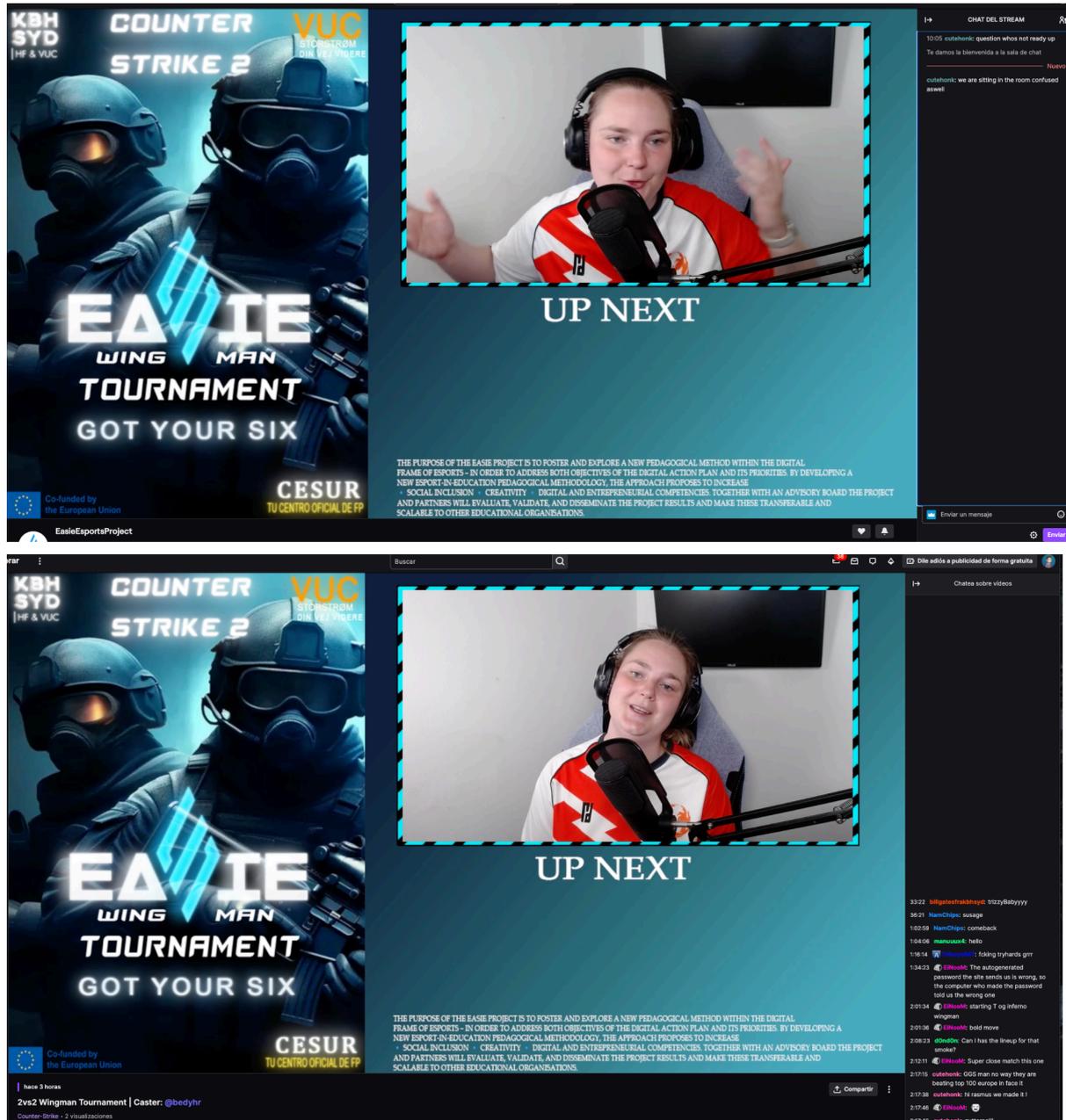
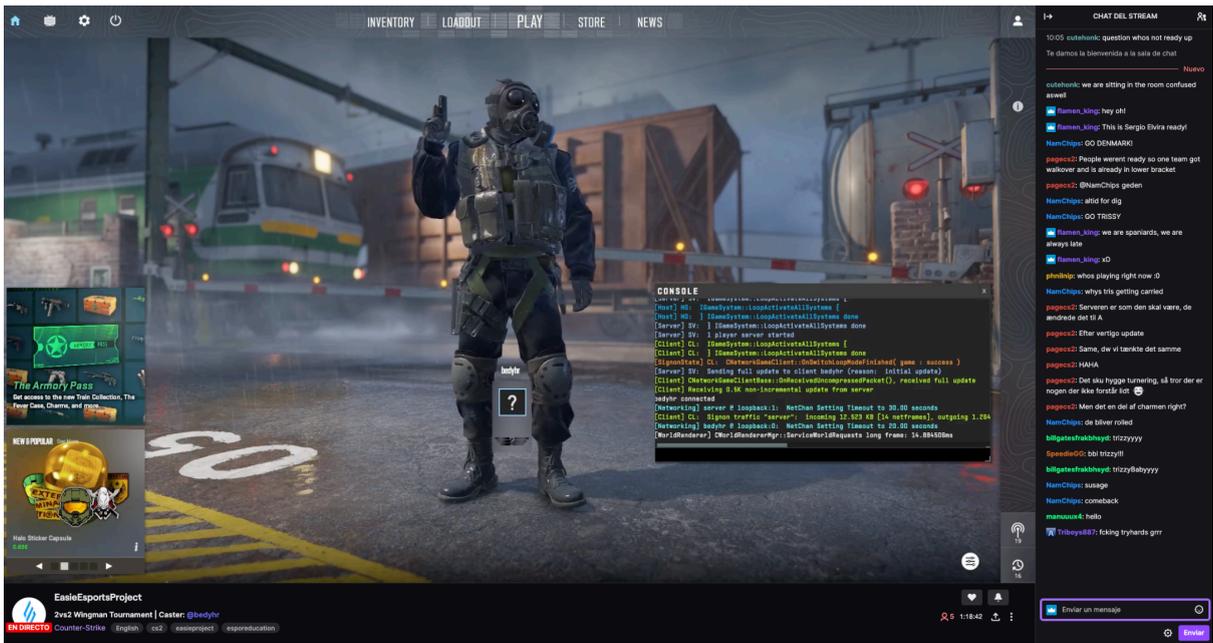


## EASIE Wingman Tournament Summary

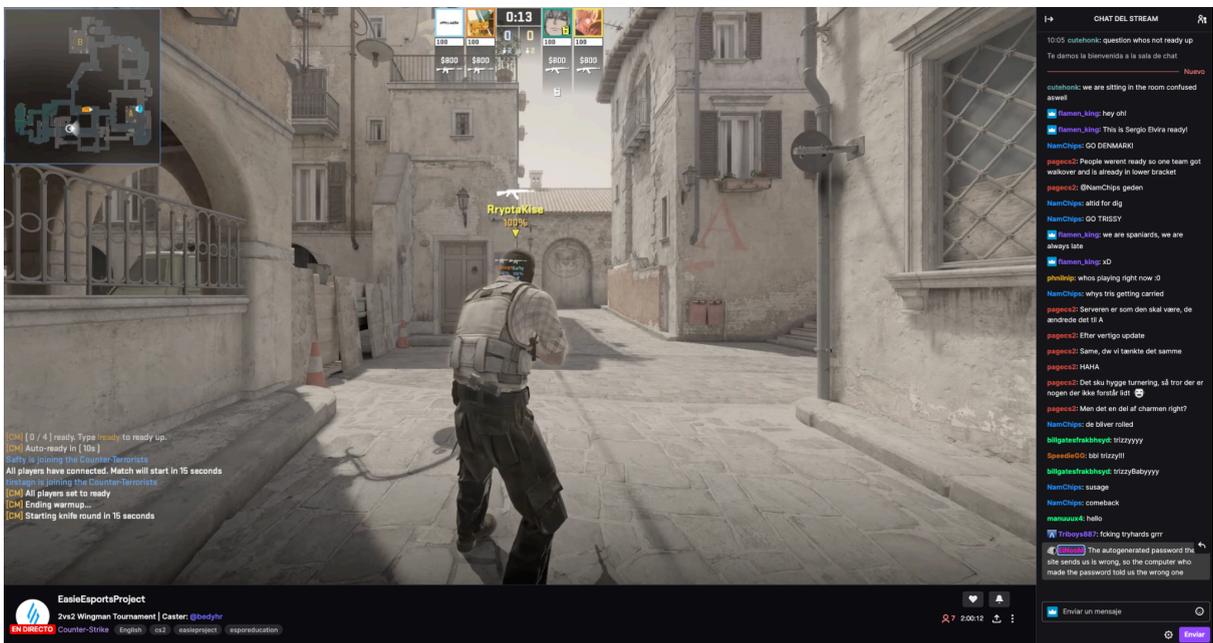
The EASIE project recently hosted an engaging 2v2 Counter-Strike 2 Wingman Tournament, streamed live with the enthusiastic commentary of the caster @bedyhr. This competition featured student teams facing off in a structured esports challenge designed not only to showcase their gaming skills but also to support educational innovation.



Held under the banner “Got Your Six”, the tournament formed part of the EASIE project’s broader initiative to foster social inclusion through esports. The project, co-funded by the European Union, seeks to develop a new pedagogical methodology within the digital framework of esports education. By encouraging creativity, digital and entrepreneurial skills, and community engagement, the project aims to make esports accessible and impactful for students across Europe.



Throughout the broadcast, the tournament experienced minor technical delays, but the community remained active and supportive in the chat, showing camaraderie among players and viewers. Matches were intense, and the spirit of inclusion and education remained at the heart of the event.



The EASIE initiative continues to evaluate, validate, and disseminate its results to ensure that these educational benefits are transferable and scalable to other learning environments.

Sigilendo Explorador

Para ti

CANALES QUE SIGO

- EasieEsp... Desconectado
- sergioopen... Desconectado
- Rabius Desconectado
- ibal Desconectado
- ErSeRiRoX Desconectado

CANALES IN DIRECTO

- Cedrol League of Legim... 29.350
- vDuffy 459
- eBokaron 1615
- st00dy/b00 Teamfight Tactics 1677
- Putupapi Horizon: Star Rail 1333
- dearwith VALORANT? 2391

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# EASIE

THE PROJECT | WANNA JOIN?

### MISSION STATEMENT

The EASIE project's aim is to foster and explore a new pedagogical method within the digital frame of e-sport.

Together with an advisory board the project and partners will evaluate, validate, and disseminate the project results and make these transferable and scalable to other educational organisations.

By developing a new esport-in-education pedagogical methodology, the approach proposes to increase social inclusion, creativity, digital and entrepreneurial competencies.

Thomas Kunze. The different possibilities of Esport in the educational context

1 hora 3 horas

2vs2 Wingman Tournament | Caster: @bodyhr

Counter-Strike - 2 visualizaciones

Chats sobre videos

- 3:22 @EasieEsp...: itzybayyyy
- 3:23 NamChips: esage
- 10:59 NamChips: comback
- 10:06 memaus4: hello
- 1:04:14 @EasieEsp...: taking tryhards grr
- 1:04:23 @EasieEsp...: The autogenerated message the site sends us is wrong, so the computer who made the password said us the wrong one
- 2:01:34 @EasieEsp...: starting T ig inForma wingman
- 2:01:38 @EasieEsp...: boss move
- 2:02:23 @EasieEsp...: Can I has the lineup for that smoke?
- 2:12:11 @EasieEsp...: Super close match this one
- 2:17:19 @EasieEsp...: GGS man to say they are leading top 100 Europe in face it
- 2:17:38 @EasieEsp...: N rasmus we made it!
- 2:17:46 @EasieEsp...: gutterneff
- 2:17:48 @EasieEsp...: gutterneff