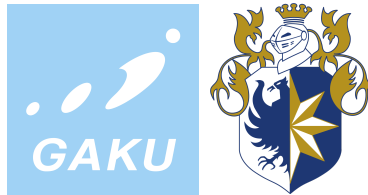




May 18th, 2023
GAKU Pte. Ltd.
Institute of Le Rosey

Institute of Le Rosey X GAKU Games



After two successful GAKU Games in Japan (Jinseki International School and Harrow International School Appi Japan), GAKU Pte. Ltd. (GAKU) has expanded into Europe. GAKU has collaborated with Institute of Le Rosey, a world renowned Swiss boarding school with a bilingual environment in Rolle, Switzerland. The program aimed to educate the young generation about the world of future technologies and expose them to the esports industry as society becomes more digital focused. Not only does this mean the use of technology and gaming however, the importance of nutritional, mental, physical and digital health were emphasized. The objective of the program was for the students to recognize a well balanced and active lifestyle even with increased technology usage and apply what the program taught them in real life.



Details:

Participants: 61 Le Rosey Junior students (8-12 year olds), and teachers

Organizers: GAKU, #Rosey_Connected

Supporters: SEGA

Program:

1: Nutrition Class

Léa Templier, a local nutritionist, customized four stations for the students to rotate in with their teams. She held a nutrition talk about the importance of food groups to the students. A smoothie making station was created for the students to understand which foods are good for what part of the body; carrots are good for eyesight, berries have a lot of antioxidants, spinach is rich in iron carrying more oxygen muscles and brain. The students also went through a blind taste testing station to test their flavor palettes; sour (lemons), sweet (mango, honey), salty (potato chips, cheese), bitter (grapefruit). The last station was the cooking station, where the students made with their own hands no-cook energy banana balls as a perfect healthy snack.

2: Mental and Physical Health Class

Creating a small game based off of the British Game Show, Taskmaster, as a team the students completed the set tasks. For the physical activity, the students went out to the field and competed in a hula hoop race which also required them to think strategically on how to get a hula hoop from one end of their line holding hands to the other. Other tasks include building the tallest tower with uncooked spaghetti and marshmallows, and trying to blow out a candle from the furthest away with only the objects in the room. Another task for the students was to write a letter to a loved one abroad, through this activity they were able to reconnect with analog communication and the importance of thinking before instantly texting someone something. There were letters addressed to family, pets and Santa Claus.

3: Final PuyoPuyo Esports Tournament

In collaboration with SEGA, the students played Puyo Puyo Champions. After completing the qualifications amongst the teams, the best pairs went through to the semi-finals, and finals. The students were very enthusiastic and cheered for each other. They used their team chants to create a supporting atmosphere. The competing pairs in the semi-finals and finals were taught to bow to the audience before starting and shake hands to wish the other team luck for good sportsmanship. Two girls from team OMEGA won the finals and received a generous amount of house points.

Comment by Sayo Okamoto (GAKU Ptd. Ltd., CEO // Founder):

The GAKU Games achieved its goal to support students at a young age to learn about technological well being through a holistic approach that our various activities provided. The students and teachers were constantly involved in all the sessions that were hosted throughout the day as they got to bond through traditional and non-traditional school activities, such as the esports tournament. We hope to host this again soon for the older students with more



academically complex content and develop their understanding of future tech and tech well being.

Comment by Scott Brown (Institute Le Rosey, Computer Science & TOK Teacher, Tutor for Young Seniors):

Overall, the event was very successful, with the students enjoying the day, and even the most skeptical teachers being forced to admit that the event had made a positive impact on the wellbeing and health of the students. The event was an excellent way for the Committee members to experience event management and running in person, but I am not sure how much they really gained about the Esports industry.

Comment by Yannick Gallardo (Institut Le Rosey, Logopédiste (speech and language therapist) in learning support department):

The GAKU Games experience at Le Rosey was an enriching one. The organisation and activities were a success. The organisers were flexible and managed to offer a full day's entertainment in all circumstances. The students really enjoyed it!

About GAKU:

GAKU provides programs in future technologies and esports to inspire individuals to educate, elevate, and empower themselves for the future. We have a “by Youth for Youth” mindset to create customizable programs for all educational institutions as we promote safe digital environments, inclusivity, EQ skills and more. GAKU aims to promote a well-balanced lifestyle within our digital focused world.

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