

Renaissance High School Group Enhances Online Course System for eSports Curriculum

Dedicated eSports classrooms are established on the Shinjuku-Yoyogi and Umeda eSports Campus Due to an increase in students.

The Renaissance High School Group, a group of online, credit-based distance learning schools owned by Broadmedia Corporation (head office: Minato-ku, Tokyo; CEO: Taro Hashimoto), has enhanced its online course system for its eSports curriculum and enabled all lessons to be taken from home. This move comes in response to the highest ever number of students enrolled in the course this April and as a measure aimed at helping the students who are unable to attend courses due to the COVID-19 coronavirus.

The entire curriculum, including practical game training, eSports English, and mental communication lessons, are provided live online from 10 am to 4 pm, the same as the regular on-campus courses. On April 15, the Umeda eSports Campus began online lessons. As they are two-way online lessons, teachers check individual student attendance in the morning homeroom. Students energetically addressed the class because the lesson was their first chance to communicate with classmates in a long time. Online lessons have also started, from April 16 at the Shinjuku-Yoyogi Campus and April 21 at the Nagoya-Sakae Campus.

Other on-campus curriculums of the Renaissance High School Group have also continued by switching to online lessons.



The Shinjuku-Yoyogi Campus has decided to expand its space, creating a new dedicated classroom to take an effective measure to enable students of the eSports courses to avoid the three Cs (Closed spaces, Crowded places, Close-contact settings) after the period of voluntary isolation. The Umeda eSports Campus also plans to expand its rooms in the future.

With the eSports-dedicated classroom equipped with 45 gaming PCs, the Shinjuku-Yoyogi Campus will provide a much richer environment for students who aim to be professional gamers and offer a secure learning space.

■About Renaissance High School Group's eSports Curriculum

In April 2018, the Group's three schools started an eSports curriculum, a first for Japanese high schools. From the first year, there was a great response to the curriculum, and it attracted many applicants. In April 2019, the following year, the eSports curriculum at Renaissance Osaka High School was expanded and transferred to the Umeda eSports Campus. In the same month, the curriculum also began at the Shinjuku-Yoyogi and Toyota-ekimae Campuses. The number of applicants for the school term beginning in April 2020 exceeded initial expectations.

The purpose of this curriculum is to learn more than just games through games. On top of time spent focusing on gaming, the course also focuses on non-game lessons, such as logical thinking, problem solving, English, and other mental & communications skills, which differentiates the curriculum. Many parents who come to school information sessions and consult with the schools, are concerned about their children focusing only on games. However, we have shown them that eSports enables their children to enjoy envisioning their future dreams while obtaining the skills to advance toward their goals.

Now that schools have been closed and students are unable to leave their homes due to the ongoing COVID-19 coronavirus emergency, the Group has decided to release some of the eSports curriculum learning materials and videos of fighting games free of charge. They are available to not only middle and high school students, but to everyone. Please take a look.

<https://www.r-ac.jp/special/>

Moving forward, Broadmedia will continue to broaden its students' knowledge and enhance its systems for supporting students' abilities to realize their dreams after graduation.

Renaissance High School Group

<https://www.broadmedia.co.jp/en/education/highschool/>

Diversity is necessary for the successful operation of schools. In order for schools to flexibly develop curricula and educate students in accordance with the students' reality at education zones authorized by the Cabinet Office based on the Act on Special Districts for Structural Reform, Broadmedia has established and operates three online credit-based distance learning schools: Renaissance High School (April 2006; Daigo-machi, Ibaraki), Renaissance Toyota High School (October 2011; Toyota-shi, Aichi) and

Renaissance Osaka High School (April 2014; Osaka-shi, Osaka). These three schools are a new type of online school for learning utilizing smartphones, tablets, and PCs. These schools are set apart by their development of original online learning tools that enable the learning progress and are tailored to the lifestyle of each student without being bound by time or place.

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