

# SIRCLOUD'S TOP 10 MEMORABLE ESPORTS MOMENTS OF 2022

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This is the first time a higher learning institution adopted Esports as part of its co-curricular activity. I was honored to be offered the role in teaching this subject which centered around Multiplayer Online Battle Arena (MOBA), in which I covered the thought process of drafting, proper techniques of practicing and exposing my students to the industry as a whole allowing them to plan for their future careers.

