DAIGON

FACT SHEET
In partnership with Team Liquid

THURSDAY, OCTOBER 15, 2026

Team Liquid Esports After-School Club powered by DAIGON

A school esports program for US elementary and middle schools

AT A GLANCE

PARTNERS DAIGON Esports and Team Liquid	**FOR** Elementary and middle schools across the United States	**DELIVERED THROUGH** School districts and after-school providers	**STARTING POINT** Pilot in four California middle schools
PLATFORM Minecraft Education Edition, on supported devices schools already own	**STAFF NEEDED** A teacher or after-school staff member to supervise; no gaming expertise required	**ANNOUNCED** October 15, 2026, during NY EdTech Week, New York	**PROGRAM** Team Liquid Esports After-School Club powered by DAIGON

HOW IT WORKS

- DAIGON turns the mechanics that make esports compelling (team roles, tactical choices, shared objectives, competition, repeated attempts to improve) into original quests in Minecraft Education Edition.
- Training sessions build toward scored leaderboard challenges. Schools face the same conditions and compete on their own schedules.
- Instructions are built into the game, so it guides the experience. Staff manage access and supervise; they do not teach gaming techniques.

THE STUDENT EXPERIENCE

- Students enter as **"Blue Knights in training"** and form squads that must communicate, adapt their plan, recover from setbacks and find creative solutions.
- Progress on these skills is recognized alongside competitive results, so beginners and experienced players alike can belong.

FOUR-PART "SKILLS ARMOR"

Communication	Critical Thinking	Resilience	Creativity

WHO DOES WHAT

DAIGON	Team Liquid	Districts & after-school providers
Quests, curriculum, platform, progression and competition systems; staff onboarding, technical support and infrastructure	Brand; leads US marketing, sales and customer relationships	Host the clubs locally

COMING NEXT

- Resilience and problem-solving benchmarks launch during the school year, using in-game tasks to make progress visible alongside competitive scores.
- The quest library will continue to expand and highlight different esports game mechanics.

RECOGNITION AND TRACK RECORD

- **NY EdTech Week:** Shark Tanks @ EdTech Week category winner for K–12 Innovation; will participate in the Shark Tank finale, New York, October 15, 2026.
- **Georgetown origins:** first developed through Georgetown University's Summer Launch Incubator; $15,000 initial funding from Georgetown's 2021 Bark Tank competition.
- **International reach:** DAIGON's school network spans more than 40 countries.

CONTACTS

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Schools, districts and after-school providers: book a call at https://ro.am/daigonesports

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