

STUDENTS ATTEND MORE. DISCIPLINE DECREASES. HERE'S WHY.

Marzano & Magana Study Find PlayVS' Gaming Concepts and Esports Improve Attendance and Reduce Discipline



Attendance Gains

Students in Gaming Concepts & Esports attended school over a week more per year than non-participants.

KEY FINDING: Beyond learning time, improved attendance can also have a direct financial impact resulting in thousands of dollars in potential funding.

Why It Works

- ✓ Gives students a reason to attend school
- ✓ Creates identity and belonging through team participation
- ✓ Connects classroom learning to real-world skills and interests
- ✓ Builds structure, accountability, and motivation

These programs work especially well for students who are traditionally harder to engage.



Fewer Discipline Incidents



Across all five years of data, students participating in Gaming Concepts and Esports experienced up to 50% fewer disciplinary incidents compared to non-participants.

This trend held across large sample sizes and multiple school years.

Research-Backed Analysis

- ✓ Controls for school differences
- ✓ Accounts for large and small schools fairly
- ✓ Produces policy-relevant estimates
- ✓ Confirms results in year-by-year comparisons

EVEN AFTER ADJUSTMENT:

Gaming Concepts — **+1.2% ATTENDANCE**
Esports Only — **+2.9% ATTENDANCE**
GC & Esports — **+4.1% ATTENDANCE**

That translates into 2-7 extra days of school per student per year.

What This Means for Schools

- ✓ More students attending class
- ✓ Fewer discipline disruptions
- ✓ Increased student engagement
- ✓ Stronger connections to career pathways
- ✓ A more positive school culture

Gaming Concepts

Gaming Concepts is an innovative, standards-aligned curriculum that uses gaming to engage students in core academic content while building the real-world skills schools value most.



Schedule Call

ATTENDANCE

STUDENT BEHAVIOR

ENGAGEMENT

LONG-TERM ACADEMIC PERSISTENCE