



League of Legends Clubs: A Case Study

[High school League of Legends clubs](#) are having a profound impact on students across Australia and New Zealand.

Led by student Kate Li and supervised by teacher Jessica Moses, [Kristin School's](#) League of Legends club has nearly 40 registered members, with about half of those joining regularly.

The club has proven to be hugely successful, providing a place for students to not only improve their League of Legends skills but to learn valuable lessons about sportsmanship and critical thinking.

“Every single session we start off with a question,” explains Kate. “Today’s question was, ‘How can psychology be applied to esports?’ Previous questions have been ‘How do gender and orientation affect someone playing esports?’ or ‘How does someone’s general well-being enhance performance?’”

Participants go on to write 150 words or more about each question. As Kate says, “Through this, members are really engaging with different parts of esports. It’s not just a place to come and play League; [students] actually have to think about how sportsmanship, how one’s personality and well-being, can influence and be affected by [playing the game].”





Students (not from Kristin School) discuss sportsmanship before a match.

Peer-to-peer learning in action

Instead of relying on teachers to drive lessons, students are empowered to guide each other and learn together – a valuable life skill that can be difficult to teach.

None of this would be possible without Kate, who is shaping up to be a powerhouse organizer. As teacher and club supervisor Jessica Moses says, “Kate actually does a large amount of the work. I’ve got zero background in gaming but I teach Kate and [co-clubrunner] David in other subjects and they asked me to support them... All the extra things that Kate has gone on to do – the tutoring, the forms they have to fill out – is so well organised that I’ve been incredibly impressed.”

“It’s not just about playing games.”

Kate has even ensured that the clubs directly serve the curriculum at Kristin School. “We do IB [International Baccalaureate] at our school,” she explains, “and part of that is CAS, which stands for Creativity, Activity, and Service. For our club, we’ve focused on creativity and service. The creative part comes from teaching... and our service is to provide this platform, giving up our time to ensure people can get a better experience. It’s all part of the curriculum.”

As Kate says, **“It’s not just about playing games, it’s about doing activities that will contribute to our whole lives.”**

[Read an expanded version of this article on the Two Hat blog](#)