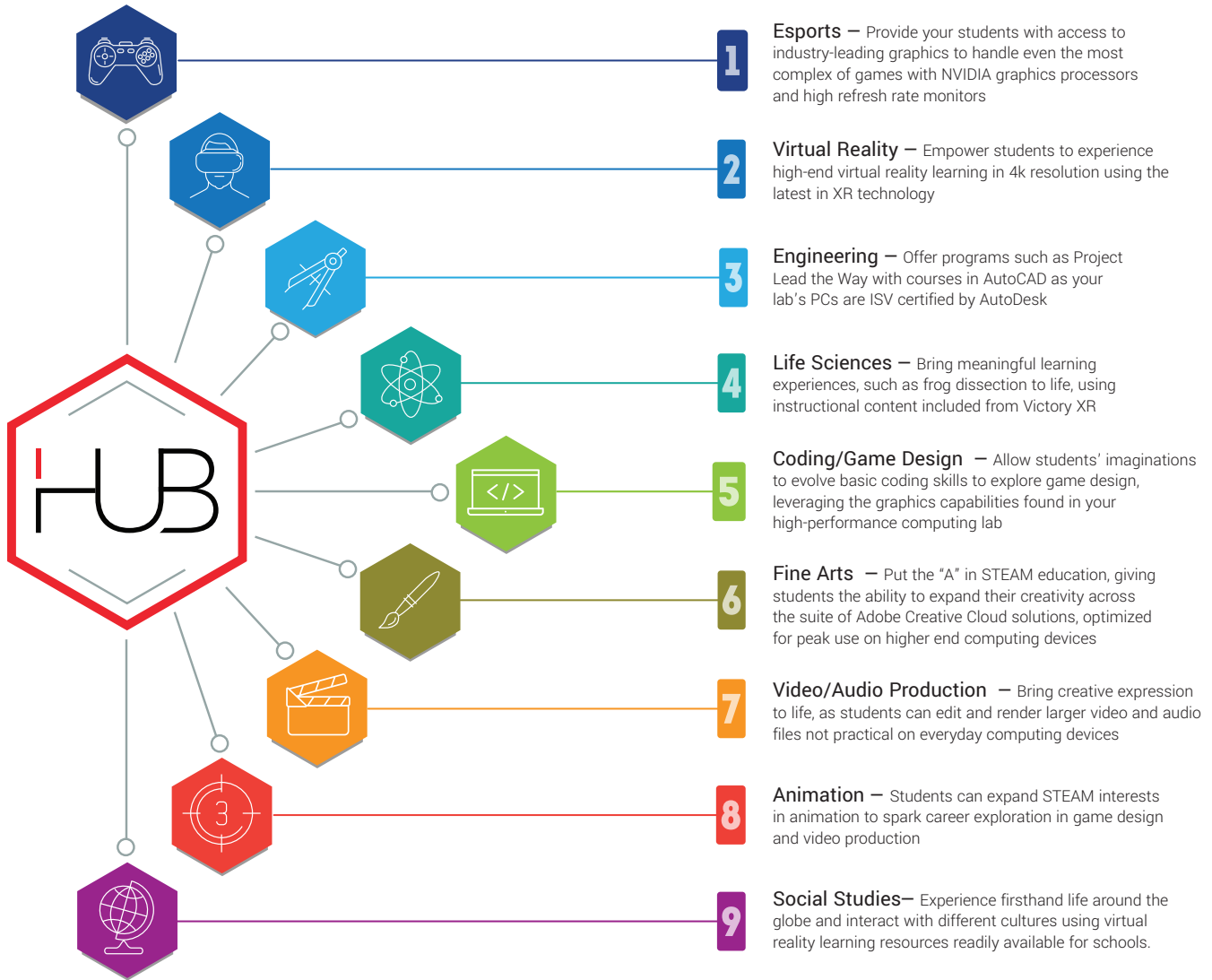


A STEAM Lab Where Learning Comes First

Blend the elements of esports, Virtual Reality, CAD and Fine Arts into a single learning environment across every period in your school day.



Technology for Modern Learning

Innovation HUB

Only STS EDUCATION can bring together a dynamic STEAM learning environment that embraces many curricular facets and turns a lab into a true Innovation Hub.



Base Lab Components

- HP Z1 Workstation with NVIDIA Graphics
- HP Omen Display with esports optimized refresh rates
- HP Omen keyboard, mouse and headset for ideal esports use
- Installation
- Professional Development
- On-site warranties

Enhanced VR Lab Options

- HP Reverb 4K resolution headsets
- Dynamic instructional VR STEM content from Victory XR
- Gaming desks and chairs, including an accessibility station to make esports available to all students
- “Broadcast” teacher station with an 80” Promethean interactive panel to allow for livestreaming of esports competitions
- Additional Professional Development and mentoring for esports instruction

Academic Esports Program Benefits

Inclusiveness and Accessibility

Allows students to share a common passion without barriers.

Character Development

Practice and gameplay reinforces self-esteem, sportsmanship and collaboration.

STEM/STEAM Pursuits

Esports players often pursue STEM related fields of study in college, helping to fill a 3.5m STEM jobs gap.

Increased Participation

Esports attracts students who otherwise do not get involved with traditional extracurricular activities or sports.

Collegiate Opportunities

More than 200 colleges and universities have launched esports programs, and more are actively offering scholarships to recruit top players.

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