



Esports

Eligibility Requirements

Esports Program

Description: Esports is a subcategory of the gaming industry where teams participate in organized, primarily online, video gaming competitions. Multiple players work together to compete against an opposing team with a shared objective to win a game. Participation in Esports programs has proven to impact students' self-esteem, focus in class, and overall academic performance.

Grades: High school, grades 9-12.

Club: Esports

- 10 is the minimum number of students needed to start a club. This would be enough for two teams of five students.
- Minimum for a team is three, and the max is five for most games. (Most games require just three students, but there are a few solo games). Maximum on a team for a game is five.
- It depends on fee levels of the Esports provider as to the number of teams and games available to play.
- Esports is a part of the Arizona Interscholastic Association.

Resources needed: To successfully launch an Esports club, these are the minimum resources needed:

- One advisor at minimum. These advisor qualifications are recommended:
 - The advisor should have experience coaching, some gaming experience, setup and facilitation. (Selection of player placement for teams, leaders for individual teams, and overall leadership team for club management and activities.)
- Equipment:
 - Optimal is 6 to 12 desktop gaming units- determine specs of graphics cards, etc.
 - Two or three Nintendo Switches (\$400 each).
 - Or, PS4 or 5's if player preferred (\$400 each)
 - Gaming Headsets, 6-12 (\$30-\$70 each)
 - Gaming Controllers for Specific Games, 6 - 12 (comes with the switches, can use your own, \$30-\$70)
 - Gaming Mouse (\$30-\$40)
 - Connectivity: Wired connection preferred. IT Dept will need to whitelist and load certain games.
 - Consumables
 - Gaming Title License (upwards of \$250)
 - AIA Membership, \$1800 this year
- Funding: to start a club it will take roughly a \$10,000 investment. Mentors will help teams walk through the process of getting funding and identify potential funding sources.
- Physical space:
 - Classroom or lab, an area that can accommodate 6-12 computers.
 - Internet drops in the room
 - Sufficient electrical outlets
 - Tables, chairs, etc.
 - Large display screens- place to mount or use smaller display screens.



- High level interest and buy-in from the administration, district and community.
- A supportive administration and a district willing to invest time and money.

Note: Mentors of this program will provide in-depth guidance to help mentees navigate funding for the classroom and program, identifying and working with community partners, and overall creating a robust esports program for campus.

Success determinants:

Esports is about culture and builds community among students who are interested in gaming but not necessarily computer science. These students will have the opportunity to interact with others in a team setting, and the sport provides the chance to make new friends. Esports provides an avenue to reach students who are not usually invested in school clubs or sport activities.