



Norwegian Esports Summit

University of Agder
Campus Grimstad

7-8 May 2026



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The Research
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Welcome in Grimstad

Dear colleagues, partners, and friends,

Welcome to the University of Agder and Grimstad for the 2nd Norwegian Esports Summit! Over the next two days, we gather as educators, youth workers, community organisers, researchers, and policymakers to explore how esports can strengthen youth education, inclusion, and pathways beyond the classroom.

This year's summit builds on the foundation laid in 2025, but with a sharper focus: esports-based youth education in Norway. Across the country, esports and structured gaming activities are being used as tools for learning, motivation, belonging, and development – often reaching young people who do not fully thrive in traditional learning contexts. Yet many of these initiatives operate in isolation, with limited opportunities for structured exchange and shared pedagogy.

That is why we are here. The Norwegian Esports Summit is not a spectator event – it is a working meeting. On Day 1, you will hear from practitioners across Norway through speed pitches, building a shared map of who is doing what and how. On Day 2, you will roll up your sleeves in working groups to develop concrete, reusable outputs: programme templates, learning frameworks, and shared guidelines.

By the time we close on Friday afternoon, we aim to have strengthened both our collective understanding and our practical toolkit for esports-based youth work in Norway.

Let's get started.

Warm regards,
Rune Andersen
University of Agder

André Baumann
Bredde E-sports Alliansen



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Program 7th May 2026

08:30 – 09:00	Registration (Entry of the Building)
09:00 – 10:30	Opening Session (C2 042) André Baumann, Welcoming Words Bredde-esport-Alliansen – Grassroot Esports & Coaching in Norway Tobias Scholz, University of Agder – Framing, Recap 2025, Day 2 Workshop Topics Group Selection
10:30 – 11:00	Coffee Break (Entry of the Building)
11:00 – 12:30	Speed Pitches – Round 1 (C2 042)
12:30 – 13:30	Lunch (Uglandsstua)
13:30 – 15:00	Speed Pitches – Round 2 (C2 042)
15:00 – 17:00	Networking, Booths & Coffee An open session to connect, exchange ideas, and explore what others are doing. Participating organisations are invited to set up informal booths or displays showcasing their programmes, tools, and materials. This is your chance to have the conversations that the speed pitches sparked – in more depth and at your own pace.
17:00	Close of Day 1



Program 8th May 2026

08:30 – 09:00	Registration (Entry of the Building)
09:00 – 09:30	Workshop Introduction
09:30 – 10:30	Working Group Session 1
10:30 – 11:00	Coffee Break (Entry of the Building)
11:00 – 12:30	Working Group Session 2
12:30 – 14:00	Lunch (Uglandsstua)
14:00 – 15:00	<p>NES Screen-Time Panel (C2 042)</p> <p><i>Active vs. Passive Screen Time – Implications for youth work, schools, and parental dialogue</i></p> <p>Erling Frydenlund (Arbeiderpartiet), Arnt Gunnar Tønnessen (Venstre) and Børre Githmark (FRP) moderated by André Baumann (Esports Alliansen)</p>
15:00 – 16:00	<p>Working Group Presentations, Synthesis & Closing Words (C2 042)</p> <p>Each working group presents its key findings and outputs (3–5 minutes per group), followed by a facilitated discussion to identify common threads, shared priorities, and opportunities for collaboration. We close with reflections on next steps and how the work from this summit will feed into a joint document over the summer.</p>



Speed Pitches

Day 1 of the Norwegian Esports Summit is built around speed pitches – short, practitioner-led presentations that give every participant the chance to share what they do, who they work with, and what they have learned.

The purpose is simple: by the end of the day, everyone in the room should have a working map of the Norwegian esports-for-youth landscape – the organisations, the programme models, the challenges, and the opportunities. This shared understanding is the foundation for the deep-dive working groups on Day 2.

How it works

- Each participant or organisation gets a short slot of approximately 5–7 minutes.
- Present what you do: your organisation, your programme, your target group, what makes your approach work.
- Share what you have learned: successes, challenges, open questions.
- After each pitch, there is a brief moment for 1–2 clarifying questions from the audience.
- There is no formal moderation – just a timekeeper to keep us on track.

The speed pitches run throughout the day across multiple rounds, with coffee and lunch breaks in between. The atmosphere is informal and participatory.

What to prepare

You do not need slides, but you are welcome to use them. Think of your pitch as answering three questions:

- What does your organisation or programme do with young people and esports?
- What have you learned that others could benefit from?
- What is your biggest open question or challenge right now?

If you did not sign up to pitch in advance, you are still welcome to present – speak to the organisers on the day and we will fit you in.



Framing of the Event

Core Theme: Bridging the Gap – Pathways and Future Readiness

Across Norway, esports is increasingly used as a tool for learning, youth development, and inclusion. In many communities, esports-based programmes provide structured environments that support motivation, belonging, teamwork, responsibility, and digital competence – often engaging young people who do not fully thrive in traditional learning contexts.

At the same time, many initiatives operate outside formal education structures, with limited opportunities for structured exchange, shared pedagogy, and long-term alignment with broader educational pathways.

A key focus of this summit is to strengthen the bridge between community-based esports participation and education and future readiness. Many young people develop competencies through structured esports activities that are relevant across learning and working life – communication, collaboration, leadership, self-regulation, and digital skills. The workshop will explore how these competencies can be made more visible, transferable, and recognised, and how esports-based youth programmes can serve as stepping-stones toward:

- engagement and completion in primary and secondary education
- vocational education and apprenticeships
- relevant progression into higher education
- future readiness and meaningful opportunities in society

This summit provides a national arena to consolidate experience, strengthen collaboration, and translate practical knowledge into shared tools and frameworks that can be applied across contexts.



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Workshop 1

Designing Esports-Based Learning Activities for Youth

Room: A3 076

Schools, youth centres, and clubs across Norway are experimenting with esports as an educational tool. Some run structured after-school programmes; others use game-based activities in classroom settings or as part of inclusion initiatives. But how do you turn a gaming session into a genuine learning experience?

This workshop focuses on the practical craft of designing esports-based learning activities. The question is not whether esports can support learning – research and practice increasingly show that it can – but how to do it well: with clear learning goals, age-appropriate progression, meaningful reflection, and structures that develop competencies young people can carry into other areas of life.

At the 2025 summit, the Education & Lifelong Learning working group explored how competitive play transforms screen time into collaborative performance, and how the core values of esports – fair play, strategic thinking, teamwork – map onto Norway's competence-based curriculum. This year, we take that work further by getting concrete: designing activities that youth workers and educators can take home and use.

Key Questions

- What does a well-designed esports-based learning activity look like in practice?
- How do we define learning goals and progression across different age groups?
- How do we structure reflection, feedback, and responsibility within esports activities?
- What activity templates and session plans can we develop together that are flexible enough to work across contexts?

Choose this workshop if you want to help build a practical toolkit for turning gaming sessions into structured learning experiences.



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Workshop 2

Inclusion, Belonging & Well-Being Through Esports

Room: C4 041

Esports has a remarkable ability to reach young people who struggle to find their place elsewhere. For those who feel excluded from traditional sports, who face social anxiety, or who find classroom settings overwhelming, a structured gaming environment can be the first place where they experience belonging, mastery, and genuine social connection.

But inclusion does not happen automatically. It requires intentional programme design: thoughtful facilitation, clear boundaries, anti-toxicity measures, and attention to well-being. Healthy digital habits, screen-time awareness, and the balance between online and offline life are not side issues – they are core responsibilities for anyone running esports-based youth programmes.

The 2025 summit's Health & Active Well-Being group explored how professional esports organisations blend digital focus with physical care – training logs, biometric trackers, pre-match warm-ups, and mindfulness drills. This year, we bring that lens specifically to youth work: how do we create environments where young people are not only engaged, but genuinely supported?

Key Questions

- How do we design esports programmes that are truly inclusive – welcoming for girls, newcomers, young people with disabilities, and those who don't fit traditional moulds?
- What practical tools and facilitation methods support motivation, belonging, and positive group dynamics?
- How do we integrate well-being, healthy digital habits, and boundary-setting into everyday programme delivery?
- What does responsible esports-based youth practice look like, and how do we develop shared principles for it?

Choose this workshop if you want to develop principles and tools for making esports-based youth work inclusive, safe, and good for the people in it.



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Workshop 3

From Participation to Pathways – Building Recognition & Progression

Room: C4 043

Young people develop real, transferable competencies through structured esports activities: teamwork, communication, leadership, problem-solving, digital fluency, and self-regulation. These are exactly the skills that educators, employers, and policymakers say they want to see – yet they often go unrecognised when they are developed through gaming rather than through traditional channels.

This is the bridge that needs building. How do we connect what young people learn in esports clubs and community programmes to formal education pathways, vocational training, and future opportunities? How do we make these competencies visible and transferable, so that a young person's growth in an esports programme can be recognised by a school, an employer, or a university?

At the 2025 summit, the Innovation & Global Development group imagined esports as Norway's circular talent engine – a route from local scrimms to paid internships, from community passion to export-ready innovation. This year, we focus specifically on the youth perspective: how do we ensure that participation in esports-based programmes leads somewhere – that it creates genuine stepping-stones toward education, apprenticeships, and meaningful opportunities?

Key Questions

- How can competencies developed through esports be documented, recognised, and credited in educational and vocational contexts?
- What does a clear progression pathway look like – from community-based esports participation to school engagement, vocational training, or higher education?
- How can clubs, schools, and municipalities collaborate to align esports-based learning with formal education structures?
- What models from other youth development fields (sports, music, scouting) can we learn from and adapt?

Choose this workshop if you want to ensure that what young people learn through esports leads to real opportunities – and that no one's growth goes unnoticed.



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Workshop 4

Grassroots Programme Models & Cross-Sector Collaboration

Room: C5 061

Across Norway, esports-based youth work is happening in clubs, youth centres, municipal programmes, NGOs, libraries, and hybrid educational initiatives. Some are small volunteer-run efforts; others are professionally staffed and publicly funded. What they share is a commitment to using structured gaming as a vehicle for youth engagement and development.

Yet many of these programmes operate in relative isolation. A club in Tromsø may have solved a problem that a youth centre in Bergen is still struggling with. A municipality in Sørlandet may have developed a funding model that could work in Trøndelag. The knowledge exists – it just needs better channels to flow through.

The 2025 summit's Grassroots Esports & Community Sport group pictured a future where every school, sports club, and community hall becomes a hub where keyboards, kick-balls, and citizens of all ages play on the same team. This year, we get practical: how do we share programme models, build cross-sector partnerships, and develop common guidelines that help grassroots initiatives learn from each other and scale what works?

Key Questions

- What are the core building blocks of an effective esports-based youth programme, and how can they be documented and shared?
- How do we build productive collaboration between grassroots initiatives, municipalities, schools, and other education stakeholders?
- What governance structures, funding models, and volunteer frameworks support sustainable community-based esports?
- Can we develop shared guidelines or a “starter kit” that new initiatives can adapt to their local context?

Choose this workshop if you want to help connect the dots across Norway's grassroots esports landscape and turn isolated experiments into a shared movement.



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Your Brief

The four working groups are the heart of Day 2. On Day 1 you heard from colleagues across Norway through the speed pitches. That is building a shared picture of who is doing what, where, and how. Now it is time to turn that shared understanding into something concrete.

Each working group addresses one dimension of esports-based youth education. The groups are not academic panels, they are practical, collaborative working sessions. You are here as a practitioner, an educator, a researcher, or a policymaker with first-hand experience. Your knowledge is the raw material.

What You Will Do

Each group will work in two sessions (09:30–10:30 and 11:00–12:30) with a coffee break in between. The work follows three steps:

- 1. Map the landscape.** Share what you know – existing programmes, what works, what does not, and where the gaps are.
- 2. Identify priorities.** Together, agree on the most important challenges and opportunities in your topic area.
- 3. Draft recommendations.** Formulate concrete, actionable recommendations – addressed to policymakers, municipalities, schools, clubs, and the esports community itself.

A facilitator will guide the process and help keep the conversation focused. Notes will be taken throughout so that nothing is lost.

The Goal

By the end of the session, each group should have produced a set of **concrete recommendations** on how to strengthen esports-based youth education in Norway, within their topic area.

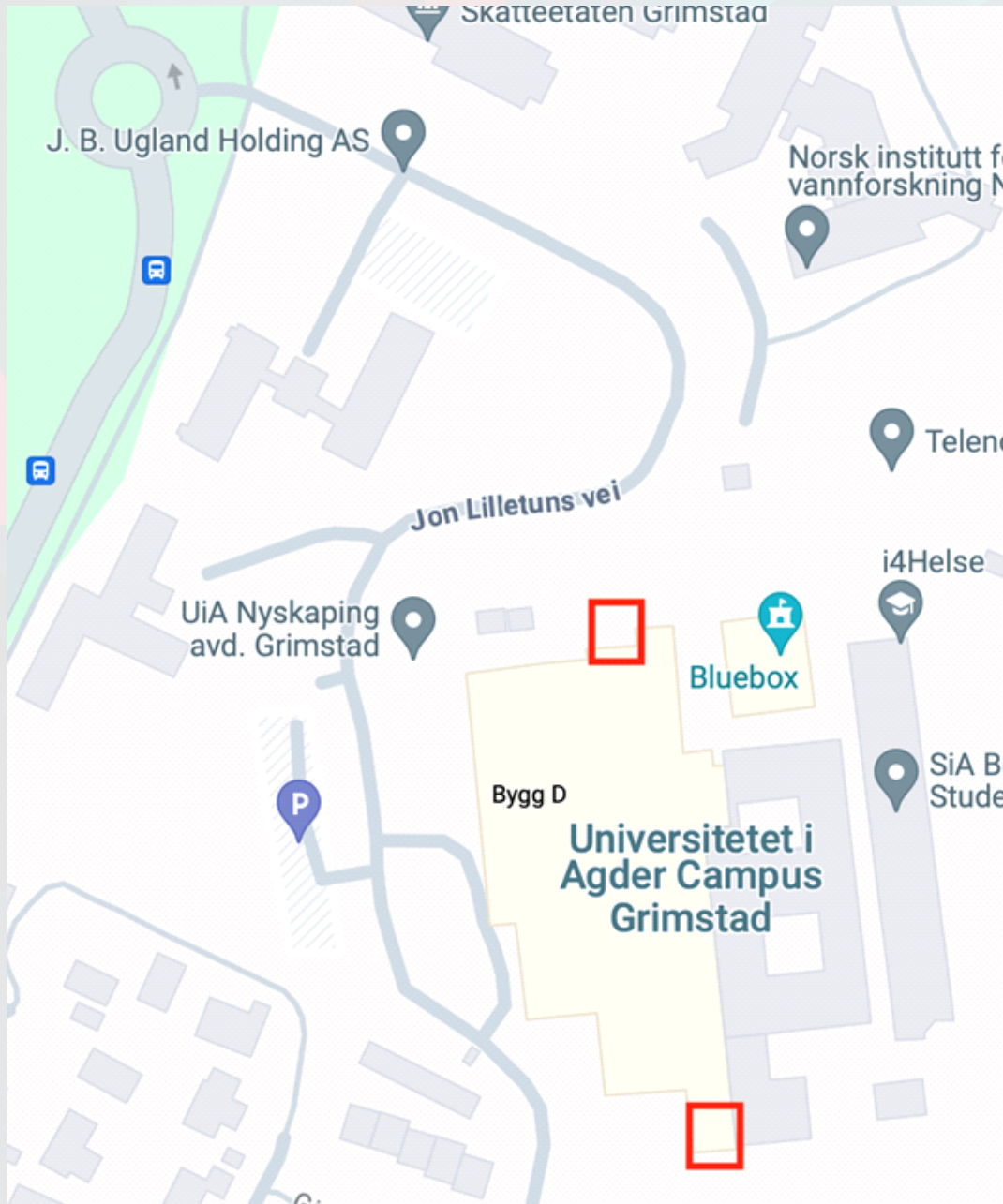
These recommendations should be practical and specific enough that a reader outside this room, a ministry official, a municipal planner, or a school principal – can understand what is being proposed and why it matters.

What Happens Next

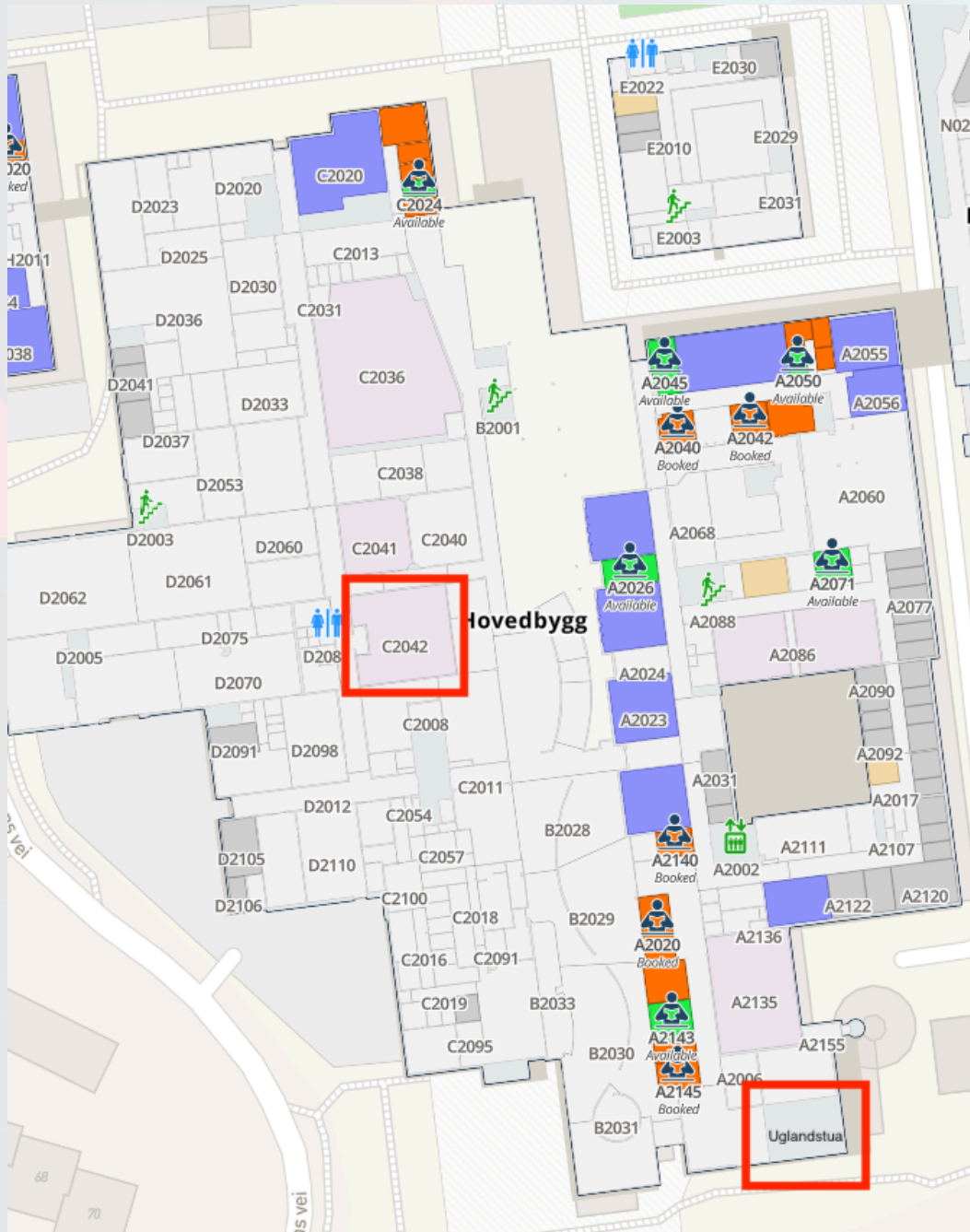
At 15:00 each group will present its key findings and recommendations to the full plenary. After the summit, the organisers will compile all four sets of recommendations into a joint document over the summer. This document will serve as a shared position from the Norwegian esports-for-youth community. We already got the commitment of the government to receive the document in August.

Your input today will directly shape the message we bring forward.

Main Entrance Building



Level 2



Workshop Rooms





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