

BOISE SCHOOL DISTRICT

CLASSIFIED

eSports Head Coach

Primary Function

The Head eSports Coach is responsible for developing and leading the school's eSports program. This includes launching and growing the program, recruiting and mentoring student participants, coaching and strategy development, and collaborating on game and tournament selection. The coach plays a key role in creating a positive, inclusive team environment and promoting the program within the school and broader community.

Essential Duties and Responsibilities

- Recruit, mentor, and retain students for the eSports program;
- Plan, lead, and supervise practices, training sessions, and competitions to develop skills, teamwork, and sportsmanship;
- Provide guidance on the selection of games, leagues, and tournaments for competitive play;
- Assist with the design, setup, and maintenance of the eSports facility and equipment;
- Coordinate schedules for practices, competitions, and off-season activities;
- Support team travel and logistics when necessary;
- Organize camps, clinics, and promotional events to increase program visibility;
- Pursue sponsorships and partnerships to enhance program resources;
- Ensure compliance with all league, conference, district, and school rules, policies, and procedures;
- Maintain accurate student rosters and program records;
- Communicate effectively with students, parents, and school staff regarding program updates and expectations;
- Develop guidelines for student participation, recognition, and lettering;
- Model professional behavior and uphold the reputation of the program and school;
- Foster an inclusive and supportive environment for all students;
- Attend work consistently and punctually;
- Perform other duties as assigned.

Competency Requirements

Knowledge of

- Multiplayer online video games and eSports competition structures;
- Coaching techniques, team management, and strategy development;
- Program promotion, event planning, and student recruitment;
- League, conference, district, and school rules and regulations applicable to eSports.

Ability to

- Lead, mentor, and motivate students in a competitive and educational setting;
- Communicate effectively with students, parents, and staff;
- Organize and manage schedules, events, and resources;
- Collaborate with school personnel and community partners;

- Foster a positive, inclusive, and sportsmanlike team culture.

Acceptable Experience & Training

- Demonstrated experience in eSports, including multiplayer online video games with team-based elements;
- Prior coaching, teaching, or mentorship experience preferred;
- Knowledge of eSports tournaments, strategies, and competitive play;
- Strong organizational, communication, and leadership skills.

Essential Physical Abilities

- Sufficient clarity of speech and hearing, with or without reasonable accommodation, which permits the employee to monitor classroom activities and discern verbal instructions, communicate effectively in person, and to hear sounds within the normal range of conversation;
- Sufficient visual acuity, with or without reasonable accommodation, which permits the employee to monitor classroom activities and comprehend written work instructions and comprehend, review, and prepare a variety of written and text documents and materials;
- Sufficient manual dexterity, with or without reasonable accommodation, which permits the employee to operate classroom and office equipment, including a personal computer;
- Occasionally some job tasks may require, with or without reasonable accommodation, climbing, stooping, kneeling, crouching, reaching, pushing, pulling, lifting, and grasping.