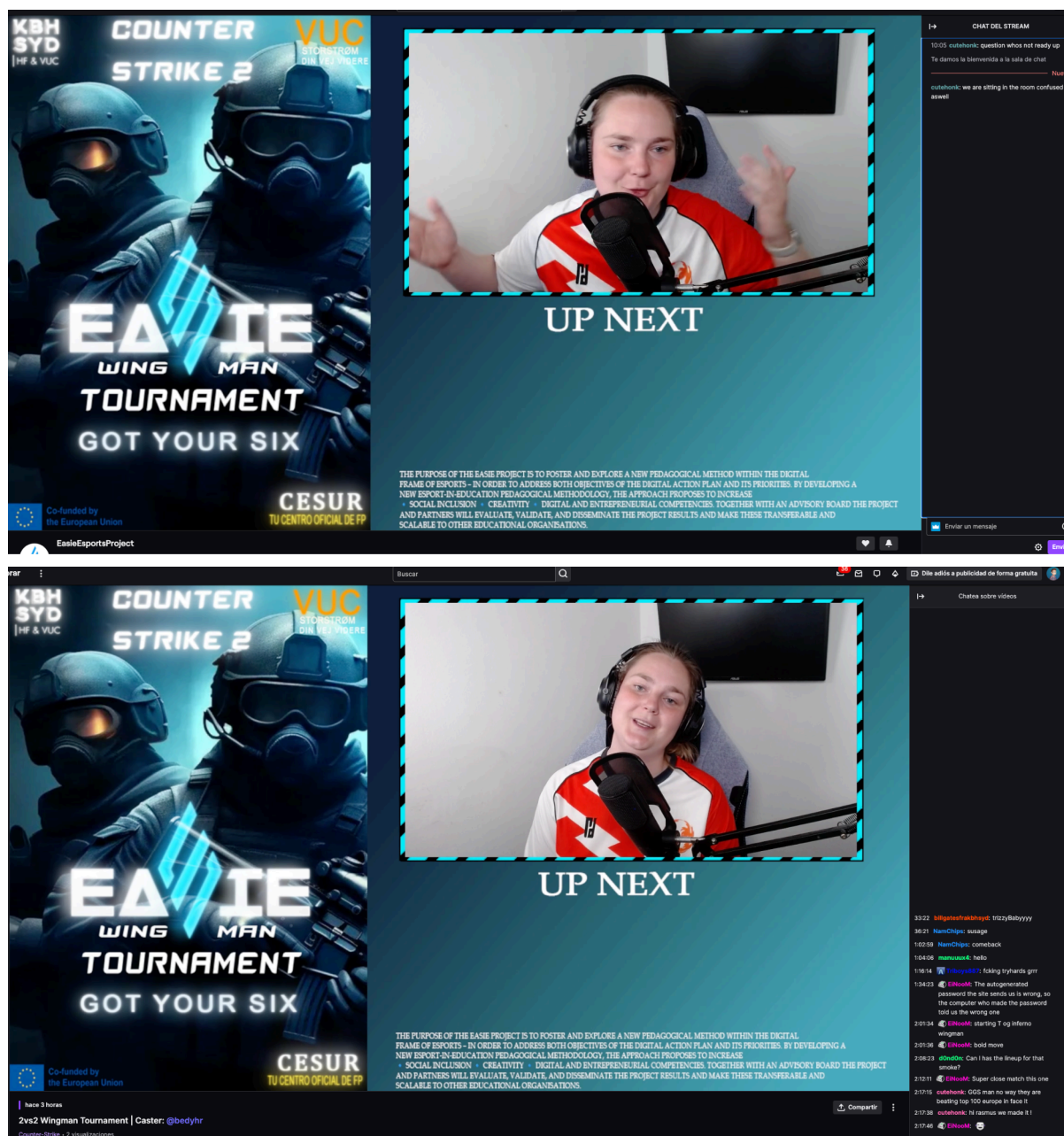
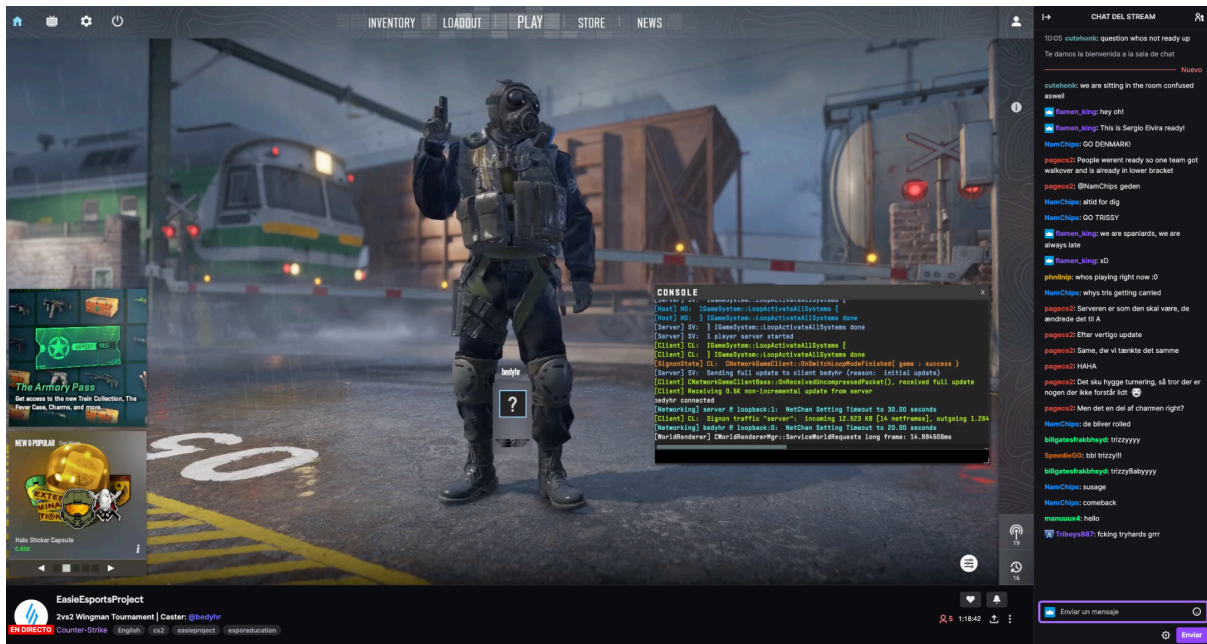


## EASIE Wingman Tournament Summary

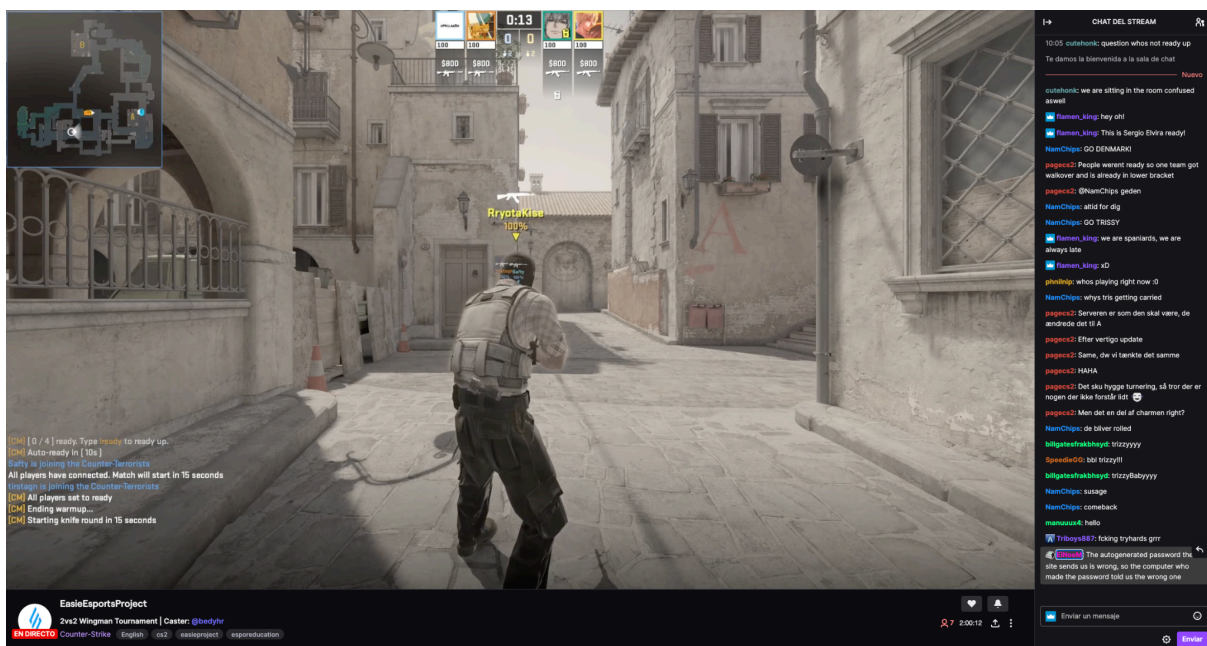
The EASIE project recently hosted an engaging 2v2 Counter-Strike 2 Wingman Tournament, streamed live with the enthusiastic commentary of the caster @bedyhr. This competition featured student teams facing off in a structured esports challenge designed not only to showcase their gaming skills but also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

