Product Overviews for Blueprint and Gaming Concepts

Blueprint:

Blueprint is Generation Esports' learning experience platform that enhances classroom experiences with a comprehensive toolkit for traditional and community-created content. It allows teachers to publish and store custom curricula, transforming educational outcomes.

Blueprint facilitates the organization, delivery, and management of courses, providing a structured environment for educators and students to access, create, and track learning materials. Experience a streamlined digital environment that makes education more efficient and engaging.

Blueprint is the exclusive online home for all Gaming Concepts courses.

Gaming Concepts:

Standards-Based, Peer-Approved Curriculum
Drawing from CTE, ISTE, and SEL standards, Gaming Concepts is STEM.org accredited and peer-reviewed. Comprehensive lesson overviews, easy-to-follow directions, and project-based lessons give teachers time to do what they do best — TEACH!

Digital Framework Provides Access to STEM Fields
Using esports as a digital framework creates a new pathway for students from diverse backgrounds to experience science, technology, engineering, and mathematics (STEM) in an engaging way.

College and Career Readiness
Teaching college and career readiness skills such as communication, teamwork, critical thinking, and problem solving, Gaming Concepts courses guide students to explore careers and learn skills they will need beyond high school.

Our Online Learning Management System

Enabling teachers the flexibility to use both synchronous and asynchronous learning, our learning management system is everything schools need to teach Gaming Concepts courses, train students using game-specific training programs, and organize competitive teams.