



WE KNOW THE GAME



View Our Interactive Guide

What is Esports?

Esports is an established and rapidly growing part of today's K–12 and higher education landscape. For some students, esports provides pathways to postsecondary opportunities, including scholarships, academic programs, and career exploration. For others, it offers a sense of belonging, teamwork, and connection through a structured, school-supported activity.

Equipping an Esports Program for Success

To create an esports program, schools need dedicated leadership, appropriate technology, and a thoughtfully designed space that supports learning, practice, competition, and collaboration. Depending on the resources you have available, this could be as simple as a converted computer lab or as robust as a full esports arena, complete with space for announcers and live spectators. Whatever your budget and needs, mediatechnologies knows esports and we have the tools to create a successful space for your esports program.

Varsity vs Club

Esports programs often operate across varsity, club, or hybrid models. Varsity programs typically focus on structured competition, while club programs emphasize accessibility, skill development, and community building. Many schools successfully combine both approaches within shared, flexible spaces.

ZONES

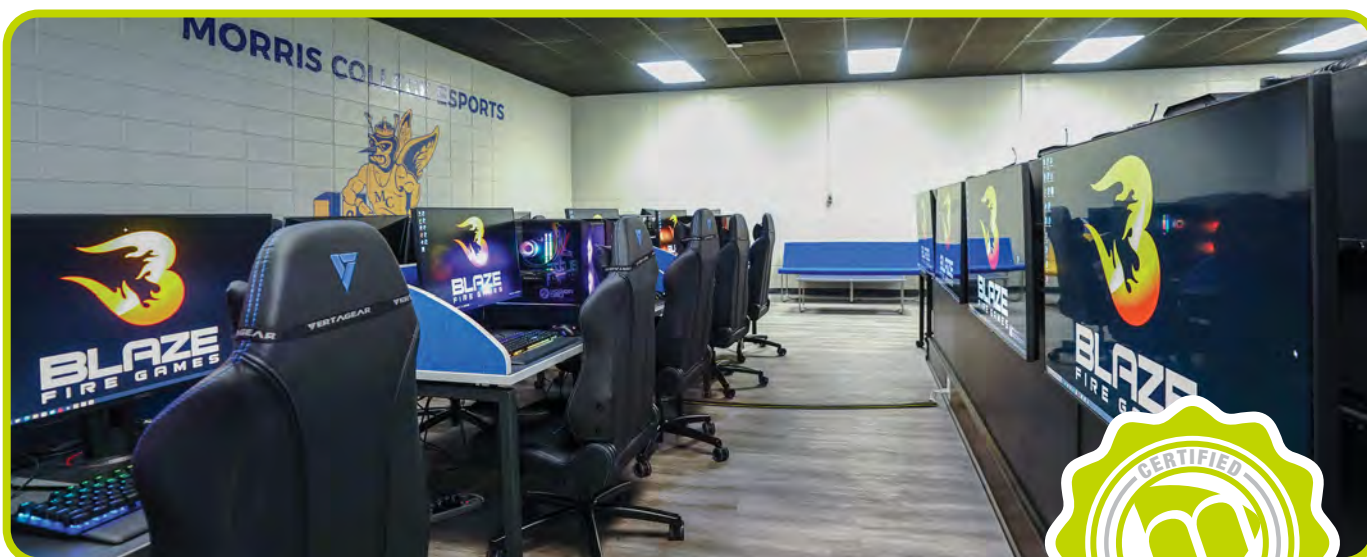
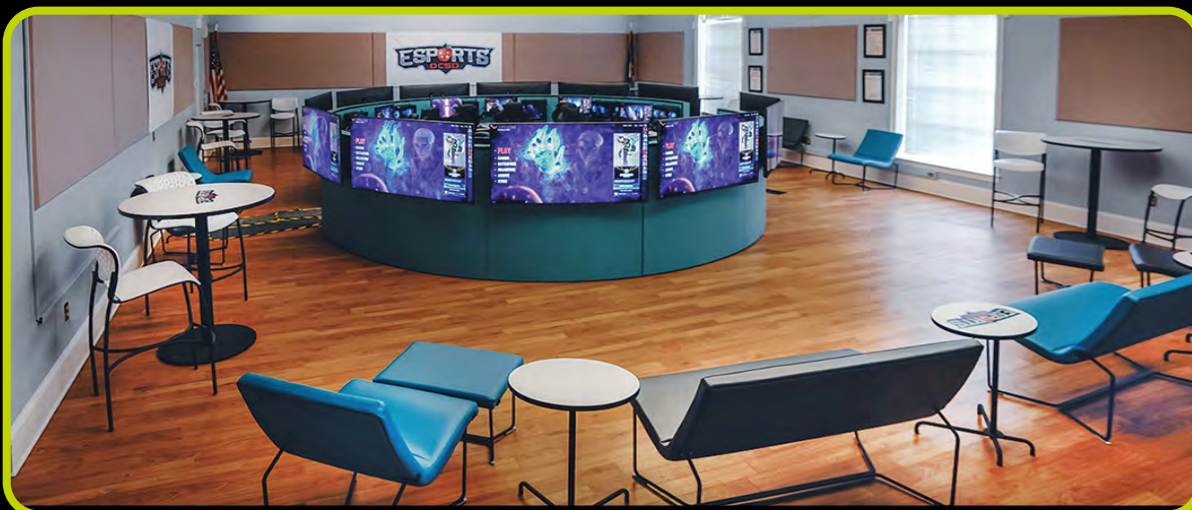
Varsity Competition Arena

- Gamers
- Spectators
- Commentators
- Meeting/Training
- Storage
- Streaming
- Charging

Classroom/Lab/Club

- Facilitator
- Commentators
- Student/Gamers
- Collaborative/Programming
- Storage
- Charging

Esports



LOOK FOR OUR “CERTIFIED REAL DESIGN” BADGE!

This badge will appear on Solution Starter & Turnkey Solution pages when the design has become a real, fully finished, and installed Esports Facility!





The Rise of **Esports**

Esports has become a mainstream competitive, educational, and career-connected activity for today's students.

BENEFITS

EDUCATIONAL OPPORTUNITIES

- Millions in esports scholarships every year
- Improve GPA and attendance
- Increased participation in after-school activities

LIFE SKILLS

- Teamwork, communication and socialization
- Goal-setting, problem-solving and perseverance
- Introvert engagement

CAREER OPPORTUNITIES

- Connects STEAM principles to something students enjoy
- Team management, content creation, IT...

Number of Viewers (millions)

2020

435.7_m

2021

489.5_m

2022

532.1_m

2023

540_m

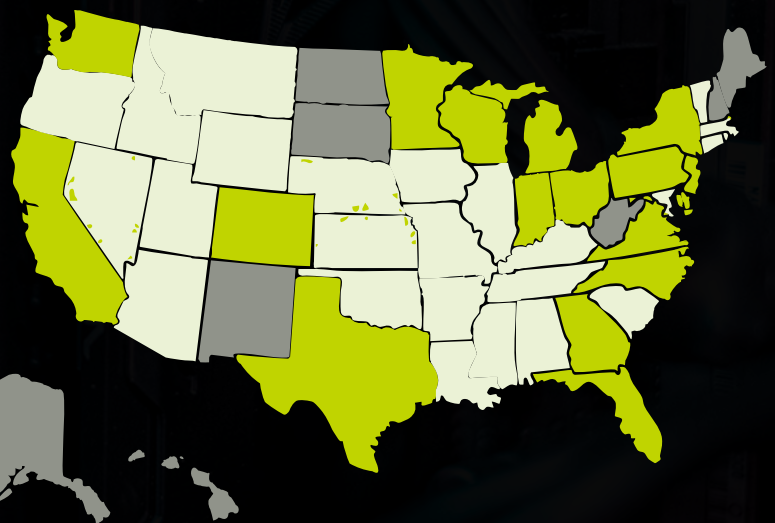
*Esports reach more than
600 million viewers
worldwide each year.*



280+

Colleges and Universities now
offer varsity esports programs.

*The USA remains one of the largest
and most active scholastic esports
markets globally.*



- Blue High concentration of scholastic esports programs
- Green Growing participation
- Grey Emerging participation



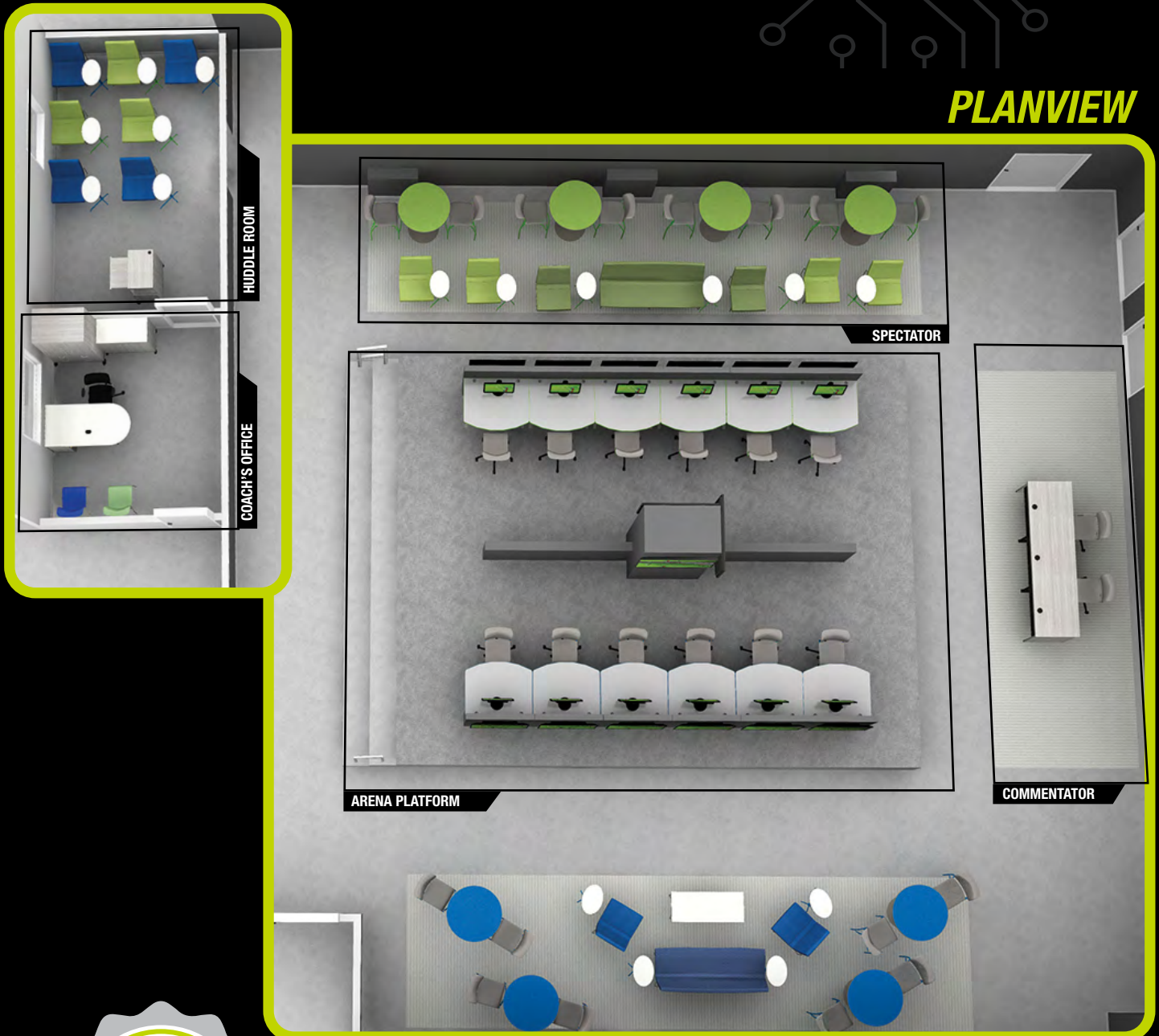
Tens of millions of dollars in esports-related
scholarships are awarded each year.

**Esports programs serve a diverse and
increasingly inclusive student population.**



COMPETE / CLUB / TRAINING

PLANVIEW



SEE PAGES **37-39** FOR FINISHED
INSTALLATION PHOTOS!



ARENA PLATFORM

The **6 vs 6 Stage** accommodates 12 personal gaming stations. Players are positioned in a way that separates them from the crowd and they have a sense of ownership of their station. Each station has table top power for any devices on the work surface and all wiring is hidden.

The **Team Meeting Room** functions as a strategy room, allowing discussion of what went right and what went wrong in a collaborative and open environment complete with Coach's area and space for film review.

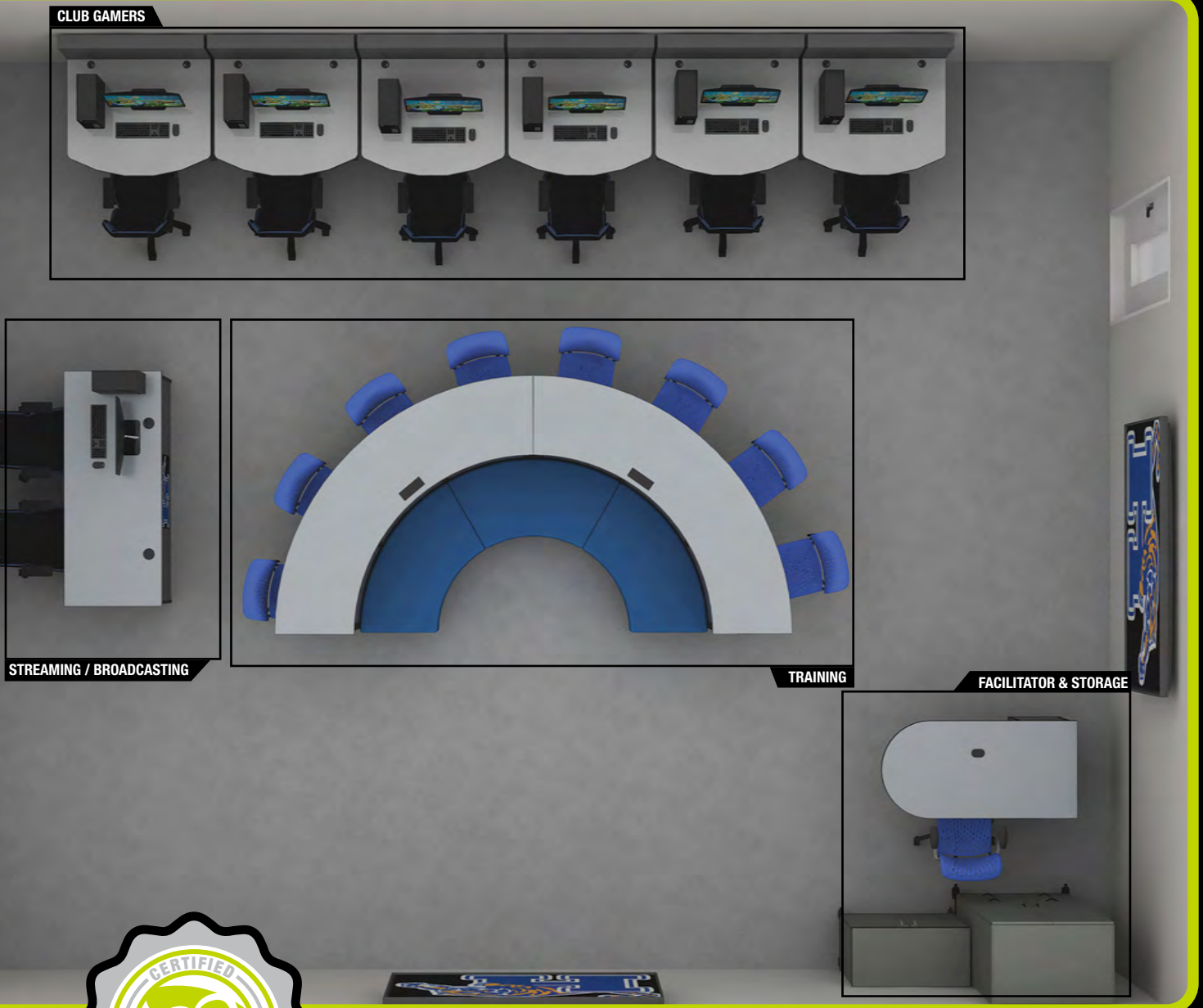
A broadcast station for students and a separate office for the coach is also available in this space.

TRAINING / STRATEGY



CLUB / TRAINING / CLASSROOM

PLANVIEW



SEE PAGES **27-28** FOR FINISHED
INSTALLATION PHOTOS!



TRAINING

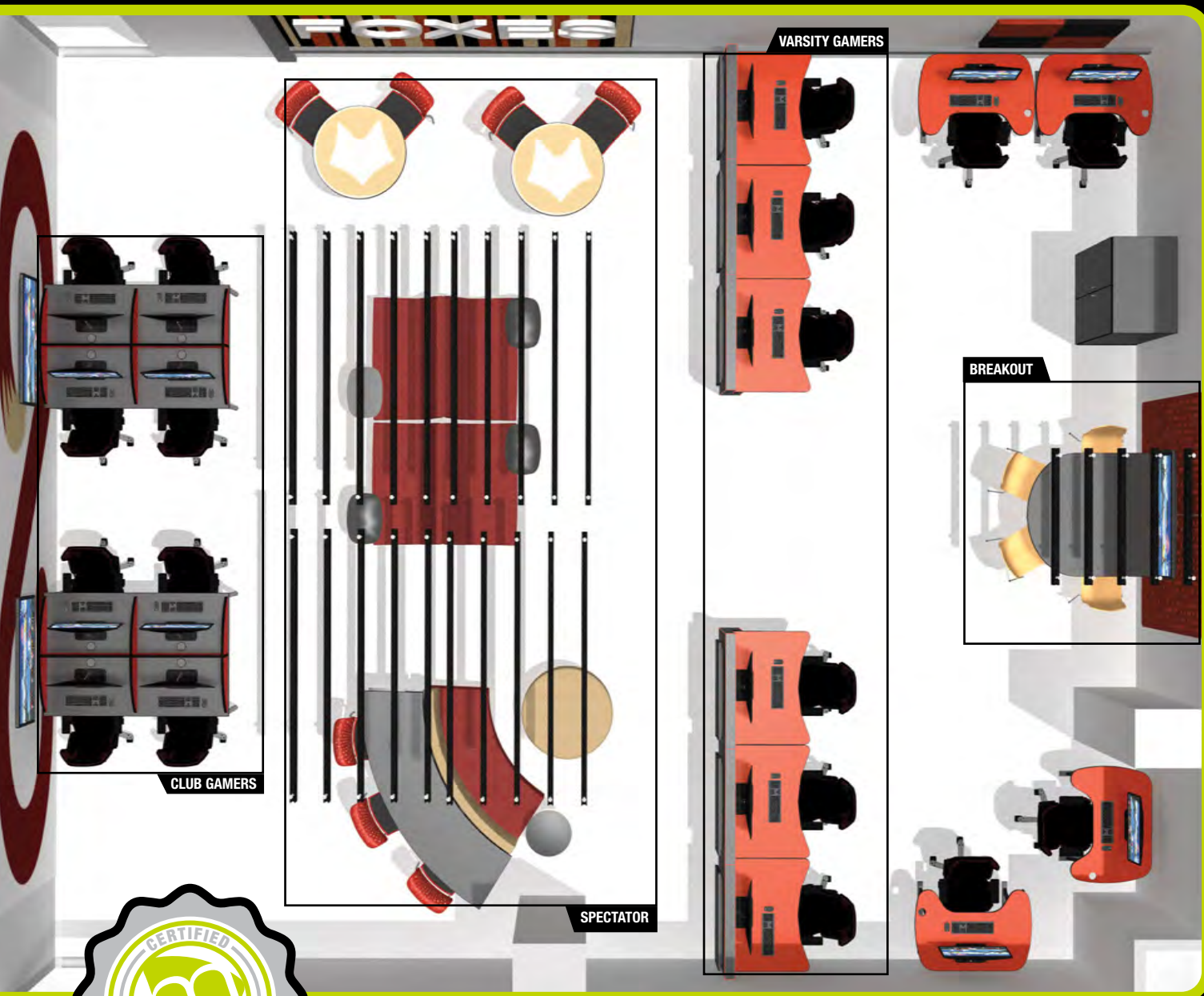
A **Club Space** utilizing our Cirrus Esports Console for adaptability, with intentions of being a classroom for now, it is dedicated to afterschool activities where students come during lunch or after school to game and compete against one another. Note some of the zones we mentioned earlier for Gamers, a Facilitator, Collaboration, Storage and Charging, and a future zone for commentating once they start to compete on a national level.

CLUB GAMERS



PLAY / CLUB / CLASSROOM / TRAINING

PLANVIEW



SEE PAGES **23-36** FOR FINISHED
INSTALLATION PHOTOS!



GAMERS / SPECTATOR

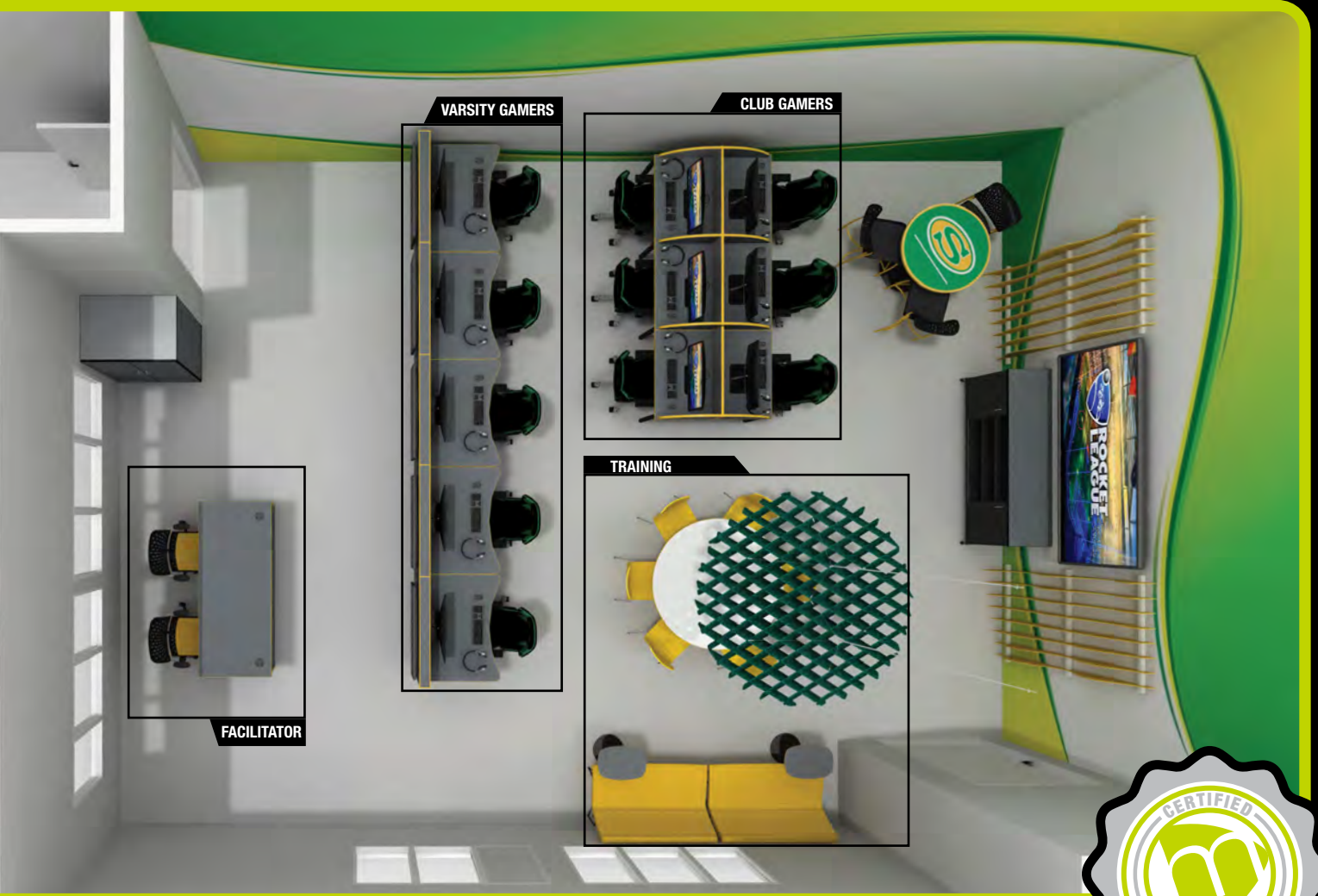
This space doubles as an arena and classroom/lab – where the focus is on **LEARNING AND COMPETING**. Ensuring we were able to accommodate a general sized classroom for instruction. Lounge spaces double as alternative training hubs for athletes, breakout spaces for collaboration, and various touchdowns for individual or group work. Acoustical products are used on the ceilings and walls to control the noise, and branding of furniture and walls invites a sense of pride and spirit within the school.

BREAKOUT



COMPETE / CLUB / CLASSROOM / TRAINING / SPECTATOR

PLANVIEW



Our **Exploratory Stage** of the design process brings forth what facilitators and administration really wants to see in their space.

In this case, the Principal and Coach had differing needs/wants for their space. While the Coach was looking to include a commentator desk they had seen in a previous mediatechnologies project, the Principal wanted to maximize student capacity and include spectator seating in their refurbished esports space. The solution to fulfill these needs was to incorporate spectator seating just outside the space, and **maximize their esports dollars** by utilizing it as a general commons area when not in use for cheering on their esports teams!

SEE PAGES **37-40** FOR FINISHED
INSTALLATION PHOTOS!



GAMERS

The **Cirrus Esports Cabinet Console** equipped with monitors and configured to accommodate both gamers and spectators. This is a unique project in that we were tasked with reinventing an existing space, focusing more on competition than club and training.

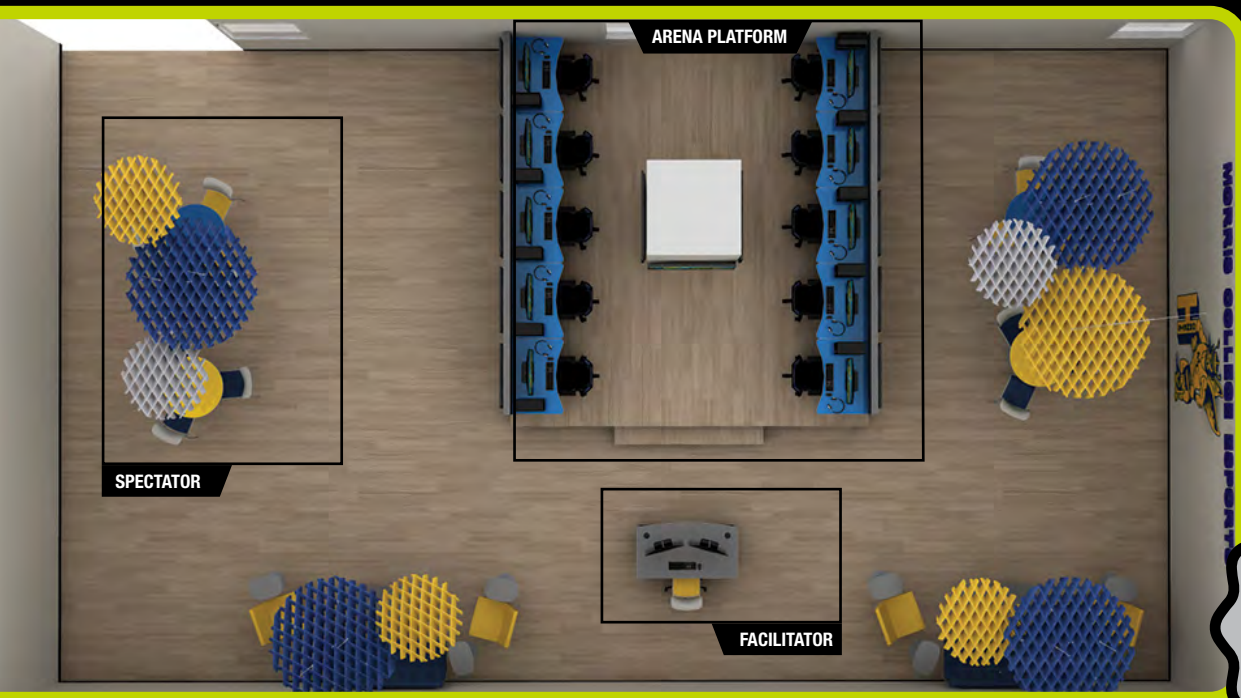
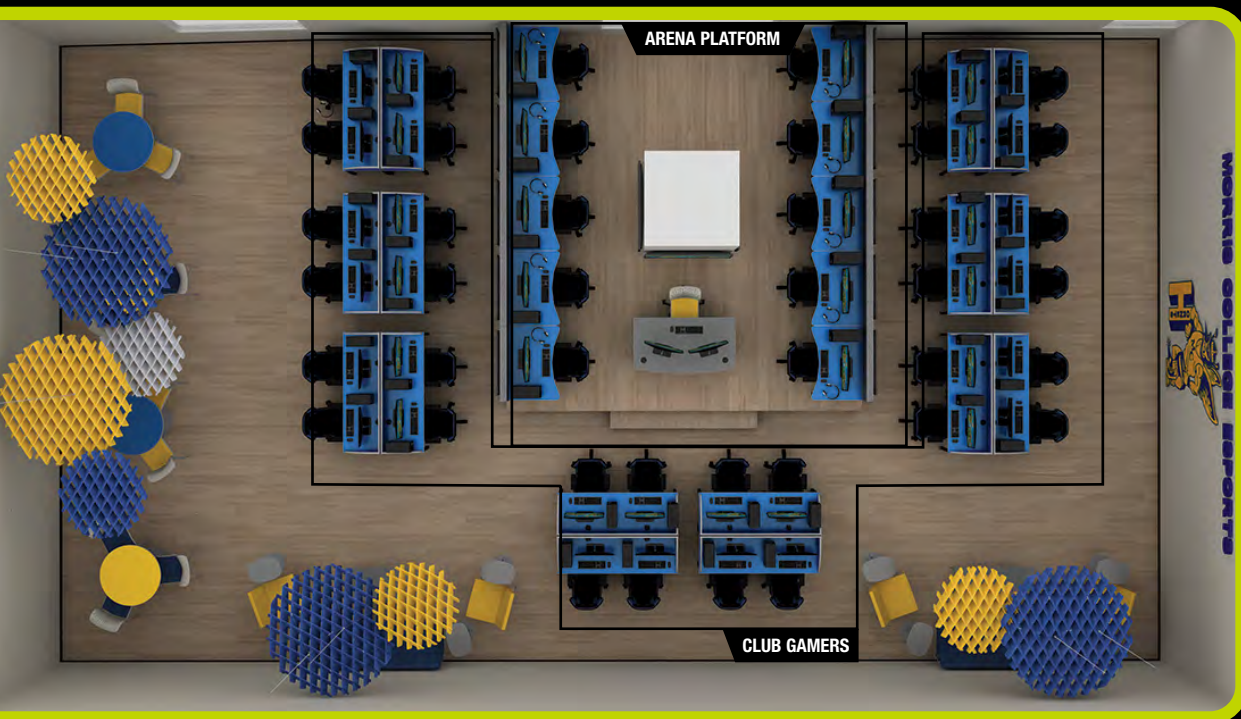
Zones Include: additional storage (to store backup gaming equipment), multiple breakout areas for developing team strategy and viewing film, a spectator zone (where viewing is outside of the actual arena – in part again because this was an existing space that was adapted into an esports arena so we suggested utilizing a window wall from the corridor for viewing). The Spectator furniture is multipurpose and able to accommodate esports needs during game-time, while doubling as a communal space during the day.

SPECTATOR



COMPETE / TRAINING / SPECTATOR / COMMENTATOR

PLANVIEWS



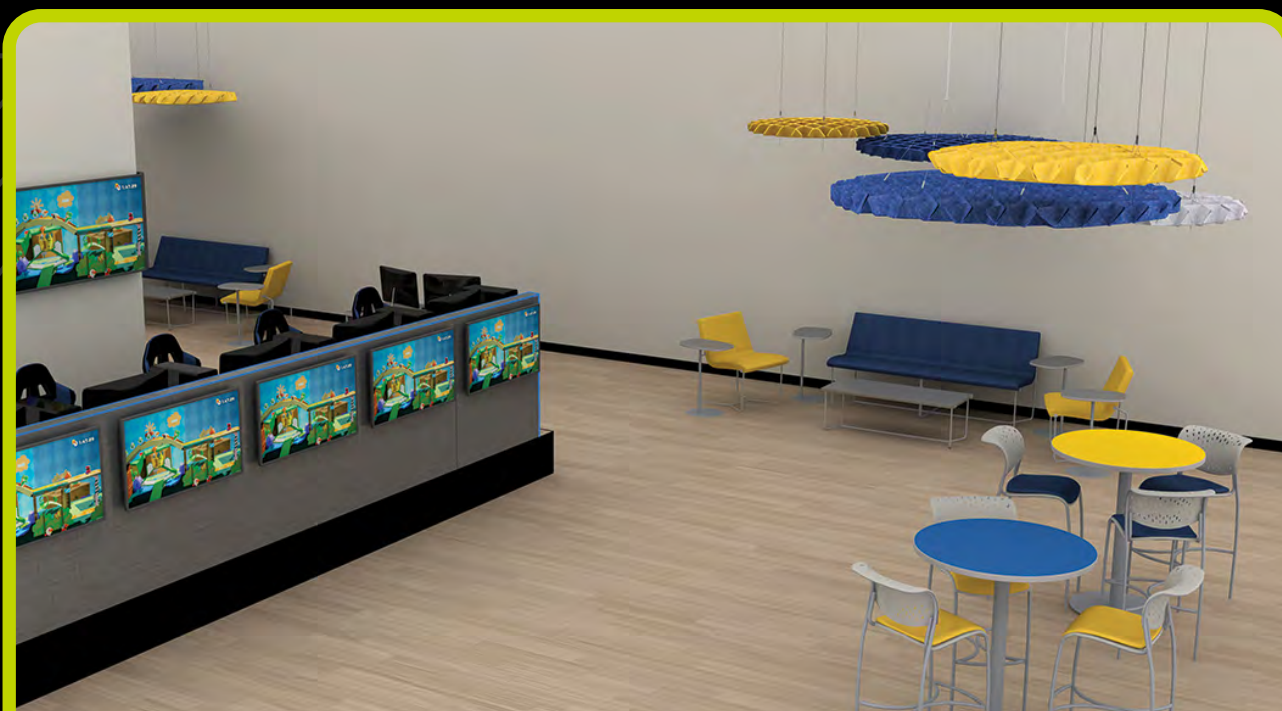
SEE PAGES 29-32 FOR FINISHED
INSTALLATION PHOTOS!



GAMERS

In some cases, it is necessary to have Varsity, and Club sports in the same facility. During our exploratory stage, it was determined that this space should include **Club Gaming** and **Varsity Gaming**. The Varsity can be found on the elevated platform, while the Club is on the lower. Cleverly, we were able to include spectator seating as well. Using our seamless, wire integration, and mobile tables, the Club Gaming area can easily be rolled out to the hallway and spectator seating arranged for your Varsity Gamer viewing!

SPECTATOR



COACH'S OFFICE

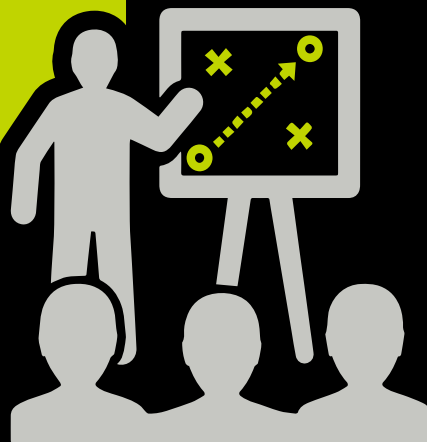
PLANVIEW





COACH'S OFFICE / TRAINING

A **Coach's Office** can double as a team room to review film, and discuss strategy. Often times those students who need extra study time to remain eligible can utilize this space during practice or after-school hours.

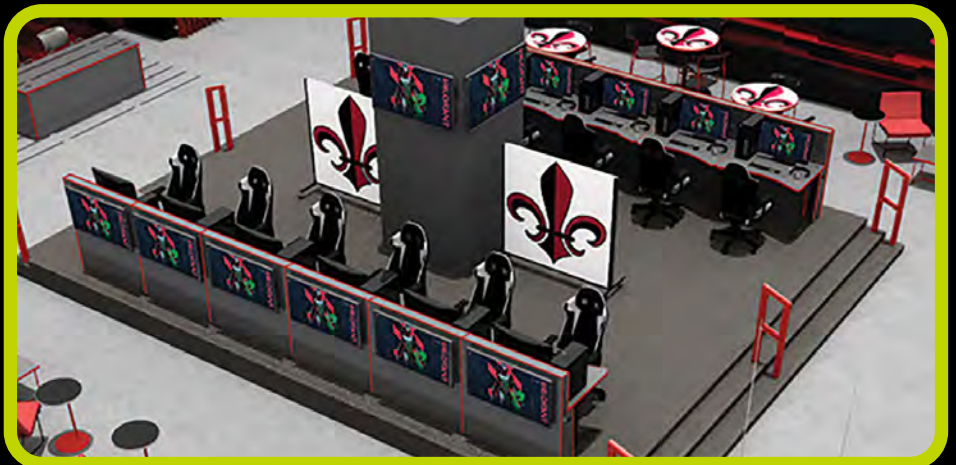


**COMPETE / TRAINING / SPECTATOR /
COMMENTATOR / STREAMING**

PLANVIEW



**ARENA
PLATFORM**





TRAINING

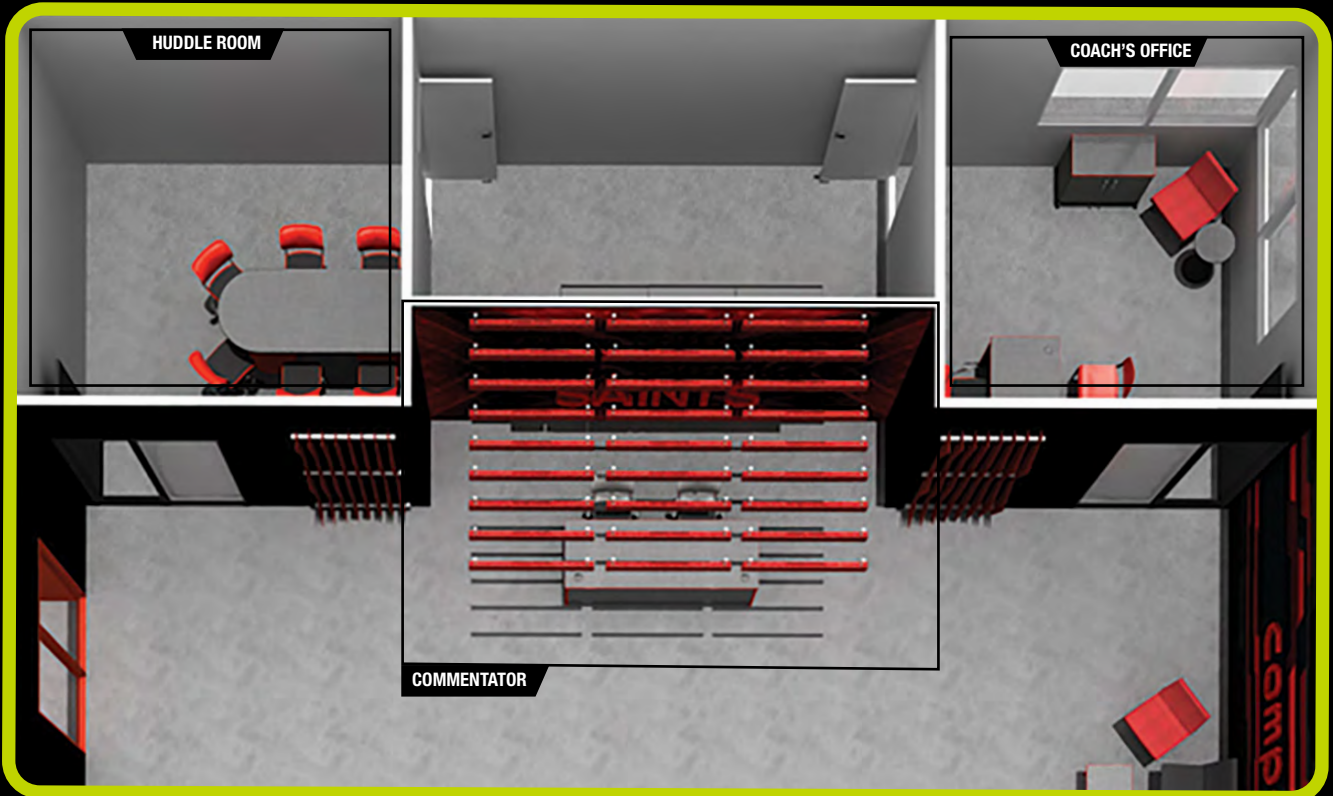
This arena's focus is not only on the competition but the **EXPERIENCE**. Similar to traditional athletics, esports programs provide pathways to scholarships, recruitment opportunities, and postsecondary engagement. Heavily branded and outfitted to accommodate a larger and more diverse group of gamers and viewers. You'll notice the competing zone is again elevated and gamers are in rows, the training zone is separate from the competition to allow the 2nd string to condition, there are multiple viewing opportunities for spectators with various seating options, commentating is more distinct, larger and centrally located to allow room for streaming technology and real time coverage.

SPECTATOR

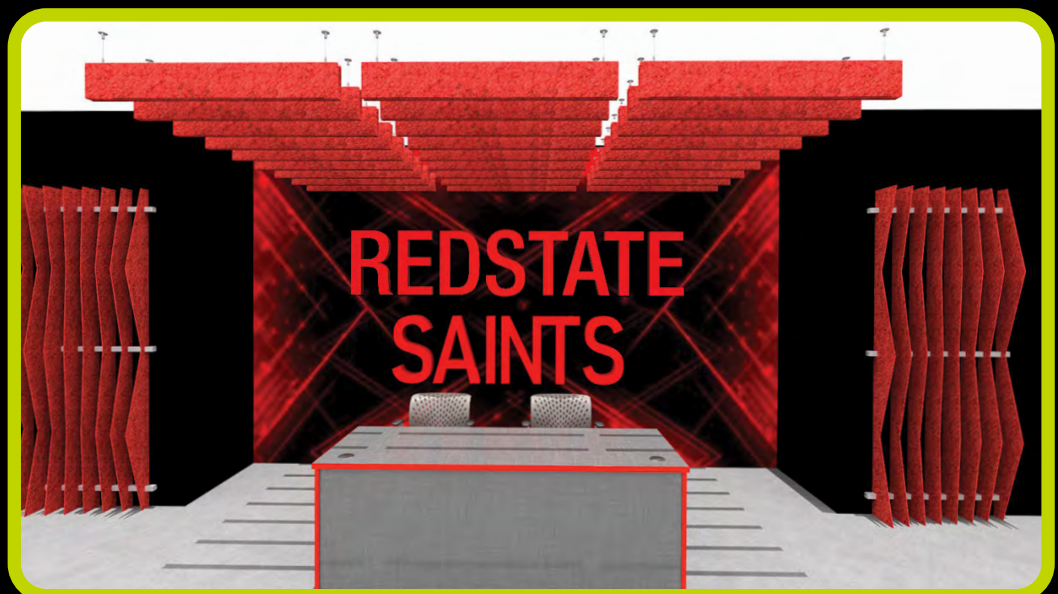


COMMENTATOR / COACH'S OFFICE / TRAINING

PLANVIEW



COMMENTATOR

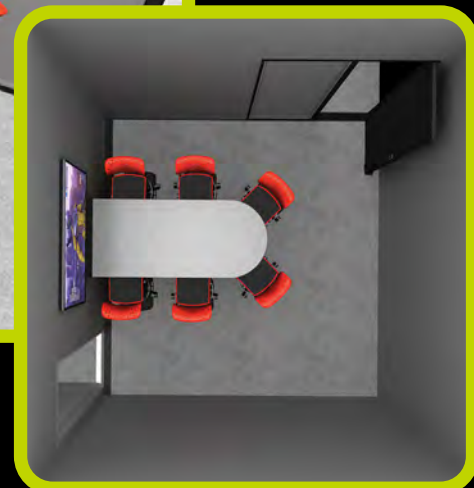


Turnkey Solutions

OFFICE



HUDDLE ROOM



COMPETE / TRAINING / SPECTATOR / COMMENTATOR

PLANVIEW





SPECTATOR

Innovation Centers or multiplex spaces with an esports component provides a space for learning and competing in several aspects of both the main space as well as the adjacent rooms. While there is a competitive zone for gaming, there is also a massive space for large classroom activity and a unique curriculum component. Industry partnerships can expand learning opportunities through simulation, technology-driven curriculum, and real-world career exploration using esports platforms. Boeing teamed up with the school district to offer flight simulation by way of the esports platform. This is a great example of where esports is able to provide cutting edge learning opportunities to highschool students that may have otherwise never had the opportunity to explore careers in aeronautics.



ARENA PLATFORM



COACH'S OFFICE / TRAINING

PRODUCTION



INDIVIDUAL / CONDITIONING





LIVE STREAM / BROADCASTING



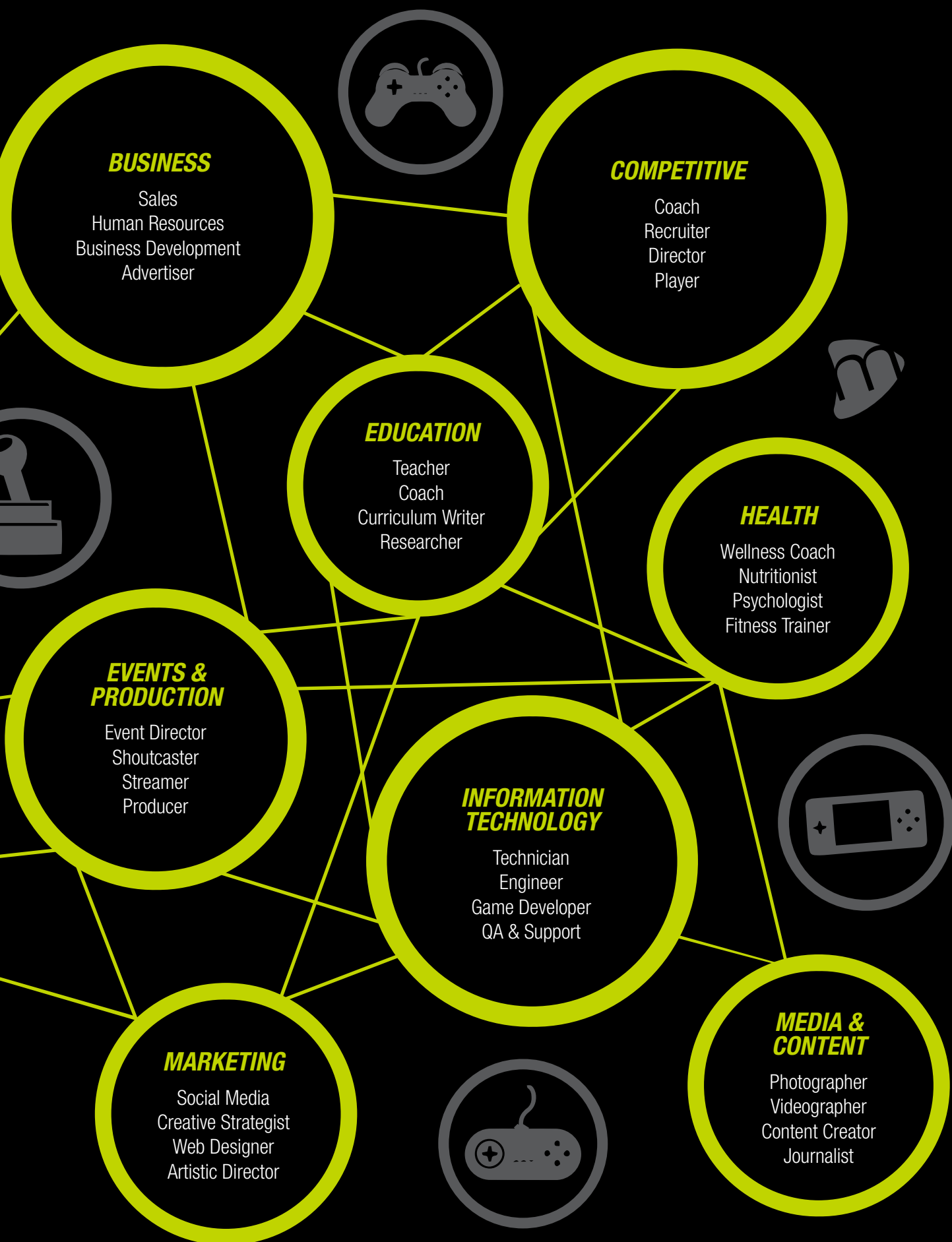
COLLABORATION / TRAINING



**MAXIMIZE
YOUR
ESPORTS
DOLLARS!**

Esports
**CAREER
CONNECTIONS**

WE KNOW THE GAME





BUILDING AND GROWING a winning esports program requires interest from key stakeholders, such as students, parents, and administrators. Funding by way of community and/or grants, and strong, ergonomic furniture that supports the technology needed to run your program.

Unlike the world of professional esports, esports in education focuses more on connecting, learning, and playing in and out of the classroom so students, educators, and families can experience interest-driven learning.

Building community and developing marketable skills as it relates to STEM/STEAM, providing the same social and emotional learning (SEL) benefits as traditional sports, such as teamwork, leadership, and sense of belonging.

Creating opportunities for safe and engaging spaces. Research and case studies show that esports programs often engage students who may not participate in traditional extracurricular activities, providing an alternative pathway to involvement and belonging. Esports in Education provides students with an alternative track to play a sport, be an athlete, and belong to a team. Another key focus of the K-12 esports athlete is recruitment for scholarship opportunities.

Club Esports



Left:

Cirrus curved tables with **Hannah** stools (background), **Jane Desk** with Hannah task chair.

Above:

Cirrus Esports Cabinet Consoles with Bow top worksurface.

Below:

Timmy desk with Vertagear Gaming Chair.





This facility makes the most of it's space! The requirements for this space were to have a club space that was mobile and could be moved out of the room when competition takes place. The mobile GTX Carrels (above) are an example of the club setup. If you look to the upper right, this space is what the spectator zone looks like when the club equipment is removed from the space.

Research and case studies show that esports programs often engage students who may not participate in traditional extracurricular activities, providing an alternative pathway to involvement and belonging.

Club Esports



TAKE A SEAT! GET IN THE GAME!



 **media**
technologies



84%

of Season Zero players reported they finally found a community they could connect with.

BUILD A COMMUNITY



"The kids that are participating here have **dramatically pulled up their grades** to be eligible. It gives this small group **a reason to come to school.**"

Coach Catherine Turner - Lafayette High School, GA

Varsity Esports



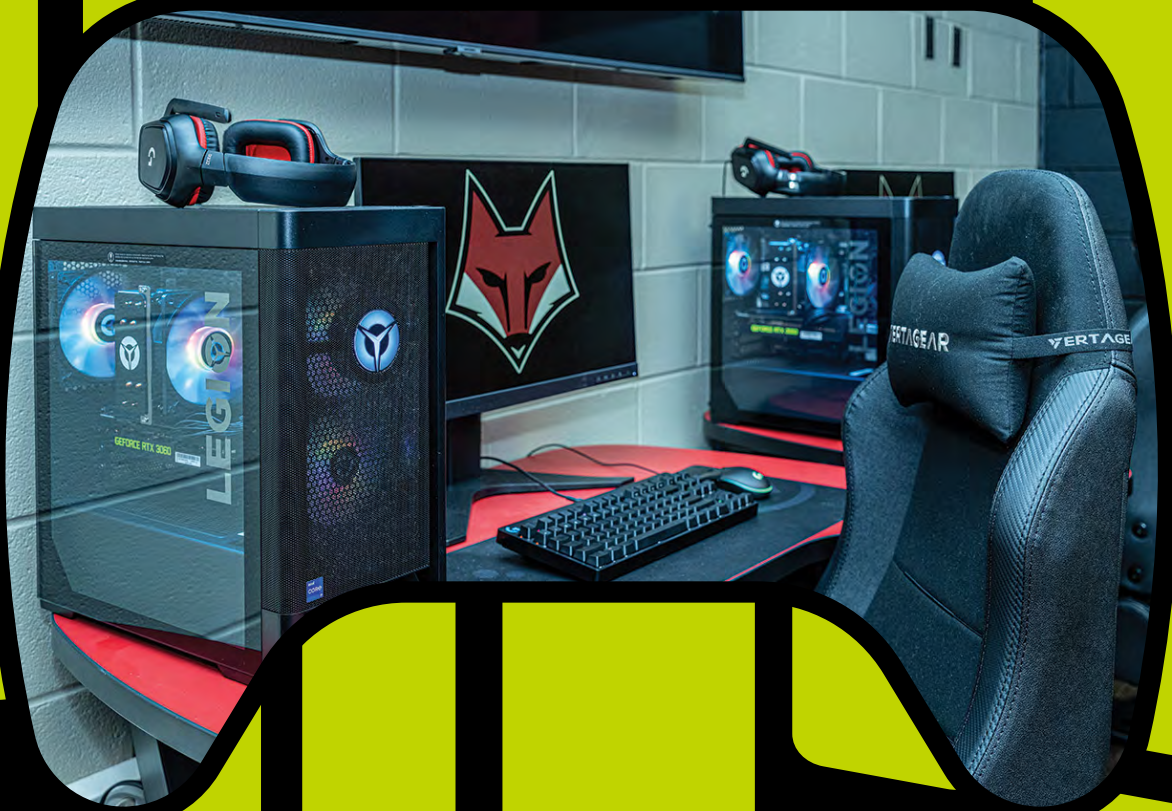
Left:

Forum lounge seating and tables. **Hannah** stools with **Orbit** tables.

Below:

Cirrus Esports Cabinet Consoles with convex top worksurface.







Above:

Forum lounge seating and tables. Hannah stools with Orbit table.

Below:

Cirrus Esports Cabinet Consoles with convex top worksurface.



Varsity Esports



Varsity Esports



Above:

Cirrus Esports Cabinet Consoles with convex top worksurface & Wire Management.

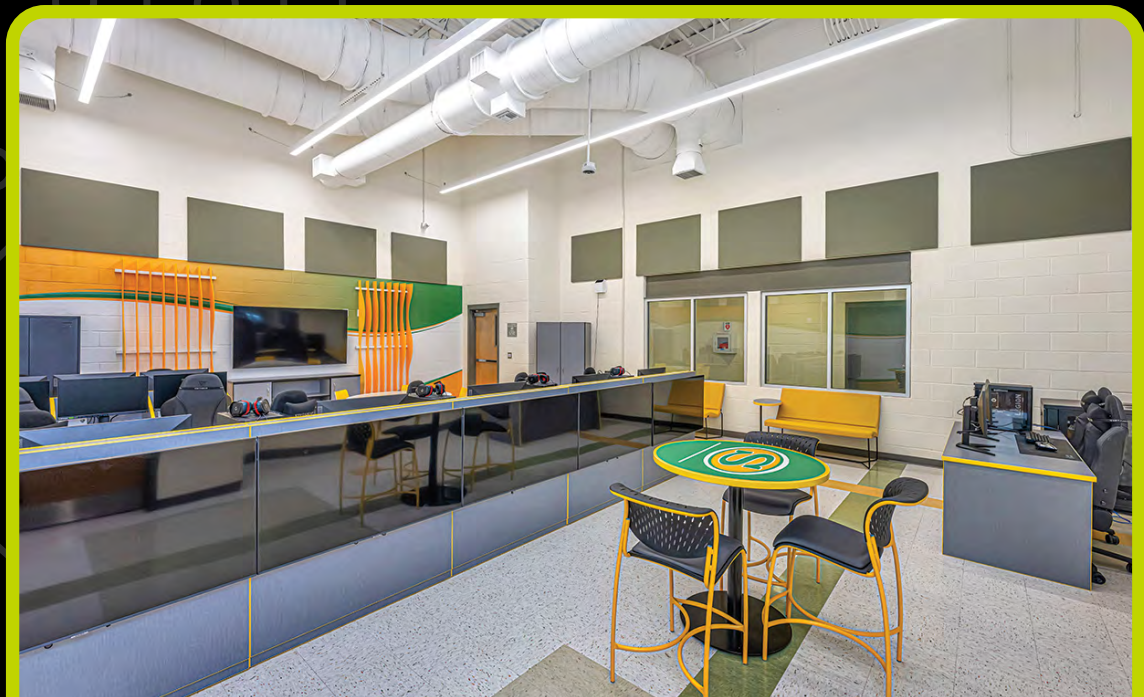
Left:

GTX Carrels with **Gamer Chairs** and **Hannah Stools**.

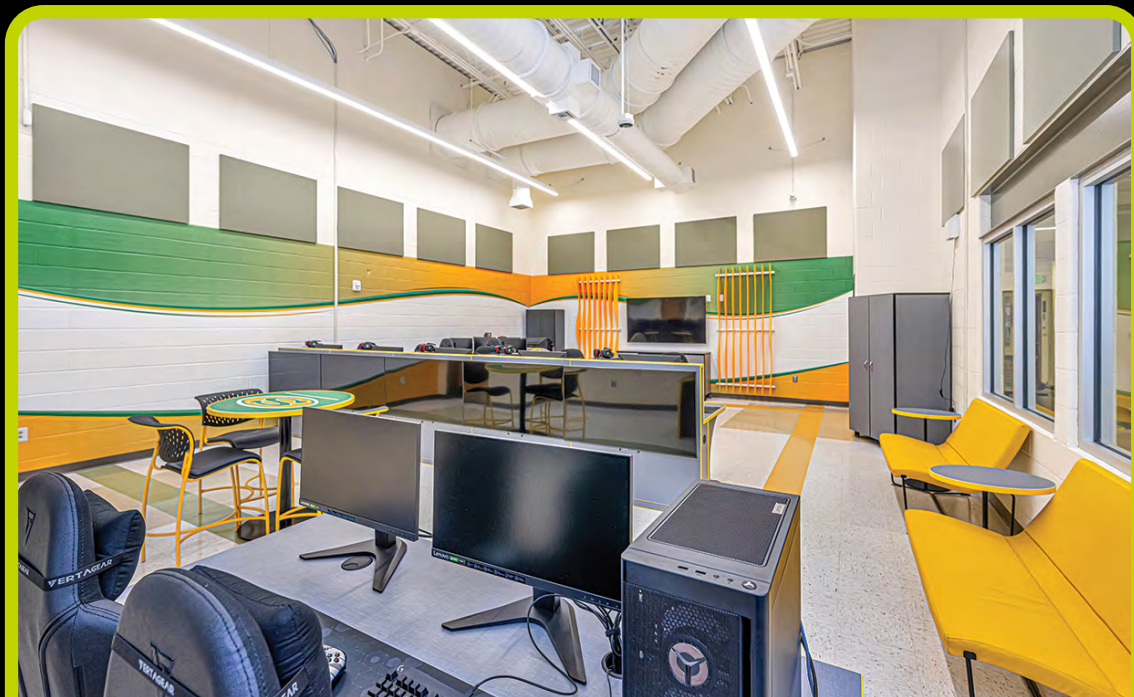


Above:

Cirrus Esports Cabinet Consoles with convex top worksurface .
GTX Carrel Tables with **Gamer Chairs**. **Orbit Table** with **Romak Chairs**.



Varsity Esports



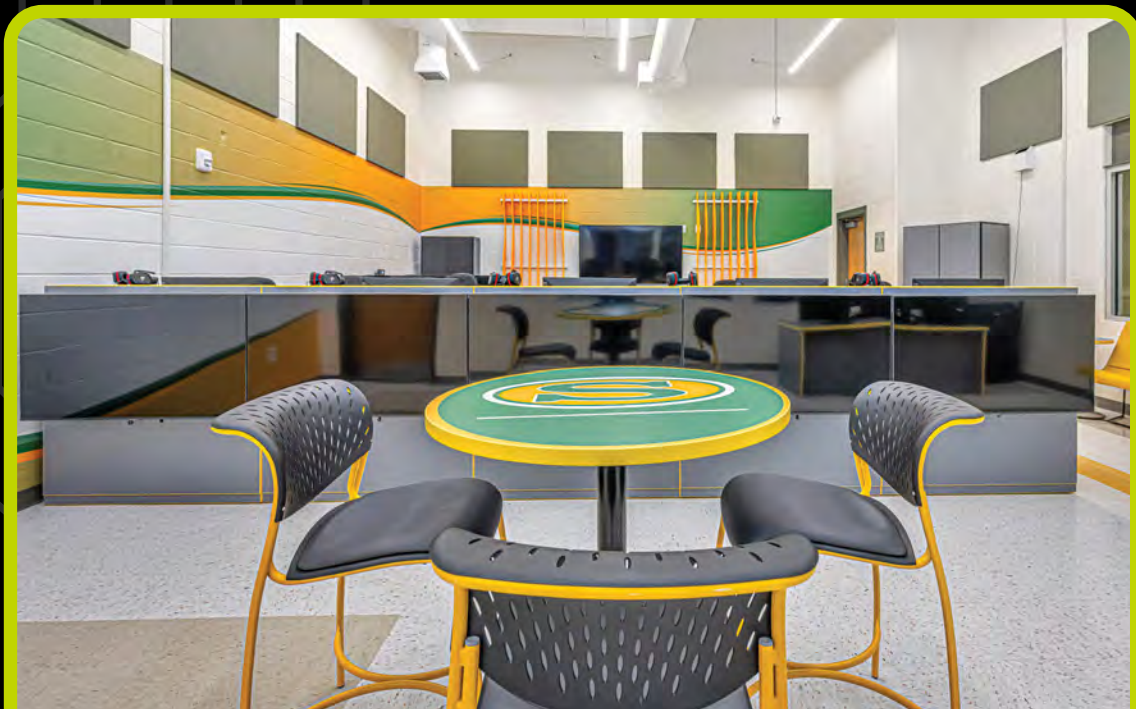


Above:

Rubix Cupboard & Open Storage. Gusto Accent wall mounted solution.

Below:

Orbit Table with Hannah Chairs.

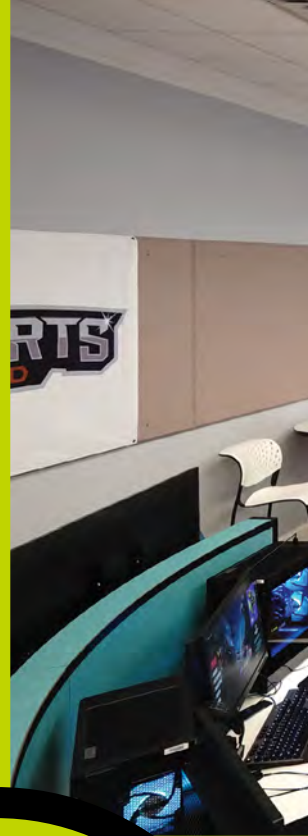


Varsity Esports



WE KNOW WIRE MANAGEMENT





LET US BE YOUR FIRST CALL!
***REAL-TIME
CONSULTING &
DESIGN***



Varsity Esports



Left:

Forum lounge seating, with **Forum Work** tables. **Hannah** stools and **Orbit** table (background)

Above:

Cirrus Esports Curved Consoles

Below Left:

Cirrus desk





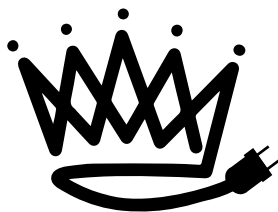
Cirrus Esports Curved Consoles

Create the ultimate arena with curved gaming consoles! Designed for a bowl effect where spectators can sit around the arena and view play from all sides. Consoles allow for wire management and accept monitors for viewing.

"Results from a trial demonstrated **increased attendance** rates and team members' **GPA's are 1.5 points** above average for the school."

- **Complete High School**
Maize, Kansas

Varsity Esports



**WIRE
MANAGEMENT**

IS KING WHEN DESIGNING
YOUR ESPORTS PALACE!

CHECK OUT OUR SOLUTION BELOW!





Above:
Cirrus Esports Cabinet Consoles with Gamer
chairs, Dreamer mobile privacy walls.



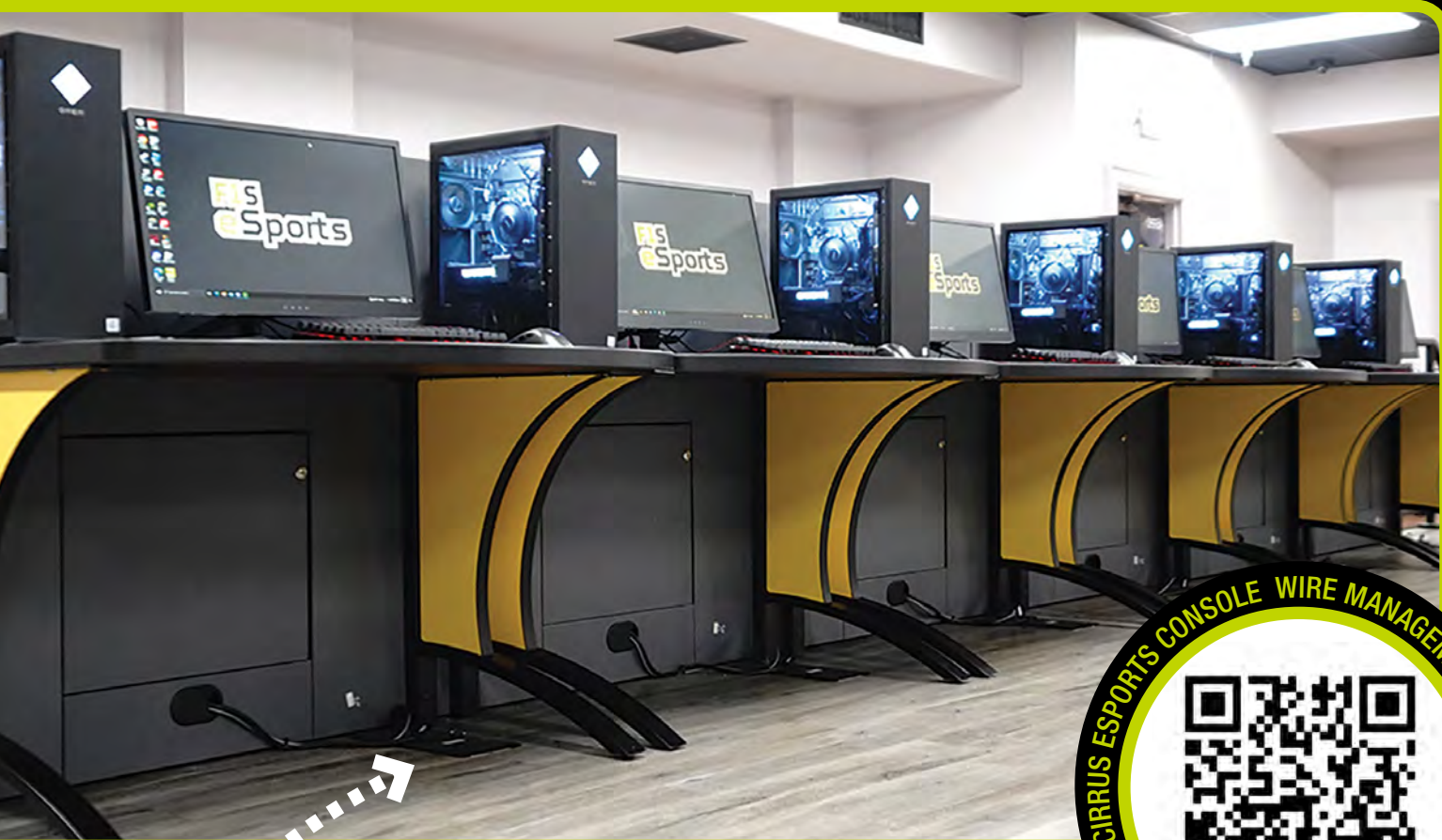


Top & Bottom:
Forum Lounge chairs with Forum Work tables.



REIMAGINE THE SPACE





Cirrus Esports Cabinet Console

Designed for clean and seamless wire integration.



Esports in Education provides students with an alternative track to play a sport, be an athlete, and belong to a team. Since its launch, this esports program has demonstrated sustained student engagement, competitive success, and positive academic outcomes. Florence 1 Esports Arena has held many competitions and has gone to the playoffs every year since its conception.

Ranking in the top 8 and 16 in the nation in the High School Esports League, with a top 4 in Valhalla Esports League. When not in the regular season leagues, F1S has traveled and competed in CEC Invitational located in Concord, NC winning 1 competition per trip. Also worth mentioning, F1S has competed twice yearly with Florence County Parks and Rec in which they have held trophies for three years in a row!

Five students have received scholarships since the program began. One student for Rocket League in the first year, three students for Overwatch in the second year, and one for Overwatch just this past year! There are roughly 200 programs currently offering varsity scholarships for esports athletes and this list continues to grow. Esports continues to provide growing scholarship and postsecondary opportunities nationwide.

"My favorite aspect of this space is the multiple ways that you can watch the kids play. Specifically from the outside, we have all of the televisions that show the kid's perspective of the game that they're playing. The big column in the middle where we have the stream going so that you can see multiple perspectives and hear the commentator while they play. The kid's favorite aspect of the facility is the stadium itself. It's elevated and has its own area where they can talk and communicate, everyone can see each other and communicate in a line compared to if they were at home."

- Gavin Cribb
Coach, Florence 1 Schools

"As a family, we are so proud of Ben and where he has gone with his performance in Rocket League. Having played for years prior to joining the esports program, it's amazing to see his confidence level rise."

- Clarissa McCann

Parent of Florence 1 Student Benjamin McCann

Below:

Forum Lounge seating with Forum Work table.



OUR **E**sports CAPABILITIES



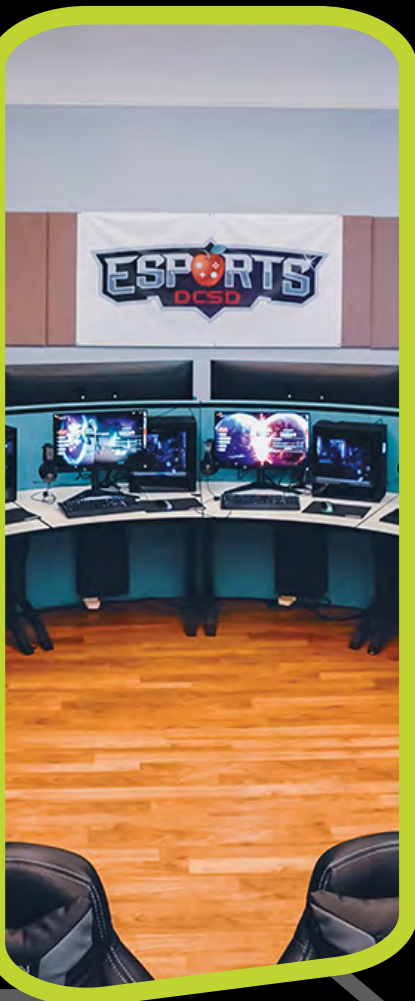
**BRANDING
CAPABILITIES
WITH POLY, PAINT
& EMBROIDERY**



**CUSTOMIZATIONS
BRANDING WITH
PRINT AND VINYL**

**100's OF
STANDARD
FINISHES**

WE KNOW THE GAME



**ERGONOMIC
FURNITURE
DESIGNED TO
INTEGRATE
GAMING
TECHNOLOGY**

**2D & 3D DESIGN
DELIVERABLES**



TEAM & SPONSOR BRANDING

mediatechnologies can help you give your space a special custom flair. Use our colors or the colors of your school or organization to create custom signage. We can add mascots and in some cases, your custom art to our line of wall mount signs, ceiling banners and column banners to convey your very impactful statement. Custom logos applied to podiums have been very popular. We can even have special custom laminate made to incorporate your logo or message into table tops, chair shells and other furniture surfaces. Contact us to learn how we can help you put together your custom package.

Custom Laminate

Do you want to incorporate custom art into your shell seating, table tops or other furniture? We can make that happen for you. Custom laminate can be applied to table tops and the backs of your chair shells. Contact us to learn about our requirements for custom laminates.



Custom Logo Decals

A durable vinyl decal of your custom art can be placed on podiums, rolling carts, condiment and waste receptacle stations.





FIT & FINISH

WITH TEAM PRIDE AND SPIRIT!

OUR BRANDING CAPABILITIES

POWDER COAT

18 Standard / RAL Colors (500)

- No Minimum
- RAL/one-time nominal upcharge based on color/volume

Custom Paint Colors

- One-time upcharge per order



POLY

18 Standard

Custom poly colors

- 256 min. quantity



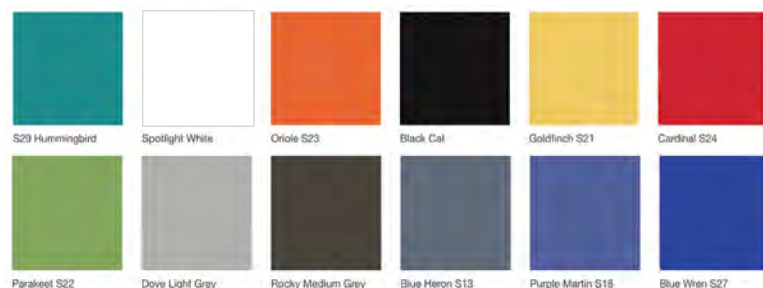
SPRAYON

12 Standard Sprayon coordinates

Oak or Maple veneer seating, tables, and casegoods

Custom Colors

- No minimum requirement
- One-time upcharge per order



Branding



EMBROIDERY

100's of high-performance fabric options and combinations

PRINTED

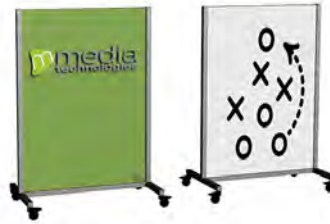
Vinyl Appliques applied to High-Pressure Laminates (HPL), steel, or veneers (vertically)
Custom laminate where the whole sheet is printed (limitation to background colors, prefer Wilsonart Think Color patterns)



Tables



GTX Carrel Tables
GTXSCT-A-C2460-29 / GTXDCT-C6072-29



Dreamer Privacy Wall
DRMP-C4860-L-MOB



Gaming Chair solutions available
with complete Esports order.



Cirrus Esports Console
Cabinet Back, Curved
CESCC-C3450-54CRV-L-29/46



Cirrus Esports Console
Cabinet Back
CESCC-C3444V-L-29/46



Cirrus Esports Console
Panel Back
CESPC-C3744X-L-29/46



Z-Table
(Controller Top)
ZS-C3045-CTRL-29



Seating



Hannah Task Stool
HAN009



Hannah Stool & Chair
HAN006 / HAN001



Romak Stool & Chair
RMS2-30L / RM-18L



Arc Chair
ARC-N55E43 / ARC-N55F43P



Carlo Stool
CRS-25C



Push Pop
PP-30-FR



Fred



Wink
WNK-3030



Zip Table
ZP4-C3636-42



Orbit Café
O22-C3636-42



Orbit Table
O22-C3684D-42



Peadique
PDQ-C0032-42

Spectator Seating & Tables



Full Time Halfback Curve
FTCBV2-60-5S



Full Time
FTSB2-2424-4S



Full Time Game Controller Ottomans
FTGC-3660-5S / FTGC-3245-4S /
FTGC-2228-4S



Full Time Mobile
FTD-36-5C /
FTD-20-5C



Forum Relax Lounge
FRM-N68E03T / FRM-N68E03D / FRM-N68E13D



Forum Relax Lounge Chair/Ottoman
FRM-N68E03S / FRM-N68E10



Forum Work Tables
FRM-C0018-26 / FRM-BP1420E-26



Forum Coffee Tables
FRM-C68E2448L / FRM-C68E2424L

Desks



WCT - Panel End Table
WCT-C2460P-29



Timmy Desk
TDR-L-C3048-29



Cirrus
CS-C2496-60CRV-29-FHM

Broadcasting Stations



Drift Table
DFTTS-2478X-L-36



Interact
LID-C72-42



Carlo Stool
CRS-25C



Hannah Stool
HAN006

Console Gaming



Forum Relax Lounge
FRM-N68E03D



Forum Relax Lounge Chairs / Ottoman
FRM-N68E-TABLET-R / FRM-N68E03S / FRM-N68E1O



Forum Work Table
FRM-C0018-26



Forum Coffee Tables
FRM-C68E2448L



Rubix and Drift
CSOS6036 / DFT-36-7224S-CS-LL-MOB

Acoustic Solutions

Ceiling Mounted Solutions

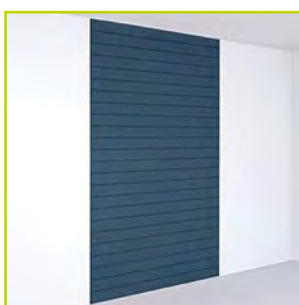


Silence Boom



Quiet Cloud

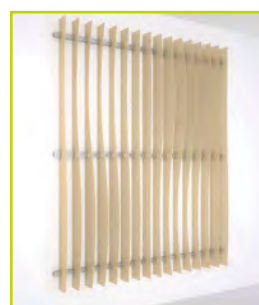
Wall Mounted Solutions



Mute Layer



Sound Mosaic



Gusto Accent



References

Industry organizations and educational research groups including HSEL, NASEF, PlayVS, and peer reviewed esports education publications.

- North American Scholastic Esports Federation — www.nasef.org | NASEF — equity, access, and inclusion in esports
- PlayVS — www.playvs.com
- International Journal of Esports — www.ijesports.org
- EDUCAUSE — experiential and simulation-based learning research
- U.S. Department of Education — career-connected learning models
- NACE — collegiate opportunity growth
- National Federation of State High School Associations (NFHS) esports guidance
- Forbes — ongoing esports coverage (education & workforce)
- Newzoo — global esports market and engagement analysis
- International Journal of Esports — mainstream adoption research



892 Industrial Park Drive
Shelby, MI 49455
P: 231.861.2194
F: 231.861.6678
www.mediatechnologies.com
sales@mediatechnologies.com



[View Our Interactive Guide](#)