

E-Sports (11.08000) (2021)

Adopted 2021

Describe the characteristics of the enterprises that make up the e-sports ecosystem and the skill sets they share among themselves and with other sectors of the industry. [ES-1](#)

1. Recognize the various roles and skills from other sectors that comprise the e-sports ecosystem. [ES-1.1](#)
2. Describe how the skill set required in the e-sports industry might be transferrable to other industry sectors and professions. [ES-1.2](#)
3. Discuss how e-sports teams utilize sponsorships from various industry partners. [ES-1.3](#)

Explain the elements of the e-sports event process across pre-event, show day, and post-event phases. [ES-2](#)

1. Develop and document pre-event planning including run-of-show document [ES-2.1](#)
2. Describe and document day-of event activities [ES-2.2](#)
3. Model scenarios for issues (technical and non-technical) that can occur and possible solutions [ES-2.3](#)
4. Explain and demonstrate project retrospective to capture lessons learned and areas for improvement. [ES-2.4](#)

Plan and execute an e-sports event. [ES-3](#)

1. Describe and demonstrate the multitude of team roles and duties to execute an e-sports event [ES-3.1](#)
2. Explain necessary considerations for the end user experience and collect feedback [ES-3.2](#)
3. State the variety of competition platforms and implications for competition. [ES-3.3](#)
4. Explore the differences between a Local Area Network (LAN) event and a virtual competition and identify which is best suited for a specific context. [ES-3.4](#)

Integrate healthy behaviors into e-sports participation [ES-4](#)

1. Analyze time spent gaming vs. other activities of importance and personal goals [ES-4.1](#)
2. Identify a subset of skills used in gaming and how those skills apply/support other activities (i.e. attending to detail, organizing, story-telling). [ES-4.2](#)

3. Develop a plan for maintaining mental and physical health of e-sports athletes. ES-4.3

4. Articulate the importance of displaying good sportsmanship behaviors within e-sports. ES-4.4

5. Construct an argument to support the claim that gaming cultivates a growth mindset. ES-4.5

Evaluate the impacts of technology, media, culture, and law on esports. ES-5

1. Analyze the corresponding influence of esports, technology, media, and culture. ES-5.1

2. Explore the history of esports and identify key stakeholders and influencers. ES-5.2

3. Identify gaming platform(s) and identify factors contributing to the platform's success or failure. ES-5.3

4. Identify the challenges to creating an inclusive culture in e-sports and potential barriers that exist in the ecosystem. ES-5.4

5. Explain the legal ramifications of policies like The Digital Millennium Copyright Act (DMCA) and how legislation applies to the e-sports industry. ES-5.5

Explore different scientific processes that are used in e-sports and game-user research ES-6

1. Describe how the human mind and body responds to in-game stimuli ES-6.1

2. Explain how scientific processes can be used to understand the interaction between people and games ES-6.2

3. Explore the contributions of different scientific fields to the development and understanding of esports (i.e. biometrics, virtual reality, augmented reality) ES-6.3

4. Explain how the future of e-sports will be shaped using biometrics and new techniques for game control and interaction. ES-6.4

Explain how game development, strategy, and logic affect the potential outcomes of gameplay. ES-7

1. Demonstrate how teamwork and in-game communication affect game and match outcomes. ES-7.1

2. Derive a game play strategy based on game characteristics and knowledge. ES-7.2

3. Explain how game play is governed by mechanics and dynamics derived in the development process. ES-7.3

4. Describe the connection between player personality and game strategy. ES-7.4

Develop an inclusive organizational model that promotes community and outreach. ES-8

- 1. Create a scholastic gaming club that goes beyond competition and becomes a platform to acquire critical communication, collaboration, and problem-solving skills. ES-8.1**

- 2. Explain how to advocate for the benefits of a scholastic gaming club program ES-8.2**

- 3. Develop and execute a plan to foster an inclusive environment for club participation of people with varying backgrounds and abilities. ES-8.3**