

Esports 1

Course Description:

This course covers the history, evolution, and current state of the esports industry and competitive gaming. Students will learn a brief history of esports, tracing its evolution and the impact of technological advancements, leading to its current prominence. They will gain insights into collegiate esports and its connection to academic pursuits. Detailed game analysis will teach students how to dissect gameplay strategies and roles, while a look at esports research and the future will provide a glimpse into ongoing industry trends. They will learn about specific game genres - MOBAs and shooters, as well as sports and cards - highlighting their significance as esports. They will explore the complexities of gaming culture and toxicity. Students will study esports team and player management, understand the roles of coaches and players, and explore player wellness routines. Throughout the course, students will engage in discussions, complete game analyses, create esports research projects, and analyze the real-world strategies of professional esports companies and athletes, preparing them for a well-rounded understanding of this evolving industry.

This course offers students a hands-on experience of four major esports game genres - MOBAs, Shooters, Sports, and Cards. Prior to these gameplay assignments, students will receive guidance on safely registering for and participating in these games. It's important to note that all selected games have undergone a thorough vetting process through the IDLA app review system, ensuring they are safe, secure, and suitable for those aged 13 and above. We emphasize responsible gaming practices, by providing students with information on online gaming risks, the importance of taking breaks, and the fundamental principle of enjoying the learning process. The course structure is built on valuable input from a survey of district tech directors statewide, and it adheres to a well-defined curriculum with explicit learning objectives aligned with standards, employing a performance-based grading system to assess student progress. This course is a [Quality Matters-certified](#) online course.

Unit Titles:

Unit 1: History of Esports

Unit 2: Collegiate Esports

Unit 3: Detailed Game Analysis

Unit 4: Esports Research and the Future

Unit 5: MOBAs and Shooters

Unit 6: Sports and Cards

Unit 7: Gaming Culture

Unit 8: Team Dynamics: Coaches and Players in Esports

Course Map & Standards Alignment

Suggested Prerequisites:

This class is recommended for students with a minimum of 9th-grade level reading and writing skills.

Compatibility:

This course is Chromebook compatible with some limitations on the 4 gameplay assignments in units 5 & 6.

Playable on a Chromebook (with conditions):

1. Fortnite (Epic Games) – Can be played via NVIDIA GeForce Now or Xbox Cloud Gaming.
2. Hearthstone (Blizzard Entertainment) – Available as an Android app via the Google Play Store.
3. Runeterra (Riot Games) – Available as an Android app via the Google Play Store.

Required Textbooks and Resources:

There is no textbook required for this class. All required resources are available through the online course.

Technical Requirements for Course Activities:

A laptop or desktop computer less than 6 years old with the latest release of browser and operating system.

A high-speed internet connection: A reliable Internet connection is essential for playing online games.

A current email account.

Chrome web browser.

A headset with a microphone.

Create files with a word processor.

Save, download, and attach files to submit assignments.

Work in multiple tabs within an Internet browser.

Other technical skills will be taught within the course.

Gaming console (optional): A gaming console is not required for the course, but it is recommended for students who want to have the best possible learning experience.

Featured Online Games:

Pokemon Unite by Nintendo

Fortnite by Epic Games or *Overwatch* by Blizzard Entertainment

FIFA by Electronic Arts (EA) or *Rocket League* by Epic Games

Hearthstone by Blizzard Entertainment or *Runeterra* by Riot Games

Important: Verifying Game Access for Gameplay Assignments

Students should check with their school's technology team to verify whether they have access to the assigned games on school-provided devices and networks, especially if using a Chromebook or another restricted device. If access is blocked, students will need to complete the four gameplay assignments at home using personal devices and networks.

Accessibility and Assistive Technology:

Visit the [Accessibility Tools](#) for assistance and information on assistive technology available to you.

Technical Support:

The Resources tab in your class also provides information about how to access technical support and is found under the same Resources tab as the Accessibility and Assistive Technology.

Phone: 1-208-342-0207

Email Address: support@idla.k12.id.us

Office Hours: 7:00 a.m. to 6:00 p.m. (MST) Monday through Friday

Other Policies:

Visit the [Parent/Student Resources website](#) to obtain information about other policies such as fees, drop deadlines, how to enroll, how grades will be reported, and how to set up your proctored final exam.

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