



# esports

## TRUSD

# Framework



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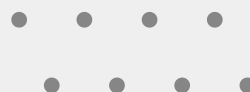


The goal of this guide is to provide a framework for expectations around esports in the Twin Rivers Unified School District. Esports teams may operate as either a club or an official CIF sport. Coaches (sports teams) and club advisors may use this guide to set up and guide their esports programs.

# esports

## Framework

# Vision & Mission



## Vision

The vision of Twin Rivers Unified School District's esports program is to empower students to become responsible, respectful, and resilient gamers who use their talents to contribute positively to their communities and the esports industry.

## Mission

The mission of Twin Rivers Unified School District's esports program is to provide a safe, supportive, and inclusive environment where students can develop their skills, interests, and passion for video gaming.

## Skill-building

Gaming enhances strategic, analytical, and problem-solving skills, as players select characters, devise strategies, and develop game theory knowledge. Students learn to respond to unexpected situations and obstacles.

## Positive Interactions

School-sponsored esports programs foster positive interactions, teach teamwork, communication, and leadership skills, and create a sense of belonging for students. Esports is inclusive and equitable, allowing all students to participate regardless of skill level, physical abilities, gender identity, or age.

## Opportunities

Through hands-on experience with computers, students learn about computer components, and how to organize and participate in competitive events beyond gaming. They gain technical skills applicable to other fields and explore potential career paths.

# Benefits of esports



## Involvement

Students can be actively involved in the team by providing play-by-play commentating, technical setup, managing team statistics, participating in practices, or helping to build school support and spirit. They can learn how to create more-positive gaming environments as they venture outside of school to play online.

## Higher Education

Esports can inspire students to pursue higher education or careers in STEAM, such as game design, computer science, data analysis, broadcasting, music production, or graphic design. Many colleges and universities offer esports intramural teams or degrees, and some institutions even provide scholarships for students to join collegiate esports leagues and compete in esports tournaments.

## Supportive Community

In competitive gaming, players may face setbacks, losses, and criticism from opponents or teammates. By learning to manage their emotions and respond constructively to challenging situations, students can develop emotional intelligence and resilience. These skills can also translate into other areas of their lives, such as academic and personal relationships. Moreover, esports can provide a supportive community where students can find encouragement and guidance to navigate difficult situations both inside and outside the gaming environment.

# Benefits of esports



# Goals

## & Strategies

### Goals

- Develop students' digital literacy, critical thinking, problem-solving, communication, and teamwork skills through esports.
- Foster a positive and respectful gaming culture that values sportsmanship, fair play, and diversity.
- Promote students' physical, mental, and emotional well-being by providing healthy gaming habits, education, and support.
- Provide students with opportunities to explore and pursue careers and higher education pathways in the esports industry.
- Build partnerships with local and regional esports organizations, businesses, and school districts to enhance student learning experiences and outcomes.
- Ensure equitable access and participation for all students, regardless of gender, race, ethnicity, ability, or socioeconomic status.

### Actions

- Establish and maintain esports teams and clubs that reflect students' interests and preferences, such as competitive, casual, or social gaming.
- Use esports as a platform to teach and reinforce academic skills and concepts, such as STEM, social studies, language arts, and media literacy.
- Provide access to resources and equipment that support students' gaming and learning needs, such as gaming consoles, computers, software, and internet connectivity.
- Organize and participate in local and regional esports tournaments, leagues, and events that showcase students' skills and achievements.

## Values



- Athletes support each other and strive to be healthy in mind, body, and spirit. We will learn to be mentally tenacious, physically strong, and emotionally resilient.
- We encourage positive competition that leads to opportunities to refine and redefine our community to deepen our relationships.
- We welcome and respect all people of all backgrounds. As TRUSD esports athletes, we expect equity, support diversity, practice inclusion, and honor free speech.
- We strive to create future leaders in technology, competitive video games, and education.
- Provide a comprehensive esport program that emphasizes the development of lifelong learning, values and skills through hard work, sportsmanship, ethical conduct, and fair play.
- The program is based upon open communication and mutual respect among school administration, instructors, coaches, athletes, parents and officials.
- The program serves as a positive, powerful, productive force for our schools, community and most importantly the student-athlete.

# What we

# value





## Safe & Supportive Environment

The esports program will uphold the core values, athletic code of conduct, and develop a program agreement. The program agreement should align to the school rules and policies. When students are playing online matches, the esports program advisor must be present and supervise the match until it is over. If any unsportsmanlike behavior is displayed from the team or opponents, the incident must be documented. If the game allows for reports to be made, the advisor may complete the game report system.

## Skill Building

Students will have the opportunity to learn about content creation as they develop their game skills. For example, students will have opportunities to create digital arts, thumbnails, or video montage highlights of their gameplay.

## Youth Voice & Leadership

The esports program will play video games that focus on teamwork. Students will experience being leaders and supporters throughout challenges they faced in the games. The esports program will be designed to focus on students and develop them into leaders who will have ownership of the program.



# Code of Conduct



The esports program shall implement the following listed standards of ethical conduct for each temporary, probationary, permanent, and contracted employee of the district who provides supervisory and instructional service in interscholastic athletic programs and activities. Such a person providing a service shall:

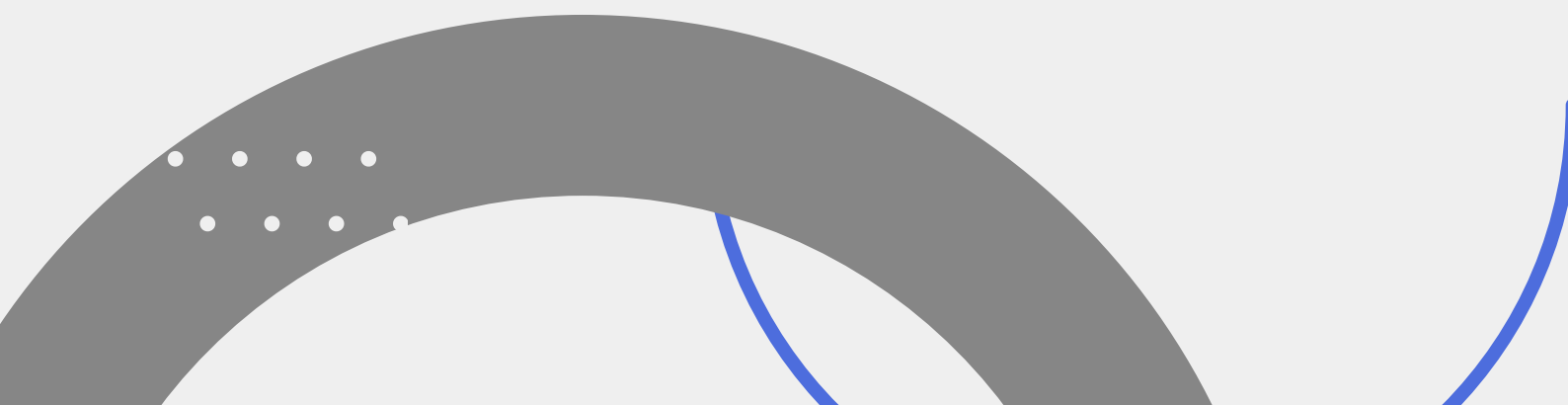
- Show respect for players, parents, other coaches, and staff.
- Respect the integrity and judgment of the game officials.
- Establish and model fair play, sportsmanship, and proper conduct during practices/contests and in the community.
- Establish player safety and welfare as the highest priority. If there is any question as to the extent of an injury, a physician must be consulted, and a written release obtained.
- Provide proper supervision of student-athletes while under the coach's direction.
- Use discretion and proper language when providing constructive criticism and when reprimanding players – the use of profanity is unacceptable.
- Understand the proper administrative chain of command and refer to all requests or grievances through proper channels, i.e., equipment purchase, fundraising, program funding, eligibility, etc.
- Consistently require all players to adhere to the established rules and standards of the game.
- Properly instruct players in the safe use and care of equipment and uniforms.
- Not recruit student-athletes from other schools.
- Not exert undue influence on a student-athlete's decision to enroll in a particular athletic program at a public or private post-secondary educational institution.
- Not suggest providing, or encourage any athlete to use non-prescriptive drugs, anabolic steroids, or any substance to increase physical performance that is not approved by the U.S. Food and Drug Administration, U.S. Surgeon General, or the American Medical Association



# Coach

## Job Description

- Serve as liaison between the esports Program, esports Program Development Specialist, athletic director, and school administration.
- Learn the Rules and By-Laws of the video game and the esports League.
- Establishes the fundamental philosophy, skills and techniques to be taught. Designs practice sessions, and team meetings to ensure team awareness of the overall program.
- Supervises implementation, and analyzes esports program impacts on students.
- Maintains discipline, mediates grievances, and works to increase morale.
- Assists in scheduling, providing transportation needs and requirements for all games, tournaments, and special esports events.
- Assists in the necessary preparation for scheduled esports competition or practices and adheres to scheduled facility usage times.
- Provides proper safeguards for eminence and protection of assigned equipment.
- Recommends policy, method or procedural changes to the Program Development Specialist, esports program, Activity Director, and site admins.
- Provides assistance, guidance, and safeguards for each participant by his/her presence at all practices, games, while traveling, and when returning from off-campus events.
- Completes paperwork on all disabling athletic injuries on proper forms and submits it to the esports Program Development Specialist and administrator by the next school day.
- Instills in each player a respect for equipment and school property, its care and proper use.
- Guarantees that all equipment is used for official school business only and is operated safely.
- Performs other duties which may be assigned by the esports Program Development Specialist, athletic director and school administrators.



# Program Design

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## How do we recruit players?

### Highschool

Students who are interested in participating in esports will need to meet with their esports coach on campus. We welcome players of all grades and skill levels to join the team. However, to compete on the Varsity team a student must have a 2.0 GPA and maintain a well behaviorstanding (no fights, detention, or suspension). Varsity athletes' transcripts and behavior will be reviewed by the esports advisor, athletic director, school administrators, or counselors in order to determine eligibility. Students who do not join the program at the beginning of the school year will have opportunities to join throughout the school year. Additional requirements may be required by the esports coach.

### Middle School

Students who are interested in participating in esports will need to meet with their esports coach. We welcome players of all grades and skill levels to join the team. Additional requirements may be required by the esports coach, school administrator, or counselor.

## How do we find scrimmages?

### Highschool

Students can organize scrimmages within the program with the esports coach's approval. Coaches may collaborate with other high school esports coaches to organize scrimmages. Students may play online rank matches if the esports coach approves. For the safety of our players, NO online matches will be allowed without the coach's supervision. Online tournaments hosted by esports organizations such as High School esports League are allowed if the esports coach approves.

### Middle School

Students can organize scrimmages within the program with the esports coach's approval. Coaches may collaborate with other middle school esports coaches to organize scrimmages. Students may play online rank matches if the esports coach approves. For the safety of our players, NO online matches will be allowed without the coach's supervision. Online tournaments hosted by esports organizations such as High School esports League are allowed if the esports coach approves.



# Starting An eSport Program

Build Community. Develop Skills. Create Opportunities.

PLAY  
LEARN  
BELONG

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## 1 Identify Advisors and Space



- Identify an eSport program advisor(s).
- Determine where the program will be located.

## 2 Recruit Students



- Start with 6 students (a good starting number).
- If more students are interested and technology is available, create an A-Cohort and B-Cohort.
- Rotate the cohorts through the week so all students have equitable time in the program.

## 3 Identify Technology Needs



- Determine technology needs (e.g., 1:1 computers per student, best practice).

## 4 Develop an eSport Program Plan



- Meeting times and days
- Number of teams
- Team code of conduct / classroom agreements
- Video and photo editor
- Team manager (not necessary)
- Shout caster and analysts, etc. (not necessary)

## 5 Survey Students on Game Interest



- Survey students and identify which game(s) they would like to play.
- Games should align with grade level and technology availability.
- Best practice is to play the same game as other schools to support the development of an intramural league.

## 6 Communication



- Use Google Classroom to communicate with the team and program.



**FOR THE SAFETY OF STUDENTS, PLEASE DO NOT USE ANY 3RD PARTY APPLICATION, UNLESS APPROVED BY APPROPRIATE ADMINS.**

## 7 Join the eSport Community



- eSport program advisors will join the eSport community of practice team.
- Meeting times will be determined by the team.
- The COP team will identify a final project or event for the eSport program to complete.

## 8 Collaborate with TRUSD IT



- Work with TRUSD IT for specs on any desired equipment purchases.
- Support with internet access, permission for online play, installing software to gaming laptops, etc.
- Anything to do with technology infrastructure for eSports teams or programs must be run through the IT Department and networking team.

## Student Leadership Roles

Many roles. All players welcome!



### eSport Program Captain

*Overall captain for the program.*

- Serves as the main point of contact between the eSport program, advisor, and teams.



### Team Captain

*Captain of an individual team.*

- Helps their team practice.
- Collaborates with the eSport Program Captain.
- Ensures a positive gaming environment.
- Provides support for their team.



### Players

*The heart of the team!*

- Competitors in the game(s).
- Help make up the eSport team.



## Final Note

In order to create a sustainable eSport program, student leadership roles may be developed. Any roles can be filled regardless of students' skill level. All students may be players.



GAMING TODAY. BRIGHTER TOMORROW.

# Sample Program Schedules



## 7th – 8th Grade

Mondays: esports Practice + Team Meeting

Wednesdays: Digital Media Projects

Fridays: esports Practice + Scrimmages

## 9th – 12th Grade – Varsity esports League (Competition Based)

Mondays: esports Team Goal Setting + Scrimmages

Wednesdays: Scrimmages

Fridays: Scrimmages

## 9th – 12th Grade – esports Club (Career Exploration)

Mondays: esports Team Goal Setting + Scrimmages

Wednesdays: Digital Media Projects (video and photo editing projects)

Fridays: Scrimmages

# esports Tournament Tiers

esport tournaments are categorized in four tiers: I, II, III, and IV.

Tier I tournaments that are for professional esports organizations exclusive to the best players in the world. These tournaments are played in an arena or stage with a large prize pool, which is funded by the game publisher. These tournaments happen once a year and require esports organizations to complete qualification matches in order to be eligible.

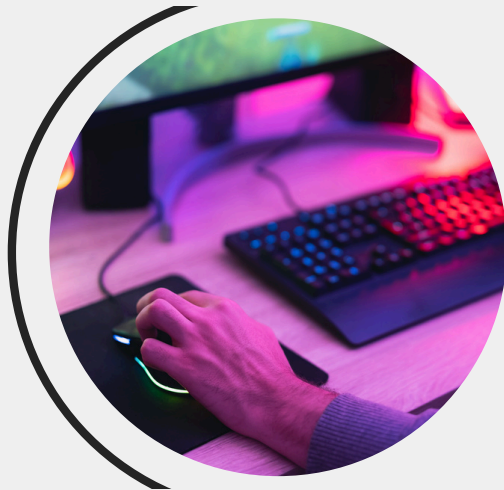
Tier II are semi-professional tournaments for the non-professional players to showcase their talents and become professional. Players who are exceptional have an opportunity to be scouted during these tournaments to join an esports organization that competes in Tier I. Winning Tier II tournaments allows players to enter the Tier I competition.

Tier III tournaments are community organized competitions that occur without the game publisher but have legal prize pools. These tournaments are less publicized, but a great start for players who want to enter the competitive scene. Tournaments at this level are for the collegiate esports team where a university or organization is the host without the game publisher's support. Semi-Professional and Professional esports organizations are known to scout future talent through these tournaments; however, most professional teams will never participate in.

Tier IV tournaments are the least competitive and with the lowest prize pool. These tournaments are open to the public to participate in and mostly for amateur players who want to challenge themselves. Tier VI tournaments are organized by friends, small gaming communities, schools, or arcades shop.

# Eligible

## Genre of Games



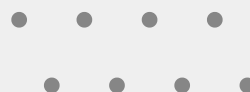
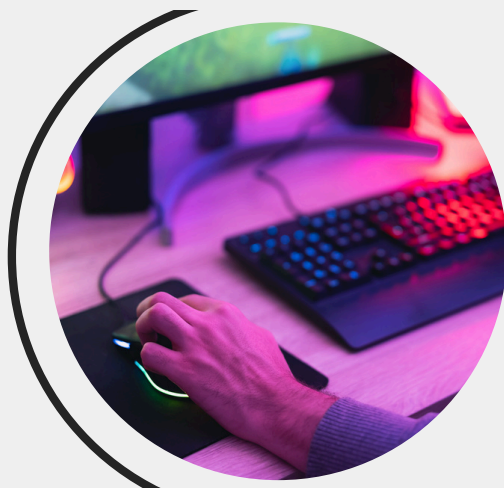
### MOBA

Multiplayer Online Battle Arena (MOBA) - is a subgenre of strategy video games in which two teams of players compete against each other on a predefined battlefield. Each player controls a single character with a set of distinctive abilities that improve over the course of a game, and which contribute to the team's overall strategy. The typical ultimate objective is for each team to destroy their opponents' main structure, located at the opposite corner of the battlefield. In some MOBA games, the objective can be defeating every player on the enemy team. Players are assisted by computer-controlled units that periodically spawn in groups and march forward along set paths toward their enemy's base, which is heavily guarded by defensive structures. This type of multiplayer online video games originated as a subgenre of real-time strategy, though MOBA players usually do not construct buildings or units. The genre is seen as a fusion of real-time strategy, role-playing and action games.

Sport - A sports video game is a video game that simulates the practice of sports. Most sports have been recreated with a game, including team sports, track and field, extreme sports, and combat sports.

# Eligible

## Genre of Games



### DCCG

Digital Collectible Card Game (DCCG/OCCG) - computer or video game that emulates collectible card games (CCG) and is typically played online or occasionally as a standalone video game.

Fighting Game (versus fighting game) - a video game genre that involves combat between two or more in- game characters. Fighting game combat often features mechanics such as blocking, grappling, counter- attacking, and chaining attacks together into "combos". Characters generally engage in battle using hand-to-hand combat—often some form of martial arts.

## Coaches

### How to find esports advisors or coaches?

Any adult who has been cleared to work at TRUSD may become the advisor. Individuals do not need to excel or be knowledgeable about the games/programs but be optimistic to learn.

## Games

### Which games do we participate in? How do we select them?

Please use the criteria below to determine which games to play in the esports program:

- Is there collegiate or professional career opportunity?
- Is there a ladder or ranking system that allows for skill development
- Is the video game appropriate for a school setting?

## Players

### How much do players practice?

An ideal practice schedule per week is one to three days for 1-hour. esports program players are not required to practice outside of program hours.

Students should have 1-hour per week to work content creation or career readiness projects.

# FAQS



# Acknowledgement

We would like to express our sincere appreciation to the program development specialist, Patrick Vue, and to Dennis Weaver, the digital media/game design teacher and esports coach, and Kelly Bettencourt, Instructional Technology Coordinator, for their contributions to the development of this framework. Their invaluable expertise and dedication to the esports community have been instrumental in creating a comprehensive program that supports the growth and development of esports athletes.

We are grateful for their tireless efforts and unwavering commitment to advancing esports in TRUSD. Their contributions have been invaluable in laying the foundation for a thriving and competitive esports community.

