

Thursday, November 23
Large 1
11:25 – 12:25

Unique Concept of GSPORT

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MĚNÍME
SVĚT POHYBEM



MOTION
IS OUR PASSION

Unique concept of

GSPORT



Faculty of Physical Education and Sport at Charles University

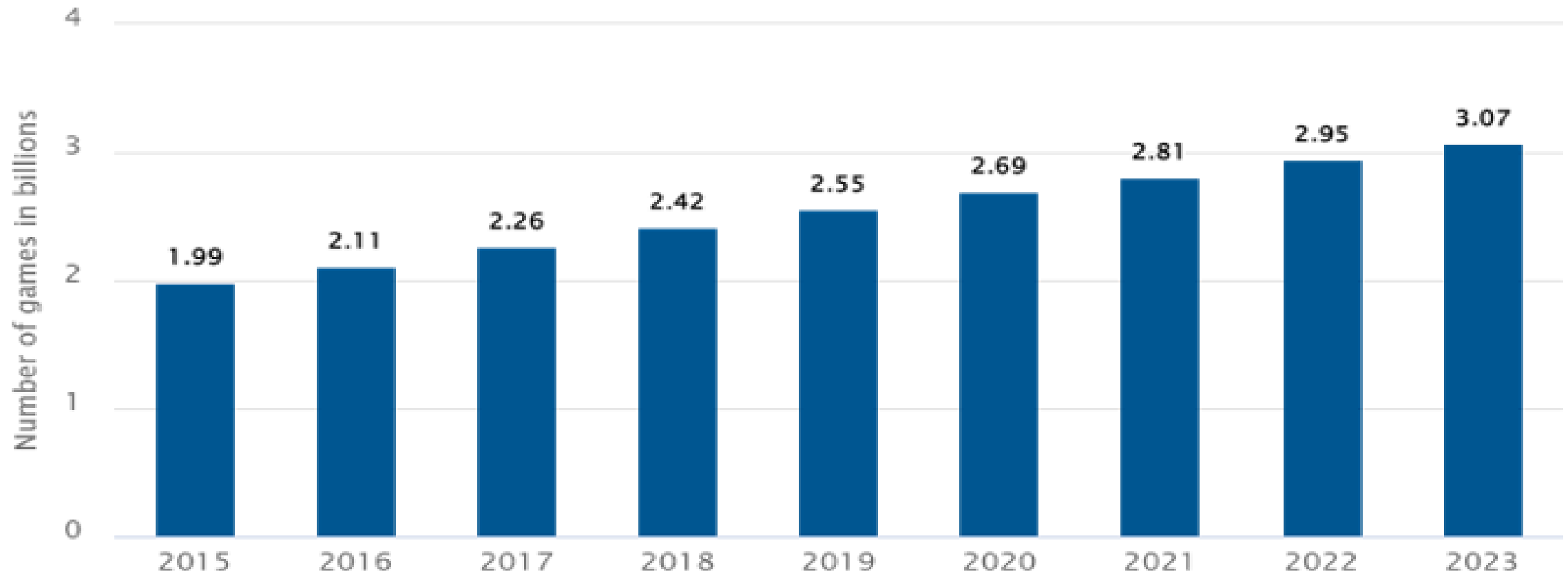


- Degree Programs:
 - Bachelor's: 3 years
 - Master's: 2 years
 - Doctoral: 4 years
- Language of Instruction: Czech and English
- Mission:
 - „We are creating a community that shares and promotes the ideas of a sustainable and healthy lifestyle for every individual at every age, in which physical activities and sports are an integral part.“
- Vision:
 - „We motivate individuals and society to engage in physical activity. We are the first choice in education, research, and providing information to the general public. We work with important partners in the Czech Republic and abroad.“
- Academic Focus:
 - Training future educators in physical education, coaching professionals, physiotherapists, and sports managers.
 - Research activities and innovations related to human movement and sustainable health.
 - Applying an interdisciplinary approach typical for Kinanthropology („Sports Sciences“).
- Collaboration:
 - Engaging with educational, research, non-profit, and commercial institutions for a holistic educational experience.



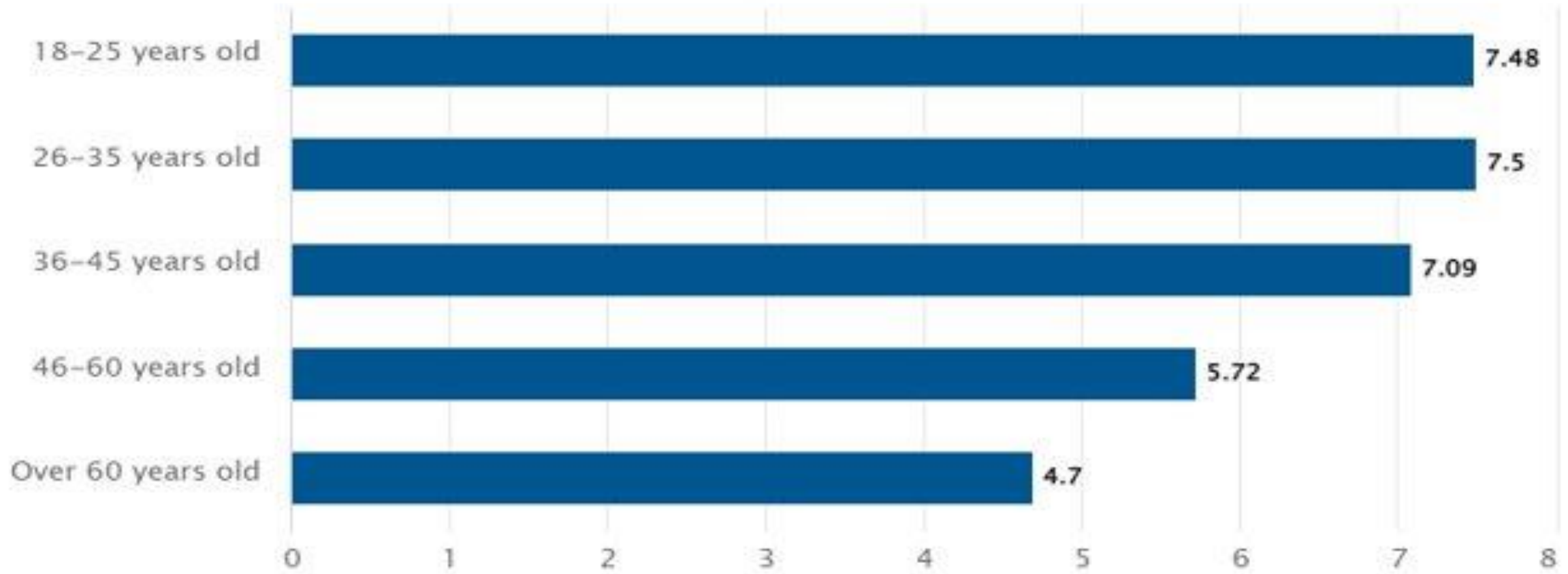
Number of active video gamers worldwide - 2015 to 2023

in billions



Designed by  FinancesOnline

Hours gamers spent playing video games per week by age group in 2020



Designed by  FinancesOnline

Czech Esports Association - STEM/MARK Survey in the Czech Population



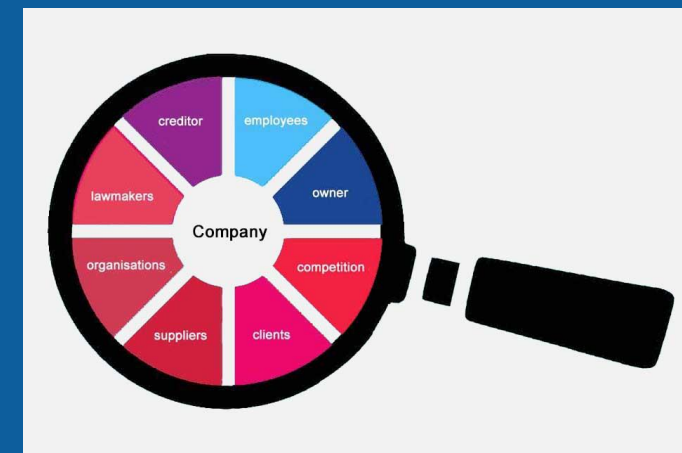
- Nearly 40 % of the Czech Republic's population can describe what esports means.
- According to the survey results, in the population aged 15 and over, there are 11% of players engaged in esports.
- In the Czech Republic, 21% of the population forms groups of esports fans, specifically:
 - 7.5 %: Player-viewers – they both play and watch esports titles.
 - 10.4 %: Non-player viewers don't play but watch esports titles.
 - 3.1 %: Non-watching players – they play but don't watch esports
- Most players are involved in some physical sport.



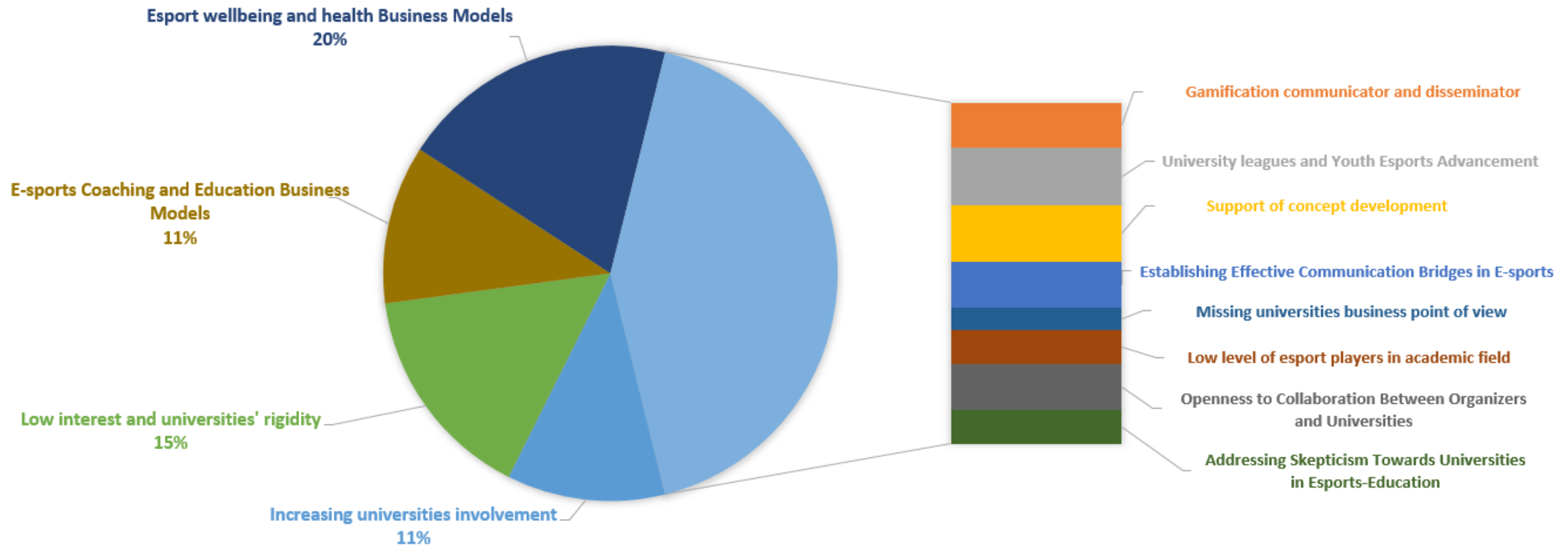
Stakeholder analysis – qualitative research



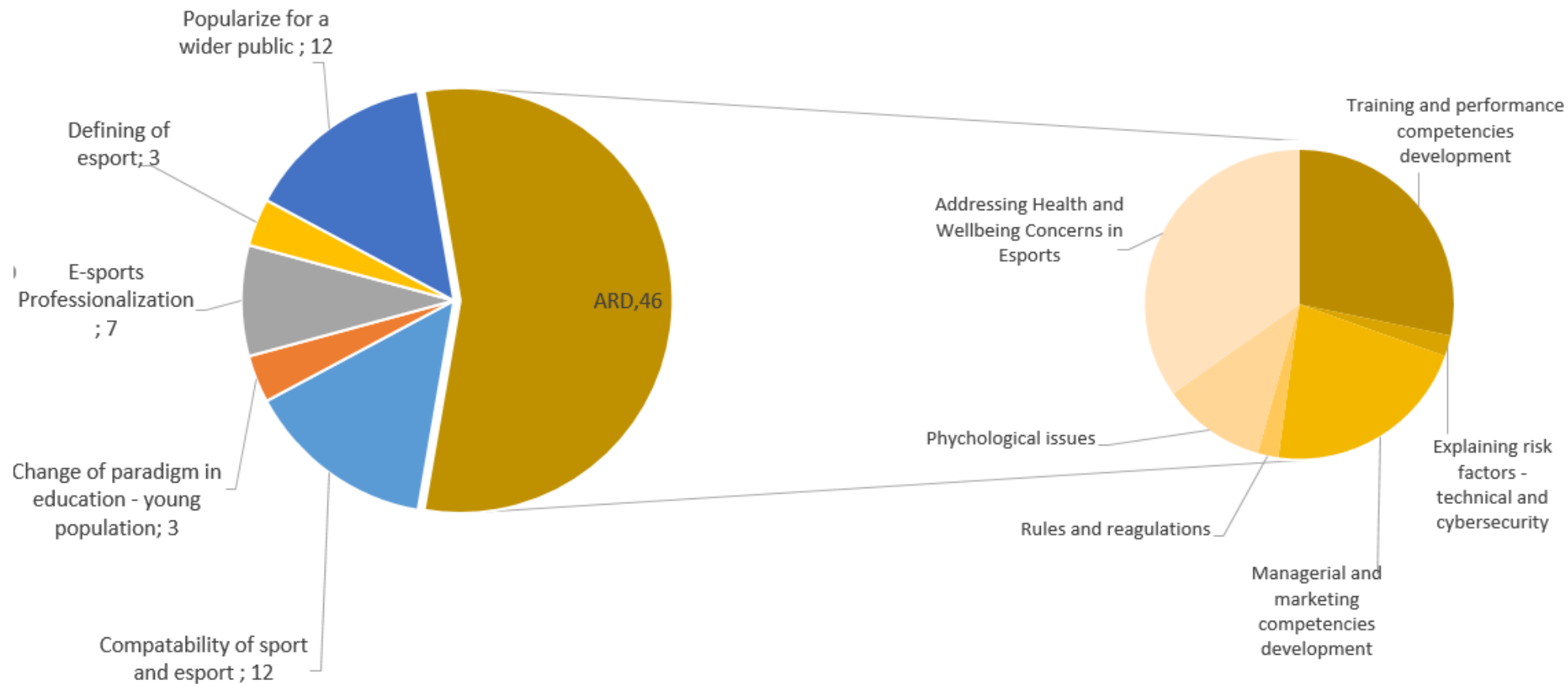
- **18 respondents (players, coaches, promoters, sponsors, e-sport club managers, fans, government, media, universities)**
- **Inclusion criteria (minimum of 3 years of experience, active engagement within the esports context, familiarity with the subject matter)**
- **Software (MAXQDATA)**
- **Research questions:**
 - ***How can a university become involved in the e-sports ecosystem, enriching and contributing to it?***
 - ***What should be the role of a university in the e-sports ecosystem?***



Collaboration between the university and the E-sports industry



The role of the university



Why is esports relevant to our faculty?



Physical skills and fitness:

- Esports require various physical skills, including hand-eye coordination, reaction time, and fine motor skills
- Training that enhances these skills, similar to traditional sports

Mental and psychological aspects:

- Esports athletes require mental skills like strategic thinking, teamwork, and stress management
- Physical education and sports psychology courses

Technology and Innovation:

- Esports are at the forefront of technological innovation in sports
- Understanding and embracing this technology can be crucial for modern physical education faculties to stay relevant and innovative

Community and Engagement:

- Esports have a massive global following and community
- Physical education programs can leverage this to engage more students and create a sense of community and belonging

Evolving sports and physical activity trends provide students with a broad and relevant education.

Czech School Inspection



Research:

- Examined conditions for physical education, extracurricular activities, and their impact on student fitness
- Observed indicators vary with age and gender

Critical Health Risks:

- Critical zones linked to high health risks affect 19% of 3rd-grade students in two tests, 12% in three tests, and 6% in all four tests
- These risks sharply increase with age, with over half of high school students at risk



Faculty's Role



Stimulating Physical Activity:

- The necessity to encourage the population to engage in physical activity
- Traditional sports may not be attractive to the younger generation, but gsport can offer a solution

Changing Perceptions of Esports:

- Addressing the negative perception of esports
- Seizing the opportunity to introduce people to physical activity through gsport

Other:

- Recognizing the emerging trend of esports
- The establishment of a new esports department within the faculty

Academic Department of Esport at Faculty of Physical Education and Sport of Charles University



- The first public university in the Czech Republic to establish an esports department
- Integrate the movement component into the broader environment of gaming and esports
- Elevate the environment of "gaming" to the level of established sports industries
- Coach education, youth support, international and inter-university competitions organisation, and established scientific methodologies for testing fitness and performance
- The faculty has already taken steps to become, in combining physical activities with esports, a leader on a national and international scale



Pillars of the department



SCIENCE &
RESEARCH

COMMUNITY

EVENTS

INCLUSION

EDUCATIO
N

Education pillar



- emergence of comprehensive coach education
- esports coach courses
- ambassador courses



Gsport education



- Revolutionary concept of knowledge sharing in the fields of gaming, esports, GSPORT, and sports through educational videos.
- Universities and faculties can contribute with their educational videos, covering a wide range of topics.
- All videos will be centrally accessible on the BrandCloud platform for all participating institutions.
- The primary goal is to promote the sharing of educational materials across Europe and potentially worldwide.
- The diversity of perspectives from various countries and universities enhances understanding and education in relevant fields.



Science & Research

- **Stakeholders' analysis**
- **Esports in schools and Army**

SCHOOL

- Esports are being introduced in schools more and more frequently
- Schools often establish elective subjects and clubs or create esports teams and organize competitions
- Scholarships - in US universities offer millions of dollars in esports scholarships each year

ARMY

- Attracting new recruits from the younger generation
- Foreign military units have incorporated video games into their training programs to enhance the cognitive abilities and decision-making skills of soldiers
- The intersection of esports and military technologies
- Nearly every branch of the U.S. armed forces now has an official gaming program.



Inclusion pillar



Community Pillar



Objectives:

- A space for students to connect, make friends, and explore study abroad opportunities within the Erasmus+ program.

HR Potential:

- Partner companies can directly engage with students, offering job opportunities, internships, and gathering feedback

Student Profiles:

- Students can provide essential information, showcase skills and experiences, and express their career aspirations.



Events Pillar



- AMČR esports
- Day camps
- Gsport league of Universities



<https://expo2025czechia.com/>



GAMING + SPORT =



- We don't want to turn gamers away from gaming, but to open the door to the sporting environment and motivate them to get moving.
- We combine online gaming, modern technology and easily measurable sports disciplines.
- This way, players can compete not only in the esports world, but also on sports fields.
- Tournaments can be a motivation for those who love esports and want to keep fit at the same time.
- Both schools and the general public can participate in the tournaments.
- An opportunity to strengthen relationships between classmates, colleagues, family or friends in a non-traditional and modern way and have a lot of fun.

Gsport League



ONLINE PART DISCIPLINES

- CS2 & EA FC Teams
- burning calories

OFFLINE PART DISCIPLINES

- CS2 & EA FC Teams
- soccer 5+1 & obstacle course
- Pilot year 10 teams
- This year 24 teams, with plans for expansion to 30
- Teams from 8 European countries
- 500 000 kcal burnt
- in online part 9 hours of sport and 6 hours of gaming in offline part



Planned projects



- Esports Coach B course
- Czech Academic Championships
- Opening of esport classroom at FTVS in cooperation with Alza.cz
- Organization of an international esport conference
- Creation of a sports-educational app for players and parents
- Summer camps for children
- Workshops for children and adults

Future of Esports

- Gran Turismo - simulator racing
- Virtual reality
- Avatar - Use of AI
- Esports betting
- Gambling
- mental health of players



<https://sportdigitaltransformation.media/>



<https://www.pushsquare.com/>



<https://smartlaunch.com/>



get ready



For more information, email us at esport@ftvs.cuni.cz

