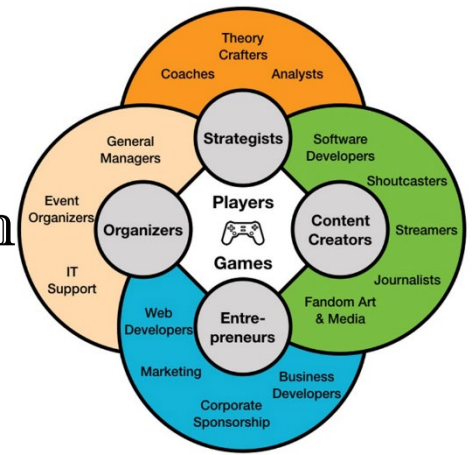




Game and Sim Foundations / Design Course Overview & Esports Guidelines



Mission Statement

- To provide opportunities for ALL students to use esports as a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life.

Vision

- To ensure that ALL students possess the knowledge and skills needed to be society's game changers: educated, productive, and empathetic individuals.

Core Values

- Authenticity
- Accountability
- Community
- Adaptation & Improvisation
- Respect

eSports Program Personal Rules

- Be a decent human being, to yourself and others
- Be deliberate with your choices and surround yourself with good company
- Eat well, train well, play well, rest well
- Hold yourself accountable, adapt and improvise
- Know you can be great, but there is no way around hard hard work
- No skipping of school or class.
- No tardiness and adhering to the Armwood Tardy Policy.
- Follow the AI use policy.

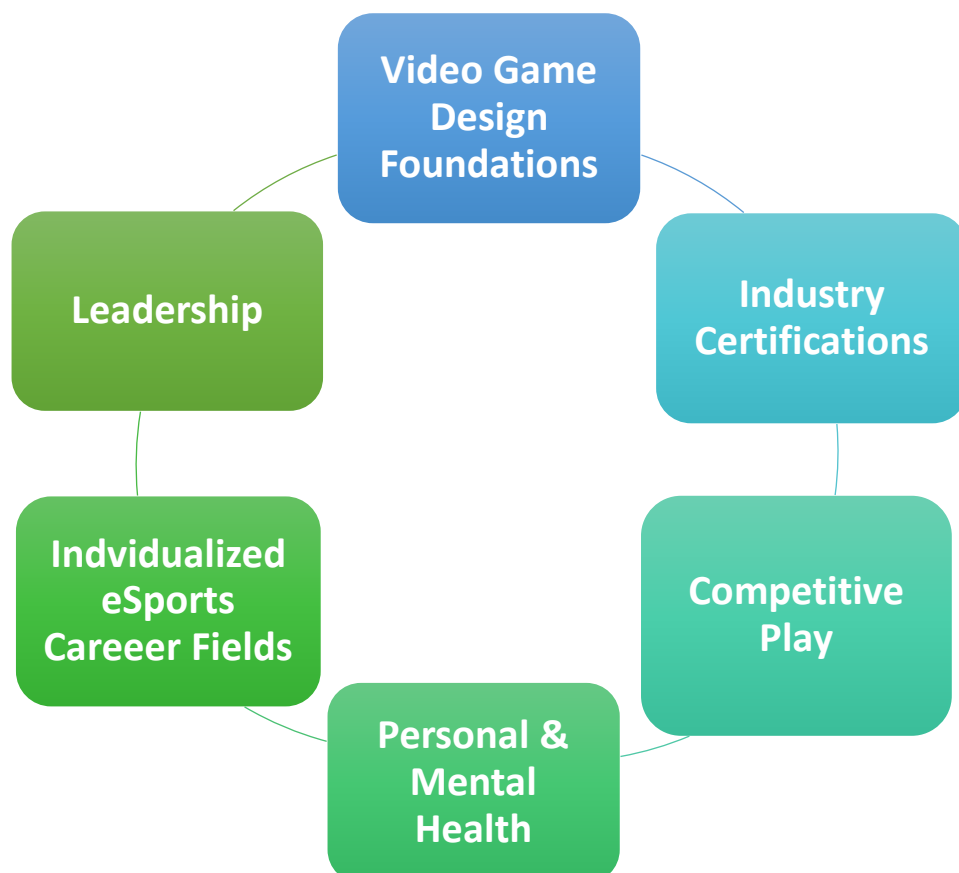
The field of esports can provide students with the academic and technical skills necessary to succeed in future STEM and non-STEM postsecondary learning opportunities and careers. How can we help prepare those students? What are those career pathways that lead to careers in the field of esports? The curriculum is being designed around the four major esports sectors:

1. Strategists
2. Organizers
3. Content Creators
4. Entrepreneurs

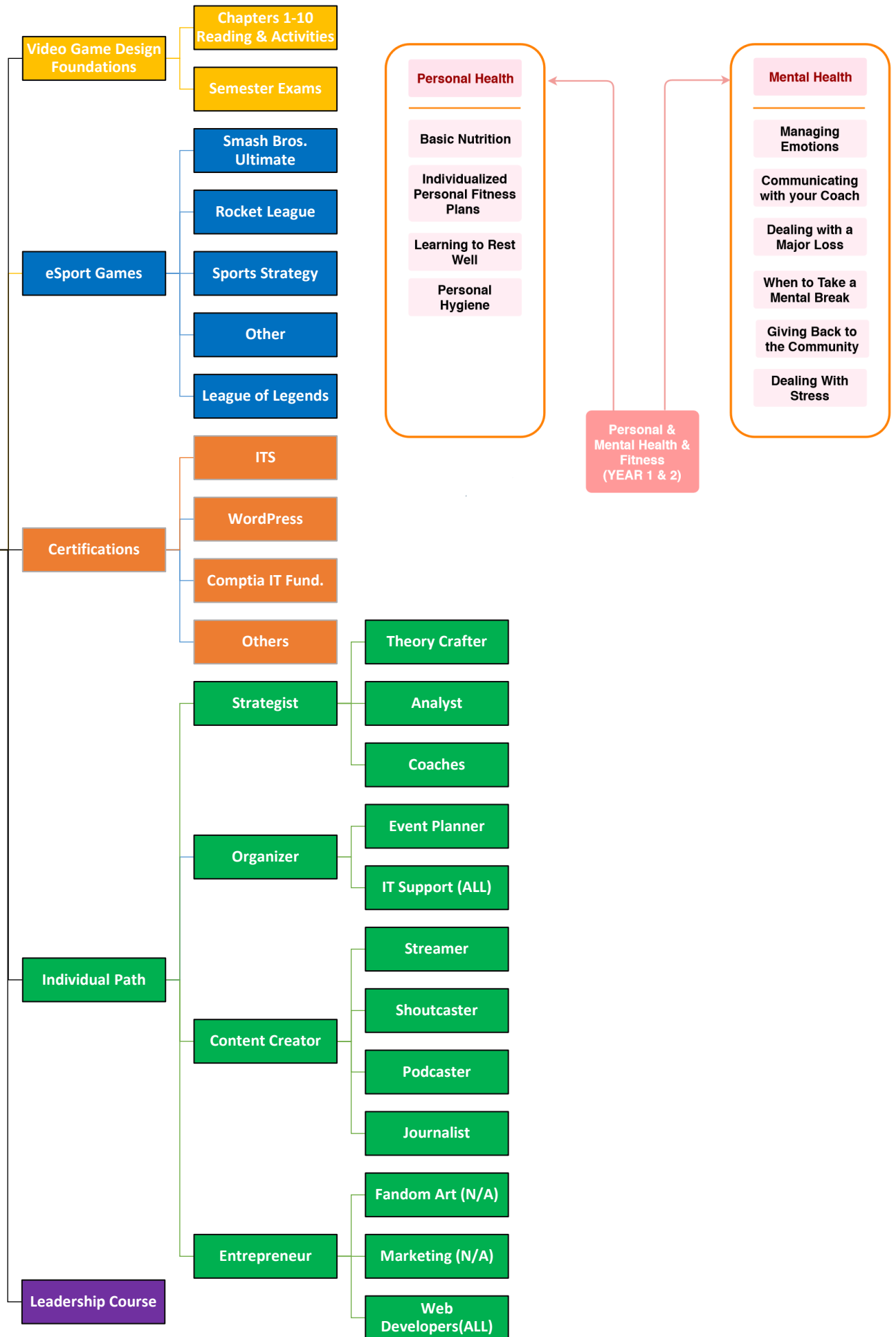
The curriculum will provide pathways to at least 15 careers including but not limited to:

- Event Planner
- Analyst
- Fandom Art
- Marketing
- Theory Crafter
- Shoutcaster
- Streamer
- Journalist
- Web Developer and more.

Program Core Components



eSports Program Overview



Career Path Descriptions

Students who have entered the Armwood eSports Program will be exposed to various career paths related to the industry and will each be given the opportunity to develop their skills related to the field(s) of their choice. For example, it is not uncommon for a Shoutcaster to also be interested in Podcasting and Theory Crafting; a journalist can also be interested in being a Web Developer by creating a blogging or new related website. Each individual is different, and it is our goal in to accommodate for the various needs of our students who enter this program. Students will be required to choose a path. Whichever path is chosen will influence the type of assignments and activities that each student will be given throughout the year. Below you will find descriptions and examples for each career path:

Theory Crafting

- The analysis of circumstantial and general factors in order to understand the decision making process of individualized and group players for the purposes of creating generally more favorable predictions, behaviors, and overall outcomes.
- The attempt to mathematically analyze game mechanics in order to gain a better understanding of the inner workings of the game

Analyst

- Are experts at taking information and using it to provide interesting stats or learn from it, either for a particular team, tournament provider, broadcaster or game developer.
- Team analysts usually work with coaches to generate strategies, analyse strengths and weaknesses, and communicate this to the players in order to get the best out of them. Sometimes a person will be responsible for both coaching and analyst duties.

Coaches

- Coaches work closely with the players, to motivate them, identify their strengths and weaknesses and make sure they are playing at their best.
- They will develop strategies and analyse opponents in order to win as many matches – and tournaments – as possible.
- Coaches may also be required to record videos of matches, watch them back, keep up to date with the game in question, make notes and arrange scrimms.

Event Planner

- Bring gaming events to life by brining in live audiences to compete and spectate the intense competition
- Manage the event details to meet the needs of the client

IT Support (All)

- Installing and configuring hardware, software, networks, game capture hardware, and broadcasting setups
- Monitoring and maintaining computer systems and networks
- Provide technical support

Streamer

- Are experts at taking information and using it to provide interesting stats or learn from it, either for a particular team, tournament provider, broadcaster or game developer.
- Team analysts usually work with coaches to generate strategies, analyse strengths and weaknesses, and communicate this to the players in order to get the best out of them. Sometimes a person will be responsible for both coaching and analyst duties.

Shoutcaster

- Shoutcasters are a big part of what makes online and in-person esports so engaging. They are the faces and voices behind the matches that provide in depth commentary on what the viewers are watching.
- It is your job to explain **why** and **how** while being able to incorporate energy and storytelling into their commentary.

Podcaster

- A live, weekly talk show that dives into the biggest news in esports as well as multiple industries related to eSports
- Will learn to use and be proficient in audio editing software

Journalist

- A journalist is someone who gathers and analyses information to create content that is in the public interest.
- Esports journalists may be required to write news stories, features, analysis articles, opinion pieces and match reports, as well as interview players and other people in the industry.
- Senior editors will usually be responsible for selecting which stories to cover, assigning tasks to different members of the team, and proof-reading and editing copy, including coming up with headlines and choosing the 'angle' of a piece – or what its main focus is.

Web Developer (All)

- The role is responsible for designing, coding and modifying websites, from layout to function and according to a client's specifications. Strive to create visually appealing sites that feature user-friendly design and clear navigation.

Fandom Art

- An art is artwork created by fans of a work of fiction and derived from a series character or other aspect of that work. As fan labor, fan art refers to artworks that are neither created nor commissioned or endorsed by the creators of the work from which the fan art derives.

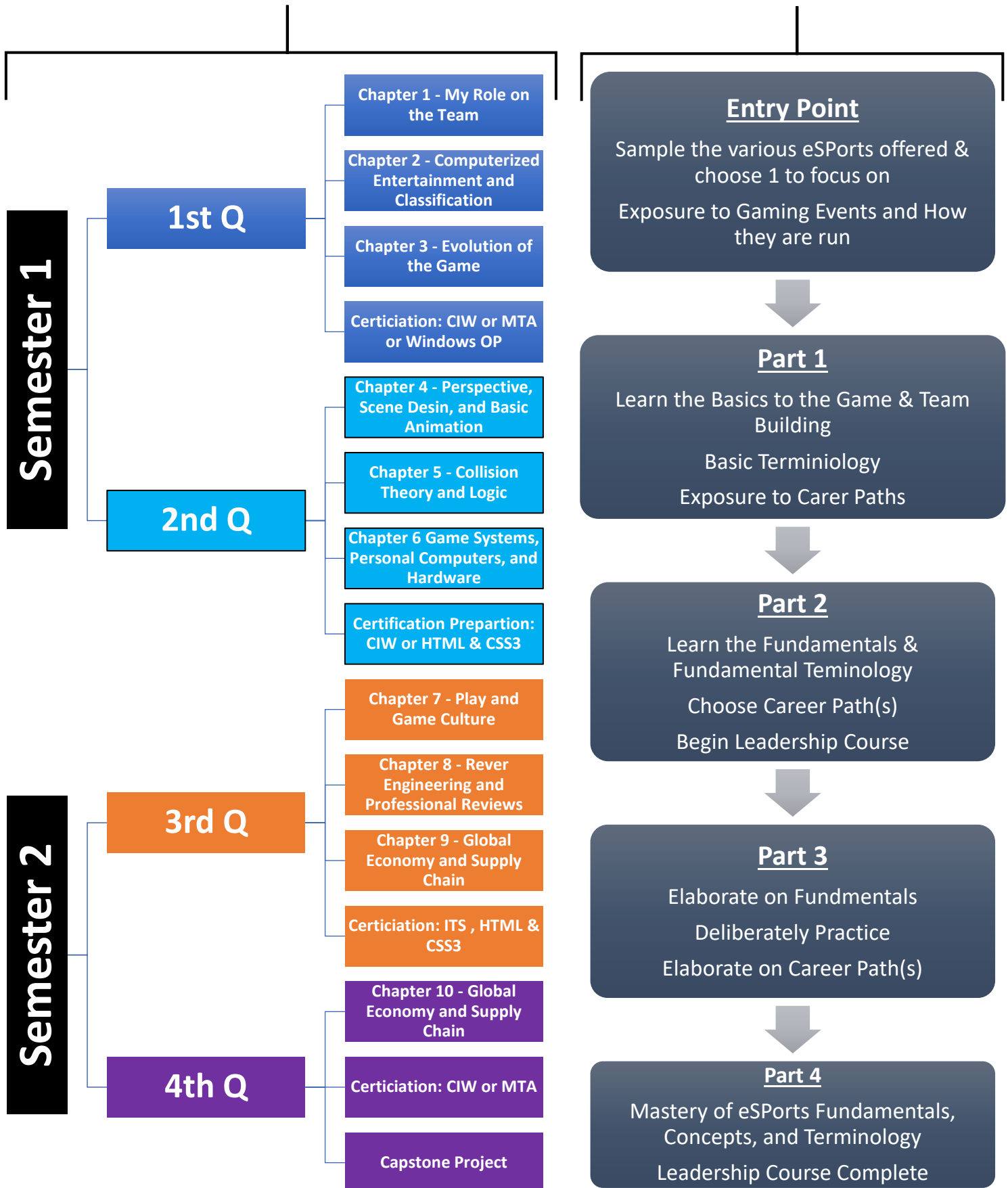
Marketing

- Figuring out the best methods and approaches in reaching a target audience in order to gain popularity and sponsors

General Course Outline - Foundations

Academia Focused

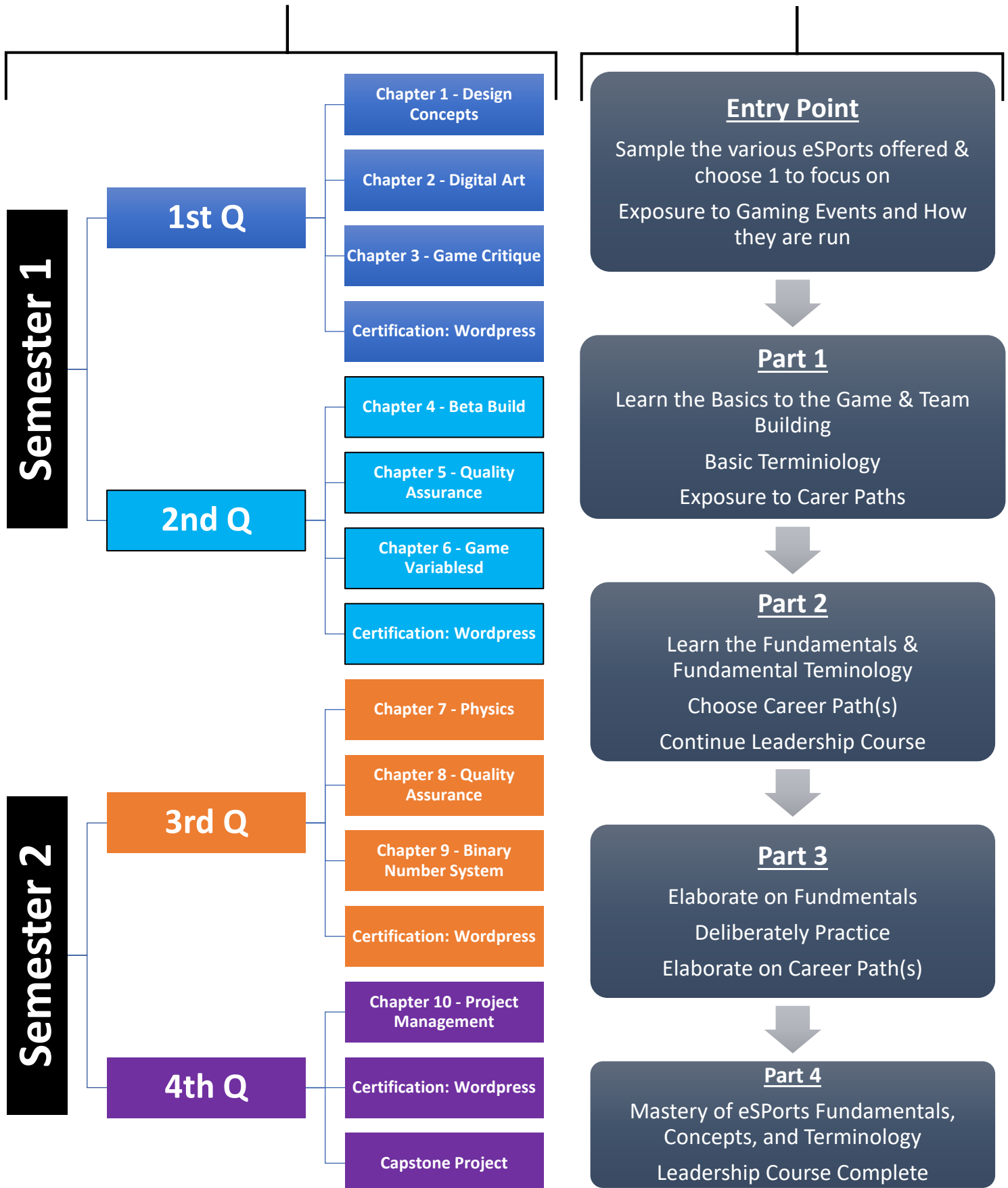
eSports Focused



General Course Outline - Design

Academia Focused

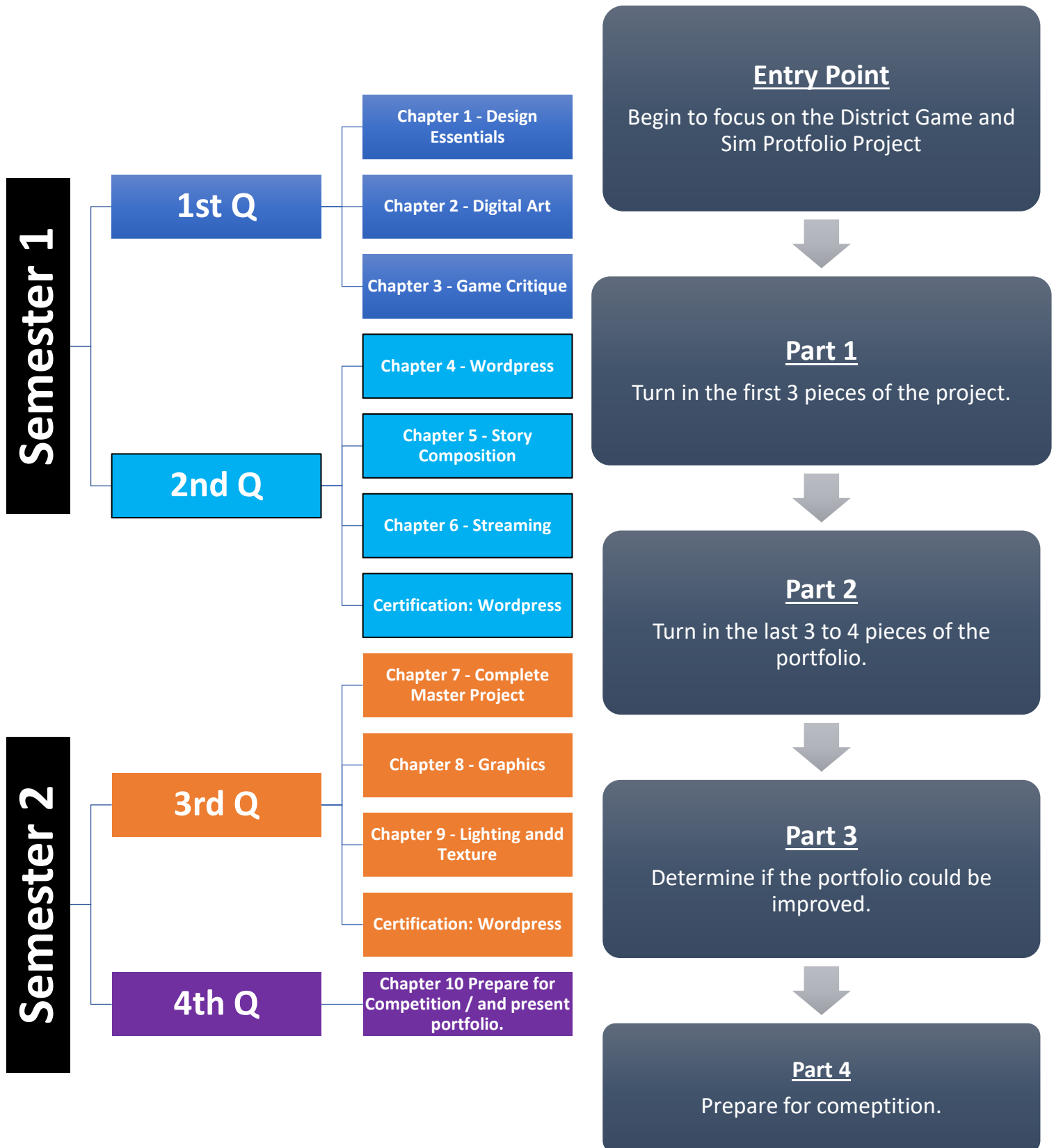
eSports Focused



General Course Outline - Artist

Academia Focused

eSports Focused



Rules & Procedures

For the below the “manager” is your instructor and students are “employees”. All policies not only follow district policies but prepare students for the world of work in a more realistic way by giving students more responsibility.

Food:

You can have food and drink in class just as if we worked in an office. Drinks should have a lid/cap, any food that could potentially spill/has crumbs should be eaten in the “break room” which is the table separate from the computers. Any trash, mess, or spills must be taken care of by the student. You are treated like an adult in this room, which means you take responsibility for everything you do. Gum is allowed but throw it in the trash when you are done- if it gets on the desk, seat, floor you must clean it up immediately and take responsibility for your own actions. However, no food or liquids are allowed on the desks next to any electrical equipment. Seeing as we are working collaboratively together with many around us at any given time, we must account for random accidental spills as much as possible and protect our equipment.

Bathroom Pass:

The bathroom pass is labeled based on policy of school. You do not need to ask to use the restroom, if the pass is there take it and go. Just like in industry, you would not ask your manager to use the restroom; you go and come back once you are done. Just like in industry, if your manager notices you are leaving for longer than usual times or multiple times in a row there will be a discussion about the issue- use your judgement and be responsible for yourself and your time.

Phone Rules:

School policy states that no phones may be out in any class. Your phone should be left at home or put away in your backpack except during lunch. If a parent needs to reach you during the day they may call the front office or send me a message via Canvas or email.

Equipment:

You are responsible for the desk, chair, and electronic equipment at your workstation. Respect it and treat it like your own, just as if you were on the job. If equipment does break due to misuse it should be replaced by the student.

Bullying:

Support one another in class and online. Bullying is too common these days and this class acts as a close-knit community and almost family environment. If someone is dealing with bullying at school or online out of school- take the initiative to talk to him or her, give support, report it. Someone bullying you? Talk to guidance or me, report it through the district website, and/or ask a classmate for help- do not stay silent. This class is ran like a workplace so there is no tolerance for bullying. In industry, bullying or harassment (online or at work) means immediate termination of employment. Bullying is the one thing besides fighting **that I will not tolerate** without any exceptions. I am here to ensure everyone has a good experience in my class and at this school. Along that same note- celebrate weirdness. There is no such thing as normal and in the IT and gaming industry this cannot be more accurate. Differences are a good thing in the industry and often lead to many team members working closely together because they bring several unique perspectives to the project.

Disciplinary Action:

This class is running like a business; therefore, consequences follow the same routine as industry.

1. First Instance: Just like at a company you will first get a verbal warning (this will often be a casual discussion; I will not talk down to you because you are my equal but I will let you know what the expectations are just like a manager in industry would).

2. Second Instance: written warning. This will vary from a word document clarifying expectations or a referral if more severe. Written warning could also include parent contact, if necessary, which would be the equivalent of me contacting your department head in a company.
3. Third Instance: This consequence depends on the issue and discussions we have had in the past. For Armwood High School, you would be put on probation and must meet all expectations to remain in the game and simulation program (in industry this is often called “probationary” employment). This consequence could lead to removal from the program if probationary expectations are not met, this is when a company would generally “fire” or terminate employment. This means you will be excluded from certain activities until you have completed some form of make-up to account for your actions.

Armwood High School Quality of Work Expectations

Expectations:

Begin to work towards thinking for yourself, critical thinking, and problem solving. Instead of instantly going to your teacher or parent, you will first exhaust other resources, starting with Google and forums for that particular software/industry then classmates. Always try to think of your teacher as a manager in industry- they are there to facilitate and clarify project expectations, but they are not there to do your job. The more you do research and solve problems on your own the more likely you are to remember it. If the instructor walks you through each task you will follow along and never remember what was done.

Finishing Early:

If you finish early, it is not time to play a game or watch YouTube. The first recommendation is always typing- your goal should be 45 words per minute and there are several free sites you can use. If you already type quickly you can work on a tutorial of your choice, and extra credit assignment, researching for your eSports tournament, side quest, read a book, or play in one of our software programs.

****This policy goes back to the real world of work. If your manager sees you on YouTube videos or games they will assign you more work, not allow you to do nothing because you finish up a project early. They will also most likely give you a warning which could lead to being fired. Suggestion- I encourage all of you to consider reading a book when you finish early- it can be anything you are interested in and reading is a skill that cannot be underestimated. It is necessary in every industry and reading for fun is a great way to improve comprehension.**

Constructive Criticism:

Constructive criticism comes after major projects. Students will pair up and offer constructive criticism and advice. It should involve suggestions for improvement, not just criticism. The process begins by reviewing project requirements, playing the other student's game/viewing their project, and taking notes as needed. When giving feedback- be specific, accurate, offer suggestions, and how they can get started on those suggestions. A good example of constructive criticism is: “Your overall design needs some work; I noticed your player does not have animation and your background seems cluttered. A good way to reduce clutter is to use a tile set instead of a photo background and animation can be achieved by use a sprite sheet.

Group Work:

We will split into roles based on interests (programmers, artists/designers, project managers, etc.). Project Managers will interview prospective employees and choose one member from each role. Employees have to meet their role requirements. If they do not, they will be fired from the group. Being fired means that individual student must start the project over and complete it, on their own. A student can be fired by receiving a verbal then written warning. Written warnings will explain what they need to do to remain a part of the group and the date they must do it by. Once a member is fired Mr. Newfield will be provided the documentation so he can split that student off from the overall grade. Students will also complete an assessment of their group members work and efforts at the end of each project.

Capstone Project (Second Semester)

While we know that not everyone will be able to program a full simulated game, since this class is tied to our eSports program, we will accomplish this project in several ways. During the second semester you will have due dates based upon **One Collective Team Project.**

Determination of this project and how it will look like will occur during the second semester. We will meet as a team to roll out One Project. Roles on the team will be determined and a due date will be determined during the 4th quarter. Milestones will be placed on the wall, and everyone will determine everyone's capstone project grade. Failure to produce a piece of the project will negatively affect the final project and presentation to the Foundations class.

The collective goal is to present this Game, Digital Art, Marketing, Game Documentation, a Written Article, and a Podcast / Shout cast to the Foundations classes. If you are a senior, failure to accomplish this project will not allow you to be exempt from the 2nd Semester Exam.