

Engage Students With Esports

Grades 4-12 | Web-Based | Google login

Competitive Coding Meets Epic Gameplay



CodeCombat AI League allows students to showcase their understanding of concepts in a new environment and practice creative problem solving strategies as they compete head to head against their classmates.

TRUE ACADEMIC ESPORT

Combines competitive coding gameplay and an intuitive code engine designed to teach real Python, JavaScript & C++



FLEXIBILITY & ACCESS

The asynchronous competition allows students to play anytime and takes the burden off educators to coordinate scheduled participation



END TO END SOLUTION

Easy registration, play and ranking through a simple web-based interface that does not require high performance equipment



CUSTOM PRIVATE TOURNAMENTS

Fully customizable tournament structure including event timing, scoring, ranking and design



Request a Demo

codecombat.com/demo

schools@codecombat.com

Play

With access to the introductory levels of CodeCombat everyone can learn the basics of coding, get familiar with the code engine and sharpen their skills for competition. It is recommended that students complete CodeCombat CS1 or Ozaria Chapter 1 before competing in an area level.



POWERED BY
HYPERS



Compete

With the introductory course complete you are now prepared to compete in the CodeCombat AI League. Those students that gain access to the entire curriculum will have an advantage in understanding advanced concepts and improve their competitive strategies.



Win

With three seasons per year and new regular season and finals arenas each season there is always an opportunity to compete and win. Top performers in each age bracket have the chance to receive great prizes!

\$1,000 scholarship and HyperX peripherals are up for grabs.



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Visit

codecombat.com/league

