

Let's Talk STEM with Dr. Calvin Mackie Podcast: Esports Guru Gerald Solomon Talks Worldwide Explosion of Esports Gaming

Kids learn STEM skills that can transfer to a litany of different career paths from competitive esports gaming. It's critical that parents know its potential..

NEW ORLEANS, LOUISIANA , UNITED STATES, April 13, 2022

/EINPresswire.com/ -- Esports Creates Thousands of STEM Jobs in a Variety of Fields



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“

Imagine what it's like when you have an audience of hundreds of millions of people who just sit there and watch kids play on computers. That tells you the impact of esports gaming.”

Gerald Solomon

Calling esports a “job machine,” Gerald Solomon, founder and executive director of the North America Scholastic Esports Federation (NASEF), says on the new episode of the Let's Talk STEM with Dr. Calvin Mackie podcast that electronic sports gaming platforms are preparing young people with the skills they need for the workforce of tomorrow.

“It's a multibillion-dollar industry and there are all facets within it,” Solomon says, adding that he frequently tells parents about the opportunities for jobs in science,

technology, engineering and math (STEM) throughout the esports / gaming industry.

“You may watch kids playing on a computer, but who built the game,” Solomon asks. “Who coded it? Who set up the event? Who created the networking? Who's doing the coaching? Who did the data analytics and used mathematics statistics to determine how to play better? Who's doing the streaming and shoutcasting, which is the play-by-play announcement? Who created the art? Who did the logos? Who did the marketing? Who did the business development on it? Who created

the IT infrastructure? That's all STEM. And that's the future."

Exactly, how big is esports?

Solomon says an event at the Barclays Center in Brooklyn sold out 19,000 seats in three hours, but that's isn't even the real story.

"The real statistic is more people watched kids play computers against other kids on the digital platform called Twitch than the total number of people that watched the Super Bowl, watched the NBA championships and watched the Major League Baseball Championship combined," he says.

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A vivid example of esports and STEM learning: NASEF just launched a project that creates a "Farmcraft" world in the popular game Minecraft. "We're teaching kids around the world about agriculture biotechnology. We're teaching them about climate change, all of the sustainable developmental goals and issues that we in the world have to face. And they're doing it all through the play. They work as a team... They're learning entrepreneurship, they're learning innovation, they're doing it through experience. "

Further, Solomon says esports allows children from different backgrounds to play games and compete without any hang-ups over identities.

"You put them together in these clubs and they find their purpose and their sense because they're with like-minded people," he exclaims. "And you know, the interesting thing about esports and online gaming is (no one knows) if you're male or female, if you're Black or White or Brown. (We) don't know what your gender preference is. (We) don't even know what country you're in. You come in with these avatars and you represent yourself through this lens and you begin to develop relationships and friends."

Dr. Mackie agrees, saying, "Not only do you connect, play and learn, but the kids are getting transferable skills that can transfer to other jobs. There is a litany of different career paths that could come out of esports and gaming. And I think it's very important for parents to hear that

The graphic is a promotional poster for a podcast. At the top, it says "LET'S TALK STEM WITH DR. CALVIN MACKIE" in white text on a dark blue background. Below this is a "LISTEN NOW" button. On the left is a white microphone icon. In the center is the "STEM GLOBAL ACTION" logo with the tagline "Inform • engage • Inspire". On the right is a circular portrait of Dr. Calvin Mackie. At the bottom left is a portrait of Gerald Solomon. At the bottom right, it says "FEATURING SPECIAL GUEST GERALD SOLOMON" in large, bold, blue letters, followed by "FOUNDER AND EXECUTIVE DIRECTOR WWSEF/NASEF" in smaller white text. The background features a blue brick wall and a molecular structure at the top.

because they can understand that these kids can take this habit that they have, or this hobby, and leap frog into something else.”

Dr. Mackie thanked Solomon for years ago founding the STEM Ecosystem approach and making his STEM NOLA program a part of it. Dr. Mackie is building a STEM innovation hub in New Orleans and it will include a giant esports arena. “So, kids can come after school or on Saturdays to practice and compete,” he says, noting that he looks forward to helping kids from Black and Brown communities experience esports, and learn the technology and skills for tomorrow’s jobs.

An archive of Let’s Talk STEM with Dr. Calvin Mackie podcast episodes is [HERE](#).

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(For interviews with Dr. Mackie, please contact Michael Frisby at 202-625-4328 or mike@frisbyassociates.com)

ABOUT STEM GLOBAL ACTION

Dr. Calvin Mackie founded STEM NOLA in 2013. The New Orleans non-profit is committed to expanding STEM education, especially in communities of color. In July 2021, Dr. Mackie launched STEM Global Action(<https://stemglobalaction.com/>), a campaign and network pursuing STEM education for children, parents and communities. His initiatives have impacted more than 100,000 students, 20,000 families and 5,000 schools across the U.S., and in five countries.

The STEM Global Action website includes:

STEM Global Action Today (<https://stemglobalaction.com/stem-global-action-today/>), a newsletter with comprehensive articles on some of the most important issues related to STEM, and takes readers into the lives of STEM educators and their extraordinary students, who will be the STEM leaders of tomorrow.

STEM Global Action Data Center (<https://stemglobalaction.com/stem-data-center/>), a one-stop resource library for studies, reports, video presentations and news coverage about STEM.

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