanding needs of esports environments.

1. Are you just beginning your esports journey or or are you ready to level up?

Read our Brochure to learn more about the world of Esports and the positive impact it could have in your institution.

Starting small and including your students on the journey is a great way to facilitate learning and allow students to share their gaming expertise. Summer camps, afterschool events, and even home activities around scholastic esports are great ways to get started. As your levels increase, competition and even hosting events can broaden the students' learning potential by incorporating more STEM curriculum. Ultimately,culminating to skills and proficiencies that have been proven to increase concentration and provides more opportunities such as potential collegiate scholarships and future careers.

2. How do you tie esports into your STEM curriculum?

While esports started out as a way of "playing together", with the goal of establishing community, friendship, school spirit, and a sense of belonging, it has evolved into much more. Schools are now incorporating esports into their STEM curriculum and going beyond the game by having students explore and learn skills that they could transfer to contexts outside of esports, such as coding, graphic design, broadcasting, marketing and much more.

3. Do you want esports traffic on your learning network?

When establishing your esports program, you need to create the gaming environment that meets your school's requirements. Whether your facility needs to support an afterschool gaming club, STEM-focused curricula, or in-depth competition and tournament play, your network needs and designs will vary. Turning physical classroom spaces into flexible learning spaces are crucial to support the digital learning transition. From the curriculum going digital, the device proliferation, the influx of IoT sensors, distance learning, and now esports; these bandwidth consumers will require a reliable, mulitgig network that delivers an A+ performance.

4. Is your school network esports ready?

The best network is an invisible network. It is a network where the experience for the user is seamless. While gaming in a MOBA (multiplayer online battle arena), having a stable internet connection is crucial and requires a wired network connection, however, innovations like Wi-Fi 7 enable mobile and VR gaming which are wireless by default. Handheld devices like the Nintendo Switch and other wireless consoles are gaining popularity in the middle and even elementary grade levels.

5. What funding is available for your esports program?

As scholastic esports programs grow in popularity to become a larger part of a school's STEM curriculum, they also require significant investments of time and money to implement. Complicating matters is the fact that school budgets are tight, and other priorities put the squeeze on emerging programs like esports.

The Department for Education (DfE) offers an investment funding program called "Connect the Classroom," aimed at enhancing the IT infrastructure of eligible schools. This program provides an upgraded wireless networking solution, enabling schools to meet the latest Wi-Fi 7 standards. The benefits include lightning-fast internet speeds, enhanced security, and tailored support throughout the implementation process.

RUCKUS Networks, an approved vendor for the program, offers unparalleled expertise in implementing wireless solutions tailored to educational environments.

CommScope's RUCKUS winning esports solution.

Beginning with fibre-to-the-classroom for the multi-gigabit backhaul necessary for digital transition, to the in-room classroom switch connecting all your Ed-Tech devices with CAT 6a patch cables that also power the latest Wi-Fi 7 access points, all your network needs can be met with RUCKUS Networks solutions.

Whether you're aiming to enhance your classroom or host an esports event, our network solutions can support the esports beginner/enthusiast with a smaller, pop-venue configuration or an amateur level aiming to turn professional, with an in-classroom design and an esports tournament-ready auditorium. Our advanced, patented technologies will enable students to participate even from home.

Esports is not just about gaming. Scholastic esports extends beyond the game. The life lessons and skills that can be gained through competitive gaming and STEM-based curriculum can yield the best student outcomes. This is why RUCKUS Networks has been named Preferred Network Vendor for British Esports Federation, to help develop your STEM-based curriculum on a simple, reliable, flexible, and secure network, ready to tackle any challenges.