

Guide for Esports-Gaming Club and Intramural Program: Planning and Implementation





Acknowledgements

This guide is developed to support the vision of providing access and experience of esports gaming to all students as a welcoming, engaging, and positive community that emphasizes digital citizenship skills.

Thank you to Dell Technologies and Advanced Learning Partnerships (ALP) staff and several school educators who gave feedback through review cycles.

Thanks for contributed example by Laurie Lehman and Aaron Jaramillo of Albuquerque Public Schools.

Thank you to the ALP Esports Development & Design Team for shaping and refining this guide:

- John McCarthy
- Myla Lee
- Madeline Black

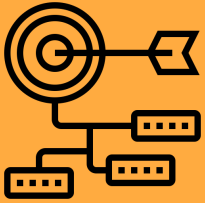
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CONTENTS

Click on the image/text to go to that section of the ebook.

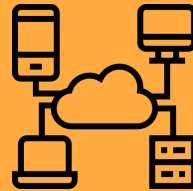
Guide Overview



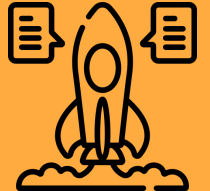
Prepare and Align to School
Mission, Vision, Values, and Goals



Prepare for a Positive
Community Culture



Prepare the Technology



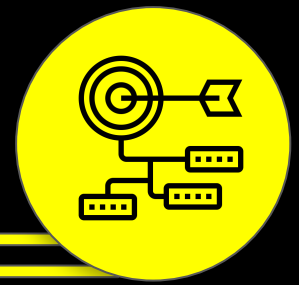
Prepare the Launch



Resources



PREPARING AND ALIGNING TO SCHOOL MISSION, VISION, VALUES, AND GOALS

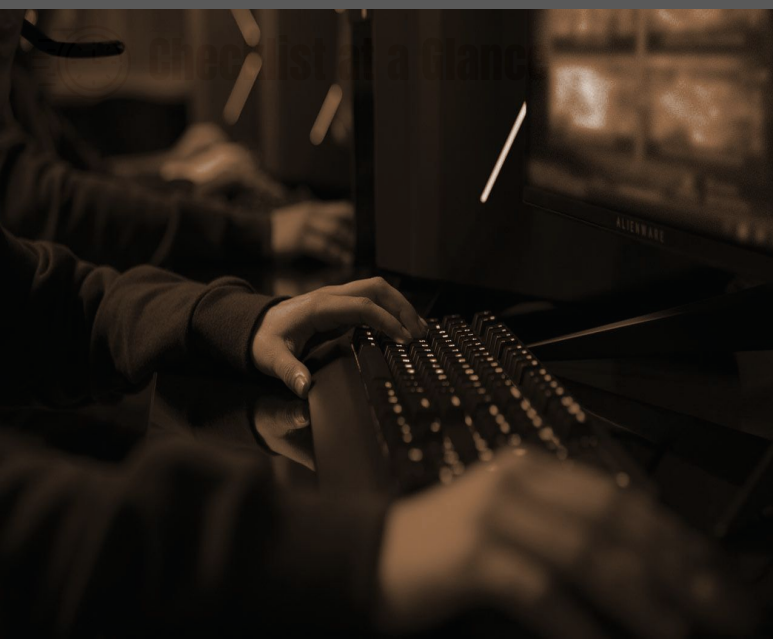


These first steps are critical towards the success and longevity of the program. Aligning esports to the school's purpose statements helps for communicating to all stakeholders the value that the esports program holds towards developing graduates who go on to successful experiences in careers and colleges. Keep the end in mind that esports is more than playing games. Like with traditional sports and clubs, esports is a means to leverage excitement about play for learning important values and skills such as digital citizenship and global professional skills, which are transferable to the academic classroom and post-graduation opportunities. These first steps enable getting support for the program from influencers and decision makers for future funding and resources.



Guiding Questions with the End in Mind

- How can students learn digital citizenship skills that align with the school's purpose statements?
- How can the club promote values held for developing future graduates?



Available Resources

- Alignment to School Purpose Planning Guide

Guide Overview



Planning and implementing an esports club with or without intramurals has some unique needs, which are addressed in this guide.

However, anyone with experience managing and running a school club will find much familiarity and have crossover skills for sponsoring an esports club. Some of the best clubs involve giving students agency and voice in the shaping, promoting, and running events and activities. As the club sponsor, facilitation, listening, collaboration, and coaching are some of the best skills you bring to the table. If you build the esports club with students, many more will join.

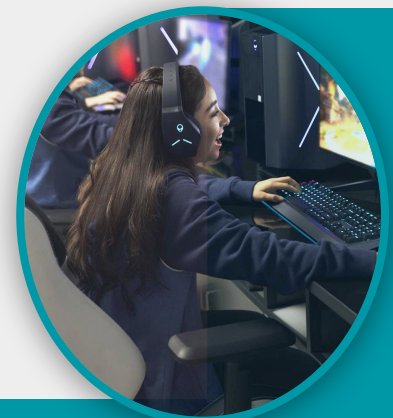
PURPOSE AND VALUE

Esports clubs are more than just playing games, which they are already doing at home. Important benefits for having a formal school club for esports is to build digital citizenship skills, as described in the [ISTE Standards for Students](#), and [global professional skills](#) that can serve students in classes and in post-graduate pathways through [jobs and colleges](#).

Not surprisingly, the best teams use good communication and collaboration skills, along with problem solving around their strengths and weaknesses to overcome their opponents. Players with average skills in these areas are more subject to gaming mistakes and static growth because they have not learned how to communicate in ways that uplifts teammates or reflect on where their opportunities to improve with a healthy growth mindset. Esports clubs are a safe space where students are motivated to improve their gaming skills, through formalized focus on digital citizenship and global professional skills. The results can be gamers who are happy with their improved play performance, while also transferring those skills to their classes.

Another important advantage of esports clubs is that it expands access to all students. A Pew Research Center study (Anderson and Jiang, 2018) found that [97% of boys and 83% of girls play video games](#). Many students are engaging into esports experiences, and express feeling connected to the school community ([Steinkuehler, C. etc, 2020, pg.5](#)). The social and emotional impact of students' perception of feeling included in the school culture cannot be overstated.

It's time to expand your esports community opportunities through designing the esports club!



CHECKLIST AT A GLANCE



Use this checklist to complete the steps for designing and implementing a strong and purposeful esports - gaming club. Each section focuses on important building blocks that help ensure a strong launch and lasting program. Resist the temptation to skip over the planning steps and just open doors for business. Our experiences show that early planning helps to build a strong framework that anticipates needs by the community and students, and reduce potential problems that might derail the program or create missed opportunities.

Each section focuses on an important component for a club that provides students a positive and engaging community for gaming and learning digital citizenship skills. Use the guiding questions that frame each section to guide the shaping of the club experience. While most of the steps should be followed in the order that they are presented, “Preparing the Technology” can be done simultaneously with “Preparing for a Positive Community Culture”.

Prepare and Align Esports to School Mission, Vision, Values, and Goals

Guiding Questions for the End in Mind

- How can students learn digital citizenship skills that align with the school's purpose statements?
- How can the club promote values held for developing future graduates?

Prepare for a Positive Community Culture

Guiding Questions for the End in Mind

- How can students be involved in the planning design to ensure that the culture and activities are engaging and meaningful for their peers?
- How can we ensure that all students feel welcome, valued, and encouraged to join and participate?



CHECKLIST AT A GLANCE



Prepare the Technology

Guiding Questions for the End in Mind

- What are the essential needs to ensure that students have equitable access to equipment and opportunities to participate in all activities?
- What equipment and education is required for students to participate in the different career areas of video content production?

Prepare the Launch

Guiding Questions for the End in Mind

- How can students be engaged in defining and shaping a positive culture that promotes the program's purpose?
- How can gaming experiences be used to support building digital citizenship skills?
- How can student voice be encouraged and valued for future planning of activities and events?
- What review cycle will be used to monitor, measure, reflect, and revise the program experiences based on student input?





Resource: Checklist at a Glance



ESPORTS PLANNING AND IMPLEMENTATION CHECKLIST AT A GLANCE

Prepare and Align to School Mission, Vision, Values, and Goals			
Step	Completion Step	Due Date	Completed
1.	Create an Alignment to School Purpose Documents		
2.	Define the Club Purpose		

* * *

Prepare for a Positive Community Culture			
Step	Completion Step	Due Date	Completed
3.	Conduct a Student Interest Survey		
4.	Send Informational Email - Announcement		
5.	Run an Informational Session for Students		
6.	Design a Plan for Recruitment that Explicitly Addresses Inclusivity (review the checklist)		
7.	Design and Share a Gamer Code of Conduct		
8.	Design with Planning Committee with Student Members (review the checklist)		

* * *

Prepare the Technology			
Step	Completion Step	Due Date	Completed
9.	Plan for Equipment Needs - Logistics		
10.	Streaming and Recording Production		

* * *

Prepare the Launch			
Step	Completion Step	Due Date	Completed
11.	Launch the Club (Review the 1st set of sessions in the appendices)		



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Create an Alignment to School Purpose Documents



Envision how the club supports the district/school's purpose statements.

An esports and gaming club has the potential to provide students with learning experiences through structured play to grow strong digital citizenship skills (ie. ISTE Standards for Students). It is beneficial to explain how the club aligns and supports the ideas expressed in a school's mission and vision statements. Such communication helps school and community leaders and decision makers understand and support having an esports club.

Common connections might include:

- Providing students with a safe and welcoming environment to interact with peers.
- Building skills in communication, collaboration, and problem solving that are transferable into academic courses and subjects.
- Nurturing student agency skills that gives students confidence to self-advocate for their needs.
- Participate in opportunities to support others to grow as individuals and as a community.



Create an Alignment to School Purpose Documents



Alignment to School Purpose Planning Guide

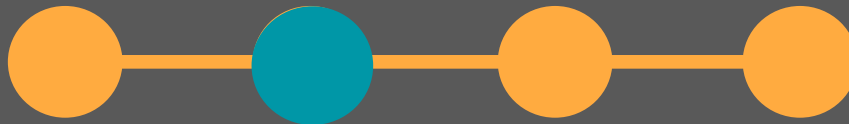
In the first column, insert the purpose statements (mission, vision, values, and goals) as applicable. In the adjacent row of the second column, explain how the esports/gaming club experience will support the purpose statement in the same row. Digital citizenship, college and career readiness skills, and [ISTE standards for Students](#) are possible connections to make. Review the examples on the following pages.



PREPARE FOR A POSITIVE COMMUNITY CULTURE



As referenced in the overview, there is data that supports the positive impact that esports can have on students' lives as part of the school community. Such results take careful planning and communication with different stakeholders. The following steps intentionally keep stakeholders as students and parents informed of the program and address key concerns that may exist, such as what types of games will be played and how will students be kept safe, engaged, and feel connected. Other stakeholders should be kept informed and their voices heard so that advocates and resources can be developed to support the program.



Guiding Questions with the End in Mind

- How can students be involved in the planning design to ensure that the culture and activities are engaging and meaningful for their peers?
- How can we ensure that all students feel welcome, valued, and encouraged to join and participate?



Checklist at a Glance

- Conduct a Student Interest Survey (1 hour dev + 5-7 days to implement)
- Send Informational Email Announcement (30 minutes)
- Run an Informational Session for Students (30-60 minutes)
- Design a Plan for Recruitment that Explicitly Addresses Inclusivity (1-2 hours)
- Design and Share a Gamer Code of Conduct (1 hour)
- Design with Planning Committee with Student Members (Ongoing)



Available Resources

- [Sample student survey questions](#)
- [Sample communication letters](#)
- [Sample communication agendas](#)
- [Recruitment planning checklist](#)
- [Sample Gamer Code of Conduct](#)



Resource: School Purpose Planning Guide



School Purpose Statements	Esports/Gaming Club Connection
Mission:	➔
Vision:	➔
Values:	➔
Goals:	➔





Esports Purpose Statement



School Purpose Statements	Esports/Gaming Club Connection
<p>Mission: Aldine ISD will provide a rigorous and enriching educational experience that prepares every student for success in college, career, and life.</p>	<p>Esports provides rigorous educational experience for all participants by embracing diversity and inclusion. Esports enriches the whole learner through developing global professional skills, such as collaboration, communication, problem solving and empathy, which are transferable to their success in academics while supporting college, career and military readiness (CCMR).</p>
<p>Vision: All Aldine ISD students will receive a dynamic and unparalleled education that guarantees choices and opportunities today and in the future.</p>	<p>Esports provides an avenue to expand opportunities and choices to ALL students through clubs, courses, intramurals, and competitive teams. Esports gives access to more students to feel connected to the school culture and creates opportunities to develop skills with Digital Citizenship, based on the ISTE standards for Students. Such digital citizenship skills support students' growth for today, tomorrow and into the future (CCMR). A formal esports program enables sponsors and coaches to mentor students on positive and productive behavior that supports a safe and inclusive community for all (Steinkuehler, 2018) to collaborate, communicate, problem solve, compete, build resiliency, and have fun .</p>
<p>Values: We are engaged. We are engaged and invested in our community and use that momentum to build purposeful relationships among our team, families, schools, and partners to foster growth for all students.</p>	<p>Esports provides the expansion of including all students and families in our community and fostering new purposeful relationships with business and academic partners. Potential opportunities include mentoring, job shadowing, and internships based on student interests and practice of digital citizenship skills. Families, local businesses, institutions of higher learning, and the military share an important role in the development of students' global professional skills through informal and work experiences. In addition, esports provides more opportunities for other relationships previously not considered to be engaged in the investment of the Aldine community.</p>
<p>Goals: All students will graduate college and career ready.</p>	<p>Our esports program includes a focus on explorations of career opportunities and pathways through colleges and industries. There are many types of careers that students can enter after graduation that include getting a college degree or entering directly into careers, usually having completed certifications and/or internships. Scholarships and internships are positive pathways for students to explore esports careers.</p>





Esports Purpose Statement



Albuquerque Public Schools Esports is committed to providing an environment that reflects the values of diversity, equity, and inclusion. We believe these values are necessary and important to our program and to student success.

- **Diversity:** We are dedicated to increasing, accepting, and including diversity in our clubs, teams, and all other esports related programs.
- **Equity:** We are dedicated to providing an environment and experience to equip all students with the access, support, and opportunities necessary. This may mean that provisions can vary depending upon student need.
- **Inclusivity:** We are committed to providing an inclusive environment where participants feel welcomed, valued, and accepted.

APS Esports is committed to these values that we believe will prepare and propel our students forward as caring individuals and global citizens. As such, we are committed to providing a friendly, safe, welcoming, and fun environment for all gamers and staff, regardless of gender, sexual orientation, disability, ethnicity, or religion.

Through the esports programs, including clubs, teams, academic courses, students will develop strong Digital Citizenship skills (ISTE), a strong sense of belonging in a genre that they identify with, expand their knowledge and expertise with college and career readiness regarding the esports industry, and enjoy the benefits of casual and competitive play.

We believe that our students can build Digital Citizenship skills (ISTE) to Navigate Global Opportunities

The esports program offers, through its varied options, ongoing exposure and experiences for student-gamers to build important skills for navigating the gaming world and the wider digital world for academic and professional purposes. Communication, collaborative problem solving, and empathy (SEL) are some of the important skills for students to master, which are transferable from gaming to academics, colleges, and career opportunities.

We believe that our students thrive from a Sense of Belonging within the APS Gaming Community

Esports offers a way inside the school community that groups of students find themselves welcomed into for the first time in their academic career. National studies demonstrate that esports programs can engage students who might not have felt connected to the formal school community. Our own internal student surveys strongly support this value for a sense of belonging. Like traditional sports and activities, such connections can engage students into participating in class and with peers. Esports is their conduit for sharing in the school experience.

We believe in leveraging College and Career Readiness regarding the Esports Industry

Esports offers multiple pathways for opportunities in colleges, technical training, and careers. Our program includes different ways for students to engage based on their interests and their relationship with gaming and esports. From competitive play, storytelling, production, journalism, and business, avenues into esports can empower and motivate students in their academics as formal connections and paved avenues are grown for them to explore and pursue.

We believe in the Benefits of Casual and Competitive Play towards Personal Growth

The joy of play creates a safe space for student-gamers to engage in common interests with others and build networks of possible friendships and colleagues. Playing esports games are ways to build students' confidence in themselves and others through reflection, patience, and a growth mindset. The formal structures of a school program can leverage impactful results by staff and students with peers.



Define the Club Purpose



Completing the alignment to the school's Purpose documents leads to this important step. Keeping the end in mind based on the purpose alignment done in the previous step helps guide all decisions about shaping and growing the club in the present and future. Be inspired by what the club experience can do for the participants for digital citizenship skills such as communication, empathy, and growth mindset. Empower the students on your team to reflect and craft the club's purpose.

Here are considerations when your team is creating a club purpose:

1. Share and explain what the team values for a positive and welcoming community.
2. Address how digital citizenship skills will be promoted and grown as keys to success in gaming, academics, and life.
3. Identify how the club will promote fun and learning as a gamer and in life.



Reflections for Completion

Which Esports related values and skills align most closely to your school's vision for graduates?

How would you summarize your club's purpose in a 30 second elevator speech?



Esports Club Purpose Statement



The club is a community that supports all students and staff to foster and support a safe and fun environment for casual and competitive play and to explore the world of esports and gaming for college and career opportunities.

To this end, we expect all members, including staff and students, to support and model the following expectations:

1. Build positive relationships regardless of race, identity, or other social/ideological factors.
2. Participate in a collaborative, safe, and inviting environment
3. Empower students to express themselves as leaders and/or independent dreamers for personal goal setting.
4. Develop and strengthen skills that improve skills in gaming and academics, including communication, innovation, and collaborative problem-solving.
5. Practice positive digital citizenship so that gamers best represent themselves and the school through appropriate positive and reflective communication with others in games, classes, and communities.
6. Explore opportunities regarding colleges and careers that reflect the student-gamer's interests.



Design and Share a Gamer Code of Conduct



The gamer code of conduct is a guide for students to follow based on a list of core values that everyone agrees to follow and support as part of the club. Can also be used for intramural and team programs. Refer to your club's purpose and alignment to the school's purpose documents, discussed previously.



Here are some example topics to consider:

- I agree to be respectful, patient, and supportive with myself and others. Playing games can sometimes be a rollercoaster ride of highs and lows. However, our treatment of others and ourselves can be a smooth road if we choose. Esports and gaming is about having fun and growing as a player and as a person. Be one of the reasons why our fun gaming community is positive and supportive.
- I agree to be welcoming of everyone without judgment or opinion of why they are and represent. Our gaming community is supportive and fun because we accept everyone for who they are AND embrace the diversity of backgrounds, personalities, and perspectives. What matters is that we grow together as a community of gamers.
- I agree to advocate for others and accept help from others. Gaming worlds can be toxic at times. That does not mean that we have to accept such behaviors towards others. Silence supports the trolls and bullies. Speak up for your club members. Sometimes we also need others to have our backs. Speak up for yourself by asking for support. We are strong together.

Additional references: [one](#) - [two](#) - [three](#).





Gamer Code of Conduct



Gamer Code of Conduct

This code of conduct outlines our expectations for behavior by gamers, staff, and guests. Please review and reflect on the details that follow. All determinations of appropriate or inappropriate behavior are reviewed and decided on at the sole discretion of the esports staff/sponsors, and also a student committee where established.

We are committed to providing an environment that reflects the values of diversity, equity, and inclusion. We believe these values are necessary and important to our program and to student success.

- Diversity: We are dedicated to increasing, accepting, and including diversity in our clubs, teams, and all other esports related programs.
- Equity: We are dedicated to providing an environment and experience to equip all students with the access, support, and opportunities necessary. This may mean that provisions can vary depending upon student need.
- Inclusivity: We are committed to providing an inclusive environment where participants feel welcomed, valued, and accepted.

The esports program is committed to these values that we believe will prepare and propel our students forward as caring individuals and global citizens. As such, we are committed to providing a friendly, safe, welcoming, and fun environment for all gamers and staff, regardless of gender, sexual orientation, disability, ethnicity, or religion.

Gamer Instructions for completing and submitting this Code of Conduct

- Students must initial each box to show understanding and agreement.
- Both students and a parent/guardian must sign at the bottom to show that they agree to follow and support the gamer codes.
- Turn in the signed copy to the staff who is sponsor of the club/team/program

You may submit a physical copy or the digital form based on options provided by the organizing staff member.

I agree to stand up for fair treatment by others and myself

Stand up. Speak up. Everyone should be treated fairly. If you see or hear concerning behavior, choose an option that shows you care for a healthy team/group culture:

- ✓ Say something to those involved. Maybe they don't realize the effect of their actions.
- ✓ Say something to the staff. They can help those needing coaching about their behavior and ensure that those treated poorly are okay.
- ✓ Say something to the person being treated unfairly. Encourage them to do one of the above.
- ✓ **Do not stay silent.** Silence implies that you support the poor choices that can create an unfair culture.

I agree to be welcoming and inclusive of others.

Fun and positive relationships is our goal through gaming. Help everyone to feel welcomed and included. You and everyone else deserves to be part of the group. No one discriminates because of backgrounds, gender identity, experiences, or other. We're happy that you are contributing to this positive culture.

I agree to represent myself and the group through respectful and positive actions in my words and deeds towards others and myself.

You are an ambassador and role model for others to copy. Make your legacy memorable for your professional behavior. Gaming should be fun. Show patience and support of others. Avoid actions that put others down or make them feel bad. Avoid trolling, Inting, Raging, or Negative Spamming. If you are angry about your own play or that of others, take a breath, step away from the game, chat with a staff member or friend. When you're ready, join back into a new game with a fresh start.

I agree to practice and grow my communication with others.

In both casual and competitive play, communication is key to success and fun. Share in-game information such as location of opponents or recommend strategies. Encourage others when they show frustration. When asked a question, give helpful answers.

I agree to use recommended Digital Citizenship strategies for staying safe and keeping others safe.

Keep your and anyone else's personal information private. Esports matches can happen against anonymous players from outside of your school. While staff do their best to monitor games, the best way to stay safe is by doing the following:

- ✓ Mute chat: Chat is rarely needed for game related communications when pings and other tools are available. Microphones may only be used between players in the club or team that you belong.
- ✓ Do not share any personal information. Giving anonymous players personal information puts everyone at risk. The focus should be on the game play. If an anonymous gamer shares or asks for personal information, immediately notify staff.
- ✓ Play the game with respect, patience, and professional behavior. Your actions reflect yourself and others in a digital world. Treat others with respectful behavior as you would those you care about.
- ✓ Use usernames that do not give away personal information. Better ensure that players take your gameplay seriously by avoiding distracting usernames that might be seen as inappropriate.

Signatures

Student Name (Print): _____ Date: _____

Student Signature: _____

Parent/Guardian Name (Print): _____

Parent/Guardian Signature: _____ Date: _____





Conduct a Student Interest Survey

Gage student interest in participating in an esports - gaming club through a concise survey. Including their voice offers data for shaping a structure and experience that they will appreciate.

Some questions might include:

1. Are you interested in participating in a club where esports and digital games are played with other students?
2. Which qualities in an esports - gaming club interest you (check all that apply):
 - a. Meeting and playing with other students who share the same interests: gaming
 - b. Making friends
 - c. Exploring games and talking with other students without feeling judged.
 - d. Playing casual games.
 - e. Playing competitive pvp games.
 - f. Creating game content through video production
 - g. Being part of a supportive team when playing games
3. What kinds of games do you like to play (check all that apply):
 - a. Open sandbox, ie. Minecraft.
 - b. Fighting games, ie. Super Smash Brothers
 - c. Moba team games, ie. League of Legends, Smite, and Dota II
 - d. Speedrunning, ie. Super Mario World, Mario Cart, Overcooked, Donkey Kong, Pacman
 - e. Sports, ie. Rocket League, NBA 2K
 - f. Other: "Text box"
4. Would you be interested in being part of the club planning committee?
 - a. Yes, I would like to.
 - b. No, thank you.

References of Survey Questions:

- [IVC College](#)
- [Bellarmine University](#)
- [Milwaukee Recreation](#)
- [WVU Potomac State College esports team survey](#)





Gamer Interest Survey



As part of the gaming community, we need your experiences and insights to help build the best possible esports-gamer club for our school. Please complete the following survey. Completing the optional text boxes is your way to have the greatest influence on what becomes our club. Thank you for your participation.

1. What grade are you in?
 - a. 6th grade
 - b. 7th grade
 - c. 8th grade
 - d. 9th grade
 - e. 10th grade
 - f. 11th grade
 - g. 12th grade
2. What gaming equipment do you use?
 - a. Gaming console
 - b. PC
 - c. Mac
 - d. Mobile (tablet or phone)
3. Are you interested in participating in a club where esports and digital games are played with other students?
 - a. Strongly Agree
 - b. Agree
 - c. No sure
 - d. Not interested
4. Which qualities in an esports - gaming club interest you (check all that apply):
 - a. Meeting and playing with other students who share similar interests in gaming
 - b. Making friends
 - c. Exploring games and talking with other students without feeling judged.
 - d. Playing games for casual fun.
 - e. Playing games for competitive fun.
 - f. Creating game content through video production
 - g. Shoutcasting games played by others
 - h. Being part of a supportive team when playing games
 - i. Help organize and run esports/gaming events
5. What kinds of games do you like to play (check all that apply):
 - a. Open sandbox, ie. Minecraft.
 - b. Fighting games, ie. Super Smash Brothers and Brawlhalla
 - c. Moba team games, ie. League of Legends, Smite, and Overwatch
 - d. Speedrunning, ie. Super Mario World, Mario Cart, Overcooked, Donkey Kong, Pacman
 - e. Sports, ie. Rocket League, NBA 2K, Madden Football
 - f. Other titles: "Text box"
6. Which specific game titles are you interested in (check all that apply):
 - a. Minecraft
 - b. Super Smash Brothers
 - c. Brawlhalla
 - d. League of Legends
 - e. Smite
 - f. Overwatch
 - g. Mario Cart
 - h. Rocket League
 - i. NBA 2K
 - j. Madden Football
 - k. Other titles: "Text box"
7. What day(s) of the week would you attend a club session (check all that apply):
 - a. Monday after school
 - b. Tuesday after school
 - c. Wednesday after school
 - d. Thursday after school
 - e. Monday before school
 - f. Tuesday before school
 - g. Wednesday before school
 - h. Thursday before school
8. Would you be interested in being part of the club planning committee?
 - a. Yes, I would like to.
If yes, please share your name and email address to be contacted: "text box"
 - b. No, thank you.
9. What advice would you give us as we plan to best make the club successful?
"Text box"



Send Informational Email - Announcement



Create and send an email that introduces the club, including purpose, link to the student survey, and announcement of the date for the forthcoming information session.

Student-focused email

This email shares the opportunity to be part of a club that supports positive and fun interactions, leadership opportunities, exploration of the wide fields of gaming, and to have fun. Encourage all interested students to complete the survey to give their input about the club. An option is to make the survey completion the ticket for attending the informational meeting.

Parent-focused email

This email could be the same one sent to students. Or, the email could include assurances and context that would interest them. Some talking points might include:

- Safety and security of the gaming experience.
- Teaching professional skills that students can use in courses and jobs, such as communication, collaboration, and critical thinking.
- College scholarships and job opportunities available in the industry. It's not just being a professional player.
- Opportunity to build lasting friendships.





Student Information Letter:

Hello Students,

Do you like to play video games like Minecraft, Rocket League, League of Legends, Madden, or Super Smash Bros? Do you enjoy getting together with friends and others who share a common interest in video games? What if the school offered a club where you could play esports games with casual and competitive options?

We are starting a club for esports and gaming titles. We'd like you to join us in this fun and exciting opportunity. Your help is needed to give input into the shaping of the club so that everyone feels welcome and invited to participate.

Come join our informational session to learn more about the club and to give your input about what would make an awesome experience. Come alone or bring a friend. We are excited to start this new adventure!

Sincerely,





Dear Parents/Guardians,

We'd like to announce the grand opening of the Esports-Gamer Club. Many students have asked for this opportunity. After researching the impact of esports in schools, now seems an important opportunity to offer this option. A PEW study found that 97% of males and 84% of females indicated that they play electronic games. Another study found that 47% of students nationally join an esports organized school event as their first time engaging in any school events. In our own internal survey, students currently in esports were unanimous in sharing the value of having a safe space to meet new people, make friends, and interact with others who share a common interest.

For these reasons, we will be starting an esports club where students can play games in a casual atmosphere whether it be for informal or competitive experiences. The club activities will be more than just playing games. There will be formal activities where students are interacting with each other and learning about positive behaviors that professionals in esports and other industries use. Some experiences will include exploring college and career opportunities in esports to expand students' knowledge about how many traditional and non-traditional occupations are part of the esports industry, such as business, accounting, health and wellness, and social media.

All games played will be based on the ESRB rating of Teen or lower. Current games under consideration include:

Minecraft, Rocket League, League of Legends, Super Smash Brothers, Madden Football, Smite

Please join us for an information session where we'll share more about the club. We welcome any questions you have.

Look forward to having you attend. Please contact me with any questions.

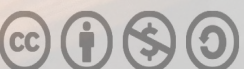
Sincerely,



Run an Informational Session for Students



- ❑ Use the meeting to share the overview and purpose of the club, including expectations.
- ❑ Use the time to collect ideas and perspectives from the students as if they were a focus group.
- ❑ Scan the participants for participation via diversity across ethnicities, gender identities, and others. If the representation does not reflect who is part of the school community, then use that information to calibrate how to recruit for all groups.
- ❑ Invite interested students to join the planning committee.
- ❑ Optional: Invite parents and guardians to attend as well; or, have them attend a separate session if the need is identified.





For Student:

Meeting Agenda

1. Introduction and Icebreaker
2. Esports Club Overview
3. Activity: What makes for an amazing club experience?
4. Questions and Answer Session
5. Next Steps: Complete the Interest Survey

For Parents:

Meeting Agenda

1. Introduction
2. Esports Club Overview
3. The value of Esports for Students
4. Questions and Answers
5. Closing Thoughts



Design a Plan for Recruitment that Explicitly Addresses Inclusivity



Consider and explicitly revise the messages used for recruiting students based on gamers who may experience higher levels of toxicity in the gaming community. The messaging should help students to understand that this program IS different and is conscientious about welcoming and supporting everyone. Some groups might include girls, sexual orientation, ethnicity, and gender identity.

One place to start is to review the school or district's statements that define equity and inclusion. Following the checklist, review the statement developed by Albuquerque Public Schools on Diversity, Equity and Inclusion in APS Esports.

Additionally, here are some general examples:

- [University of Michigan - Diversity, Equity & Inclusion](#)
- [Board of Education Guidelines for Ontario CN](#)





Resource: Recruitment Planning Checklist



Step	Completion Step	Due Date	Completed
1.	Establish a statement of belief for Inclusivity for Esports		
2.	Reflect on the Inclusivity for Esports statement to ensure group consensus for common understanding.		
3.	Develop a clear message of the group's beliefs and intent for the esports culture.		
4.	Send the message to all students as part of the invitation to join		
5.	Develop a plan to directly connect and communicate with those who might otherwise might not explore their interests in esports.		
6.	Execute the plan for direct communication.		
7.	Develop a plan for leveraging students and staff to follow-up with personalized conversations for recruitment.		
8.	Execute the plan for personalized communications for recruitment.		
9.	Review and reflect on results from the above steps. Adjust the plan as needed.		
	Other:		





Diversity, Equity and Inclusion



Diversity, Equity, and Inclusion in Albuquerque Public Schools Esports by Laurie C. Lehman

Albuquerque Public Schools Esports is committed to providing an environment that reflects the values of diversity, equity, and inclusion. We believe these values are necessary and important to our program and to student success.

Diversity is the inclusion of people from a wide range of backgrounds, to include religious, ethnic, gender, and sexual orientations, but also the acceptance of different ideas, values, varying social and economic statuses, cultures and perspectives.

What does this mean for APS Esports? It means that we are dedicated to increasing, accepting, and including diversity in our clubs and on our teams.

Equity is the policy of providing equal access to resources and opportunities for those who may have been excluded in prior situations. Inclusion is used to leverage resources to benefit all students in positive and effective ways, regardless of religious, ethnic, gender, and sexual orientation, or because of social, economic and cultural status.

What does this mean for APS Esports? This goal is our dedication and commitment to providing an environment and experience to equip all students with the access, supports, and opportunities necessary. This may mean that provisions can vary depending upon student need.

Inclusion is defined as the quality of being fair and impartial while realizing that people inherently are subjected to different circumstances. We are committed to providing a policy of opportunity and non-discrimination, and our goal remains to uphold an equitable environment, regardless of gender, physical appearance, age, skill, or other characteristics, while providing supports in terms of resources and/or training that enable every student to have access to a more leveled field.

What does this mean for APS Esports? This means that we are not only committed to providing an inclusive environment but that participants will feel welcomed, valued, and accepted in our clubs and on our teams.

Our conversations must change if we intend to move forward with a positive voice. APS Esports is committed to these values that we believe will prepare and propel our students forward as caring individuals and global citizens.





Gamer Code of Conduct



Gamer Code of Conduct

This code of conduct outlines our expectations for behavior by gamers, staff, and guests. Please review and reflect on the details that follow. All determinations of appropriate or inappropriate behavior are reviewed and decided on at the sole discretion of the esports staff/sponsors, and also a student committee where established.

We are committed to providing an environment that reflects the values of diversity, equity, and inclusion. We believe these values are necessary and important to our program and to student success.

- Diversity: We are dedicated to increasing, accepting, and including diversity in our clubs, teams, and all other esports related programs.
- Equity: We are dedicated to providing an environment and experience to equip all students with the access, support, and opportunities necessary. This may mean that provisions can vary depending upon student need.
- Inclusivity: We are committed to providing an inclusive environment where participants feel welcomed, valued, and accepted.

The esports program is committed to these values that we believe will prepare and propel our students forward as caring individuals and global citizens. As such, we are committed to providing a friendly, safe, welcoming, and fun environment for all gamers and staff, regardless of gender, sexual orientation, disability, ethnicity, or religion.

Gamer Instructions for completing and submitting this Code of Conduct

- Students must initial each box to show understanding and agreement.
- Both students and a parent/guardian must sign at the bottom to show that they agree to follow and support the gamer codes.
- Turn in the signed copy to the staff who is sponsor of the club/team/program

You may submit a physical copy or the digital form based on options provided by the organizing staff member.

I agree to stand up for fair treatment by others and myself

Stand up. Speak up. Everyone should be treated fairly. If you see or hear concerning behavior, choose an option that shows you care for a healthy team/group culture:

- ✓ Say something to those involved. Maybe they don't realize the effect of their actions.
- ✓ Say something to the staff. They can help those needing coaching about their behavior and ensure that those treated poorly are okay.
- ✓ Say something to the person being treated unfairly. Encourage them to do one of the above.
- ✓ **Do not stay silent.** Silence implies that you support the poor choices that can create an unfair culture.

I agree to be welcoming and inclusive of others.

Fun and positive relationships is our goal through gaming. Help everyone to feel welcomed and included. You and everyone else deserves to be part of the group. No one discriminates because of backgrounds, gender identity, experiences, or other. We're happy that you are contributing to this positive culture.

I agree to represent myself and the group through respectful and positive actions in my words and deeds towards others and myself.

You are an ambassador and role model for others to copy. Make your legacy memorable for your professional behavior. Gaming should be fun. Show patience and support of others. Avoid actions that put others down or make them feel bad. Avoid trolling, Inting, Raging, or Negative Spamming. If you are angry about your own play or that of others, take a breath, step away from the game, chat with a staff member or friend. When you're ready, join back into a new game with a fresh start.

I agree to practice and grow my communication with others.

In both casual and competitive play, communication is key to success and fun. Share in-game information such as location of opponents or recommend strategies. Encourage others when they show frustration. When asked a question, give helpful answers.

I agree to use recommended Digital Citizenship strategies for staying safe and keeping others safe.

Keep your and anyone else's personal information private. Esports matches can happen against anonymous players from outside of your school. While staff do their best to monitor games, the best way to stay safe is by doing the following:

- ✓ Mute chat: Chat is rarely needed for game related communications when pings and other tools are available. Microphones may only be used between players in the club or team that you belong.
- ✓ Do not share any personal information. Giving anonymous players personal information puts everyone at risk. The focus should be on the game play. If an anonymous gamer shares or asks for personal information, immediately notify staff.
- ✓ Play the game with respect, patience, and professional behavior. Your actions reflect yourself and others in a digital world. Treat others with respectful behavior as you would those you care about.
- ✓ Use usernames that do not give away personal information. Better ensure that players take your gameplay seriously by avoiding distracting usernames that might be seen as inappropriate.

Signatures

Student Name (Print): _____ Date: _____

Student Signature: _____

Parent/Guardian Name (Print): _____

Parent/Guardian Signature: _____ Date: _____



Design with Planning Committee with Student Members



Share the draft structure for the club with the students on the planning committee. Ask for the following feedback and potential edits--Review, reflect, and revise. Additionally, use the checklist on the next page.

- **Gamer Code of Conduct:** Educate the team on the drafted indicators to establish common understanding and intent. Include students' voices in adding value to the document. Do not compromise on any key ideas that align with the club's purpose.
- **Club structure:** expand and deepen the structure of the experiences such as free play, tournaments, events, etc
- **Club logistics:** explore how often to offer the club, ie. 1 or 2 times a week, 1 or 2 hours in length, etc.
- **Digital Citizenship:**
 - Educate on the value and purpose of fostering and protecting a gamer club community that is safe, supportive, engaging, and inclusive.
 - Create a draft for 5-7 gamer norms.
These will be important to guiding students through reflections on their practice as gamers and as a "supportive" community. Here are examples of norms that student gamers have developed:
 - Encourage and cheer teammates
 - Show good communication
 - Be patient with others and ourselves
 - Help others and help ourselves
 - Stay calm and positive
 - Explore how staff and student leadership can lead with empathy and innovation
- **Marketing and outreach to all students:** Develop a marketing strategy for reaching all students with the intended messages about the club and its benefits and inclusivity.



Reflections for Completion

Based on your student population, which components of the gamer code of conduct and messaging to students will be key in securing diverse student participation?

What Esports information do you foresee as being essential in securing parental support?





Planning Committee Checklist



Starting and maintaining a club is important and needs student leadership participation. Use the following checklist as a guide for preparing and implementing key steps for sustained success. Utilize the resources included in this entire guide for resources and guidelines for the listed steps.

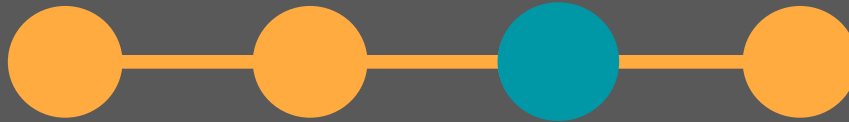
Step	Completion Step	Due Date	Completed
1.	Recruit students for the planning committee.		
2.	The committee reviews the crosswalk of esports to the school's purpose statements for common understanding. May share feedback.		
3.	The committee creates the purpose statement for the club.		
4.	The committee ideates and designs the club structure.		
5.	The committee creates, reviews, and revises the Gamer Code of Conduct.		
6.	The committee reviews and revises the opening club sessions.		
7.	The committee develops the plan for recruitment that includes strategies for embedding inclusivity.		
8.	The committee reviews and revise informational messages for parents and students.		
9.	The committee executes plans for inclusivity recruitment and informational messages to parents and students.		
10.	The committee plans and executes informational meetings.		
11.	The committee launches the first formal meeting.		
12.	The committee conducts a review of the club progress and processes at the end of each semester. Make changes or adaptations as needed.		
	Other:		



PREPARE THE TECHNOLOGY



When planning for equipment, keep in mind equitable access for all students who want to participate. Decisions might include getting a mix of equipment such as gaming consoles and computers. Some gaming consoles enable 2-8 gamers to play together on the same equipment and game. Another consideration is to plan equipment purchases over time. Year one might start small, with each year adding more equipment based on the school budget, donations, and fundraising. The network will be a critical decision for how students will get access to approved games and have internet speeds that reduce ping issues, ie. game performance lag.



Guiding Questions with the End in Mind

- What are the essential needs to ensure that students have equitable access to equipment and opportunities to participate in all activities?
- What equipment and education are required for students to participate in the different career areas of video content production?



Checklist at a Glance

- Plan for Equipment Needs - Logistics (Ongoing)
- Technical set up (1-2 hours)
- Streaming and Recording Production (Ongoing)



Available Resources

- [ESRB Ratings](#)
- [OBS Streaming Software](#)

Plan - For Equipment Needs - Logistics



Providing a club, intramurals, or teams requires that there be equitable access to the tools that enable and engage gamers throughout the school. Decisions about equipment are critical to the success of an esports program.

1. **Network: Internet access and bandwidth**

Most collaborative, competitive, and team-based games are dependent on strong access between game servers and the players in the game. Lag in games creates frustration and an uneven playing field for our gamers to enjoy collaborative and/or competitive gaming experience.

Technical set up

- When possible, create a separate vlan on a wired (preferred) network.
- Program certain ports just for the gaming room or lab. This helps tremendously to whitelist gaming servers and troubleshooting without disruption to the district's or school's instructional network.
- Create an internet filter group for esports so that you can avoid filtering sites needed for esports, especially the ability to stream competitions and related content such as Sports Casting.
- Use a wired network as much as possible for gaming devices such as computers and consoles. Wired networks have greater reliability of reduced "slows" for esports gaming and competition. Only use wireless when necessary, as "slows" such as high ping count can disadvantage and frustrate gamers, and give opposing teams a competitive edge.
 - Do weekly checks for updates on the games as well as some high end gaming units software, ie. system updates.



Plan - For Equipment Needs - Logistics



2. Computers and consoles

Hardware is important for handling current popular titles that gamers like and want to play. Game titles span across computers and consoles. Maintaining a mix of these equipment choices is valuable for meeting the interests of an expanded student audience.

3. Gaming titles decisions

Decisions about which game titles are supported in the club should be based on feedback by stakeholder groups and school decisionmakers.

Some game decisions might include:

- Does the game experience support the values of the school community?
- Does the game experience align with the comfort of stakeholders?
- Does the game experience meet minimum expectations as suggested by [ESRP](#) ratings?



Streaming and Recording Production

Content creation is a booming industry in the gaming world. Many gamers use Twitch and other social media platforms to live stream and/or upload edited content of their gaming experiences. Professional esports leagues, colleges, high schools and middle schools showcase their matches for the wider community to view and support them. Casters and sports analysts, and those who strive to be one someday, create shows where they break down the games for their audiences.

A club can provide interested students with the experiences of producing, editing, and publishing gaming content created in-house. Whether offered on launch of the club or in six months to a year, students with an interest or passion in this area can bring much value to the club and an expanded esports program in the school. Here are some considerations:

Before starting, check with school or district policies about posting student content and possibly their likeness and voice on the internet. This may require steps for securing parental/guardian permission.

- Record and upload videos on Youtube from games recorded during club hours. Use [OBS](#) for recordings.
- Explore streaming games on [Twitch](#) or Youtube.
- Have staff and/or students provide learning for editing experiences for highlight videos.
- Have students sportscast live and record matches or post-production recordings.



Reflections for Completion

What technology challenges or barriers will you need to plan for?

Which school and district policies will factor into the selection of game titles?

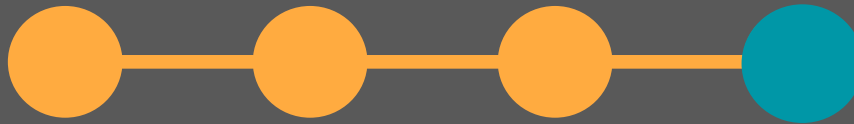
How can Esports production support the larger school community?



PREPARE THE LAUNCH



All the planning is completed. Recruitment is ongoing. What's left is to prepare for the launch. Much has been done to plan for a positive culture that supports and grows digital citizenship and global professional skills. Now the club meetings must be planned. Use the guiding questions and sample club plans to map out the experiences for students to engage in their club.



Guiding Questions with the End in Mind

- How can students be engaged in defining and shaping a positive culture that promotes the program's purpose?
- How can gaming experiences be used to support building digital citizenship skills?
- How can student voice be encouraged and valued for future planning of activities and events?
- What review cycle will be used to monitor, measure, reflect, and revise the program experiences based on student input?



Checklist at a Glance

- ❑ Planning the 1st four sessions (Use or adapt the sample first agendas)



Available Resources

Sample Agendas:

[First](#)

[Second](#)

[Third](#)

[Fourth](#)

Launch the Club



Completing these steps can lead to a strong plan for successful implementation. Early on, recruit staff and students to help you ideate and create these steps. While it can be done with one person, a team feels much better in shaping the club experience. There are esports organizations that can help you build a network with schools that are also on this journey to help you. Down the road, you can pay it forward to the schools that follow you. It's time to start the journey. Build the club and many students WILL arrive.

Key things to remember are:

- Offer lots of open time for students to choose what games they want to play.
- Emphasize the club norms by reviewing them at the start of each meeting and then reflecting on them at the end of each meeting.
- Emphasize practice of communication and collaboration skills while gaming.
- Experiment with tournaments and design challenges based on student interests.



Reflections for Completion

What factors and considerations need to be in place to secure staff support?

What plans will you need to have in place related to student discipline?

What is the plan for addressing stakeholders who are adamantly opposed to Esports?





Sample Agenda: Day 1



Club Session One Agenda

1. Welcome and Introductions

Have students participate in a “self-introduction” activity. Not everyone knows each other or may know of others but are not in the same social circles. Getting to know each other is a way for students to discover common interests shared.

Suggested Strategies in Resources.

2. Review the Gamer Code of Conduct

Use student-led activities for students to review the code list. Engaging all students through small or breakout groups can engage all participants in reflective conversation. Have each group choose a spokesperson to share their key understandings, takeaways, and/or questions. It’s important that each group shares an important idea that they value as these will be a basis for establishing student-generated community expectations in session two.

3. Structured Free Time

a. Collaborative Play

Offer 2-3 game titles for students to participate. The intent of this first round of open play is to have students get to know each other through play.

- i. Choose games that encourage group or team play so that students will interact with each other. Have game copies open on adjacent computers and/or consoles so that students do not need headsets to communicate with each other.
- ii. Encourage students to play together on teams or groups in the same game world.

b. Gamer Code of Conduct

Remind them to be mindful of the Gamer Code of Conduct. If students stress test the gamer code of conduct, use those opportunities to coach them in reflective conversation.

4. Gamer Reflection

Take the last three minute to have students give quick feedback on their fun level for the day, such as a fist of five (show 1-5 fingers). Where appropriate, ask for any feedback.



Guide Overview



Planning and implementing an esports intramural experience offers rich opportunity for casual competitive gamers to compete and socialize.

Build strong and thoughtful structures and processes that aid in providing students with the best experience possible so that they want to return and become the best promoters of the program. The following checklist offers guidance with what needs to be researched, explored, and designed for launching a strong and engaging intramural program.

PURPOSE AND VALUE

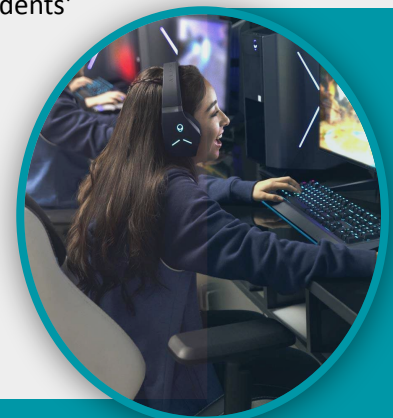
Esports intramural programs have similar purpose and value as clubs, including building digital citizenship skills, as described in the [ISTE Standards for Students](#), and [global professional skills](#) that can serve students in classes and in post-graduate pathways through [jobs and colleges](#).

What separates intramurals from clubs is providing greater access to more students to play the games with those who share their passion. These players are generally those who are “casual competitive”, which means that they want to compete with others, alongside current and new friends, without the responsibilities and seriousness that come with competitive play at a varsity level of a school team. Some players are good enough to play on a school team but prefer not to; while others are not good enough to make the school team and desire a way to compete in leagues and tournaments through other means.

Not surprisingly, the best teams use good communication and collaboration skills, along with problem solving around their strengths and weaknesses to overcome their opponents. Players with average skills in these areas are more subject to gaming mistakes and static growth because they have not learned how to communicate in ways that uplifts teammates or reflect on where their opportunities to improve with a healthy growth mindset. Intramurals are a safe space where students are motivated to improve their gaming skills, through formalized focus on digital citizenship and global professional skills. The results can be gamers who are happy with their improved play performance, while also transferring those skills to their classes.

As referenced about esports clubs, intramurals expands access to all students. With [97% of boys and 83% of girls playing video games](#) (Pew Research Center study, Anderson and Jiang, 2018) intramurals is a way for many students to feel connected to the school community ([Steinkuehler, C. etc. 2020, pg.5](#)). The social and emotional impact of students' perception of feeling included in the school culture cannot be overstated.

It's time to expand greater access to your esports community through offering intramurals!



CHECKLIST AT A GLANCE



Use this checklist to complete the steps for designing and implementing a strong and purposeful esports - intramural program. Each step focuses on important building blocks that help ensure a strong launch and lasting program. Many of the steps explored above for a club are equally important with intramurals, which is why the best intramural setup is inside a club framework. Take the time to build the elements shared in club design to ensure a strong foundation for your intramural program so as to anticipate needs by the community and students, and reduce potential problems that might derail the program or create missed opportunities.

Establish a digital space for managing intramural communication and participation

Guiding Questions for the End in Mind

- What features of a digital space do my students who game find useful and helpful?
- How can the digital space be kept secure and private?
- How can moderation tools enable student staff to support the gamers?

Decide and Develop the Competition Structures

Guiding Questions for the End in Mind

- What competition structure offers the most opportunity for participants to play multiple teams or opponents within the existing time frame?
- How might combining two or more formats create more engagement and play time?



CHECKLIST AT A GLANCE



Production Structures for Audience Participation

Guiding Questions for the End in Mind

- What steps do we follow for a consistent and smooth experience for players and spectators?
- How can we maximize opportunities for students to participate in the production for a rich audience experience?

Address Staffing Needs including adults and students

Guiding Questions for the End in Mind

- How could students be involved in helping run the intramural activity?
- What are the essential roles needed to fully run the intramural experience?

Implement, reflect, and adjust any structures and/or processes as needed

Guiding Questions for the End in Mind

- What areas of the intramural experience should be celebrated?
- What areas of the intramural experience could be improved?
- What feedback do the gamers share that could help improve future intramural experiences?



ESPORTS INTRAMURALS PLANNING AND IMPLEMENTATION CHECKLIST AT A GLANCE

Design an Engaging Esports Intramural Program			
Step	Completion Step	Due Date	Completed
1.	Establish a digital space for managing intramural communication and participation		
2.	Develop and Setup the Competition Structures		
3.	Production Structures for Audience Participation		
4.	Address Staffing Needs including adults and students		
5.	Implement, reflect, and adjust any structures and/or processes as needed		



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ESTABLISH A DIGITAL SPACE FOR MANAGING INTRAMURAL COMMUNICATION AND PARTICIPATION



The intramural leagues and tournaments need a digital space where **communication is fast and timely**. While some programs may be planned to be fully or partially in-person events, a digital space is critical for maintaining good communications during play, updates regarding game outcomes, rankings, and for staying updated and connected to the community being fostered.



Guiding Questions with the End in Mind

- What features of a digital space do my students who game find useful and helpful?
- How can the digital space be kept secure and private?
- How can moderation tools enable student staff to support the gamers?



Checklist at a Glance

- ☐ Review the proposed considerations for a virtual platform.



Available Resources

-



Choosing A Virtual Platform

A. Create a digital space for teams to have live communication during play

Sharing a space for live talk during a game is an important advantage for team communications and successful play. Usually, the spaces are virtual rooms that a group enters to have their own private conversation as they compete with other teams. An added benefit is that teams can use the rooms to run practice sessions, which helps improve digital citizenship skills of communication and collaboration. There is also crossover community building if there is also a club system for casual play and fellowship.

B. Share news and updates

Maintaining a space for boards to post updates about tournament brackets, league structures, standings, tourney progression status, and updated matchup schedules in real time is important. Gamers go to this centralized location to stay in touch with what they need to know. It also reinforces student agency when gamers must take responsibility for monitoring information regarding their participation.

C. Community Building and Networking

A valuable component are boards where gamers can ask questions, share ideas, and find others to play with. Sometimes players cannot field an entire team and need other players. Having a “free agent” section is a space for the Intramural Team to collect names of players for different esports, and then assign them to teams with positional needs. Posting helpful videos about games and mechanics creates a learning environment that is contributed to by the players.





Choosing A Virtual Platform

D. Access for in-house shoutcasting, refereeing, and spectating

Fidelity for fair play is important to the integrity of any competition. While not all games need to have a referee, someone who observes the games and/or team communications to ensure fair play and treatment, or shoutcasters, someone who commentates about the game for an audience, high stakes games should include these experiences, such as league playoffs and tournament semifinals and finals matches. Regular league matches and early tournament games might be randomly selected for refereeing and shoutcasting for opportunities to practice and grow in competency. Also, spectating is a rich opportunity for sharing matches to an audience to share in their love of the esport. Live versions of this is a great way to model career opportunities. Shoutcasting and spectating can be done with recorded versions of matches as well.

Final Considerations for a Platform

Tools like Discord fulfill all of the needs shared above. An added benefit is that many gamers are already familiar with and use Discord. While some schools adopt this free platform for their programs, there are others who prefer to use in-house platforms or a collection of tools to meet the above needs. For example, the first 5 items on the list can be provided by many platforms. However, access for in-house casting and spectating requires the ability to spectate games as they happen for viewing and shoutcasting. In addition to using 3rd party recording software like OBS, a member of the intramural team would need to easily view the match so that they can record through programs. Direct invite to the game lobby is best. If this is not possible, being able to access the stream in a different way is needed. This is an area where currently few platforms like Discord provide the option or offer viewing access for free. Research the platforms currently available for finding the best setup that will suit your needs.



DEVELOP AND SETUP THE COMPETITION STRUCTURES



Build the structures and the players will check it out. Include gamers in the design of the structures and they will participate. There are many different iterations of running leagues and tournaments. Some ideas will be shared below. It is important that you research and collaborate with student gamers to create the formats that will work best for your gamers and for the one or more staff who will monitor and manage the experiences.



Guiding Questions with the End in Mind

- What competition structure offers the most opportunity for participants to play multiple teams or opponents within the existing time frame?
- How might combining two or more formats create more engagement and play time?



Checklist at a Glance

- ☐ Review the various competition structures and decided the best format for your club.



Available Resources

-



Developing the Competition Structures

League and Playoff Formats

Running a league experience can span multiple weeks or longer depending on the number of teams or competitors. The structure is an important factor for how competition is organized. Divisions are used as a group stage. Using a round robin format, each team competes against each of the other teams in their group, usually once or twice. The resulting records are used for playoff seeding.

One or more Divisions

Depending on the number of teams competing, you may have one division in which there is one set of standings. Multiple divisions are used for one of two purposes. One option is to keep groups of teams small, such as 4-6, and have them play each other for standings. The standings in each division is used for seeding in playoffs where the first round pits teams from one division against the other.

Division Yellow (final standings)	Regular Season (round robin format)	Division Green (final standings)	Regular Season (round robin format)
1. Team A	A vs. B	1. Team E	E vs. F
2. Team B	C vs. D	2. Team F	G vs. H
3. Team C	A vs. C	3. Team G	E vs. G
4. Team D	B vs. D	4. Team H	F vs. G
	A vs. D		E vs. H
	B vs. C		F vs. G
Playoffs: Round 1	A vs. H	E vs. C	
	B vs. G	F vs. D	





Developing the Competition Structures

Another option:

Assign teams to divisions based on their competition level. Teams with higher ranked players play in one division while other teams play in a different division. Each of these divisions compete within their separate league for regular play and playoffs.

Example:

Division Peach (final standings) 1. Team A 2. Team B 3. Team C 4. Team D	Regular Season (round robin format) A vs. B C vs. D A vs. C B vs. D A vs. D B vs. C	Playoffs Round 1 (based on seeding) A vs. D B vs. C
Division Green (final standings) 1. Team E 2. Team F 3. Team G 4. Team H	Regular Season (round robin format) E vs. F G vs. H E vs. G F vs. G E vs. H F vs. G	Playoffs Round 1 (based on seeding) E vs. H F vs. G





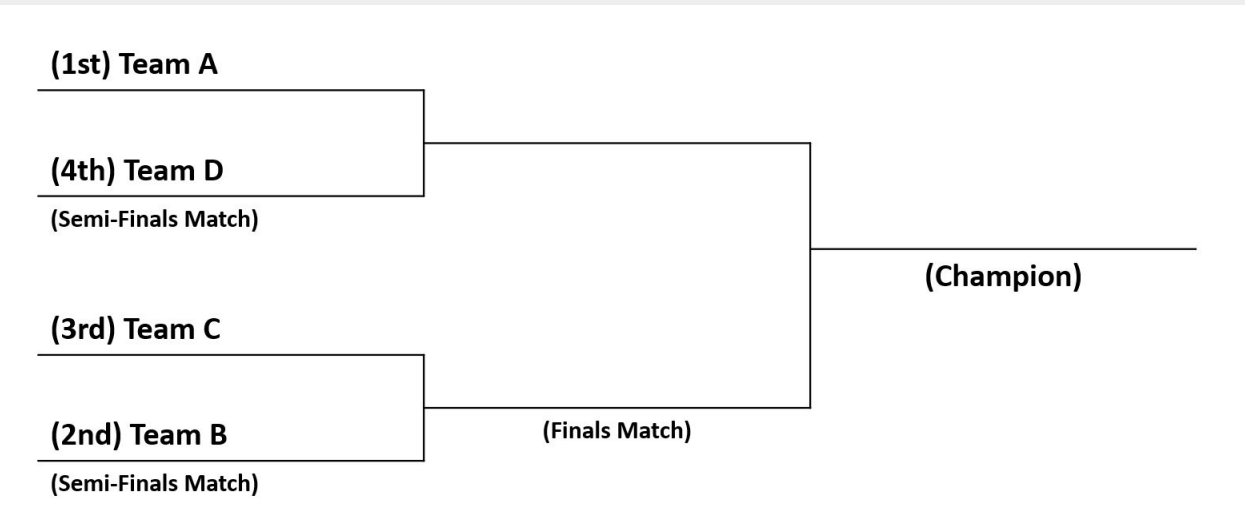
League and Playoff Formats

Tournament Formats

A tournament can run in one day or carry over multiple days or weeks depending on the number of teams or competitors and the timeline and resources available. One consideration is the tournament structure. Traditionally, there are different bracket formats to use.

Bracket Format - Single Elimination

Teams or players compete until they lose. Win a match and advance to the next round. Lose the match and be eliminated from the tournament.

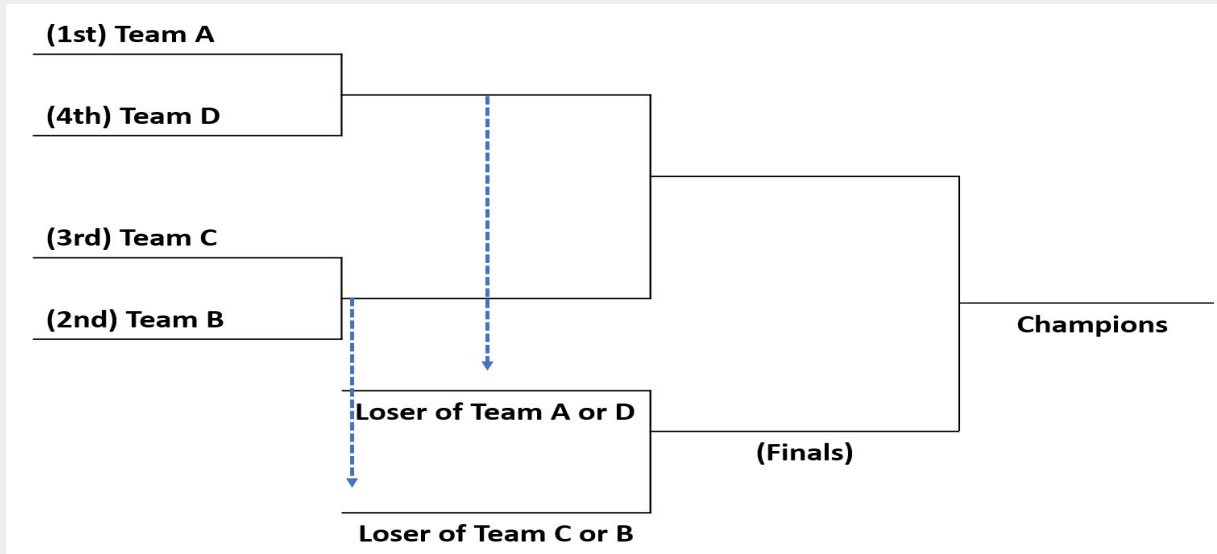




League and Playoff Formats

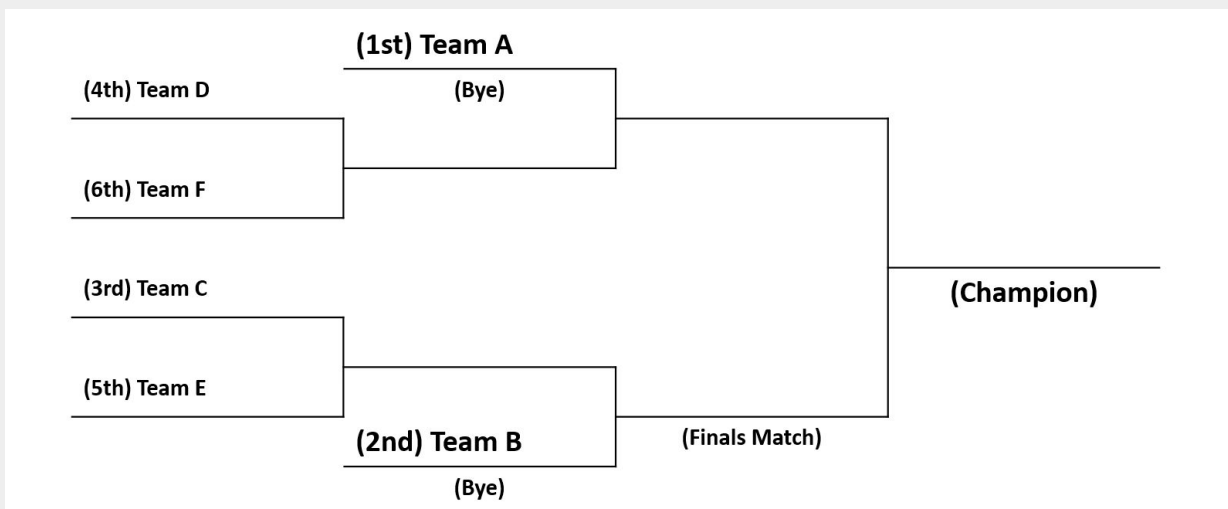
Bracket Format - Double Elimination

Similar to the Single Elimination option. The difference is after one loss, teams or players compete in a lower bracket. A second loss means elimination from the tournament.



Bracket Format - Byes

Teams with the best records may get a bye, or automatic advancement into the second round. This is done when the number of teams are not based on 2, 4, 8, 16, 32, etc. In those cases a bye can be given to teams so that later rounds are based on these exponential numbers.



League and Playoff Formats



Bracket Format - Other Considerations

Tournament rounds can be done with combinations of structures to provide the best gaming experience. One factor to consider is how many games are in a match, 1, 3, or 5. Keep in mind the length of a single game. A one hour game in a best of five could mean a 5 hour match; whereas 5 minute games would be a max of 25 minutes.

With enough teams, there could be a group stage prior to the brackets. Groups are usually done in round robin format to either determine bracket seedings and/or reduce the number of teams competing in the bracket stage.

Logistics for Game Competition Setup

The competitive pvp games include the option for custom games. This option enables teams to compete against each other. Know the steps and requirements for setting up a custom game and inviting the teams into the space. Usually there is a game lobby where teams enter.

1. An intramural staff member or one of the team's captains creates the custom game.
2. They open the lobby and invite the captains inside.
3. The captains then invite their team members into the lobby.
4. The game begins.

Each game may have a different look and approach for joining the teams onto the field based on these steps.





Self-Organized or 3rd Party Support

The setup for matchmaking and game competition can be done in-house or outsourced to 3rd party businesses who specialize in game scheduling. All of the steps as described above can be done in-house. Depending on the size of the intramural program and staffing, including student volunteers, may factor into the decision made on which option to use.

The benefits of 3rd party businesses is that they can provide some or most of the platform for managing the needs of an intramural program. However, using such services requires a budget to pay for what they do. If useful to your school or district, do research on the various local and regional options available. Find out from other schools and organizations about platforms that they recommend. Organizations like [NASEF](#) offer connections where [schools can participate in third party tournaments](#). While these reasons are not intended as endorsements, it is important to know the esports landscape so as to make comparisons to the many other businesses who do similar work.



Production Structure

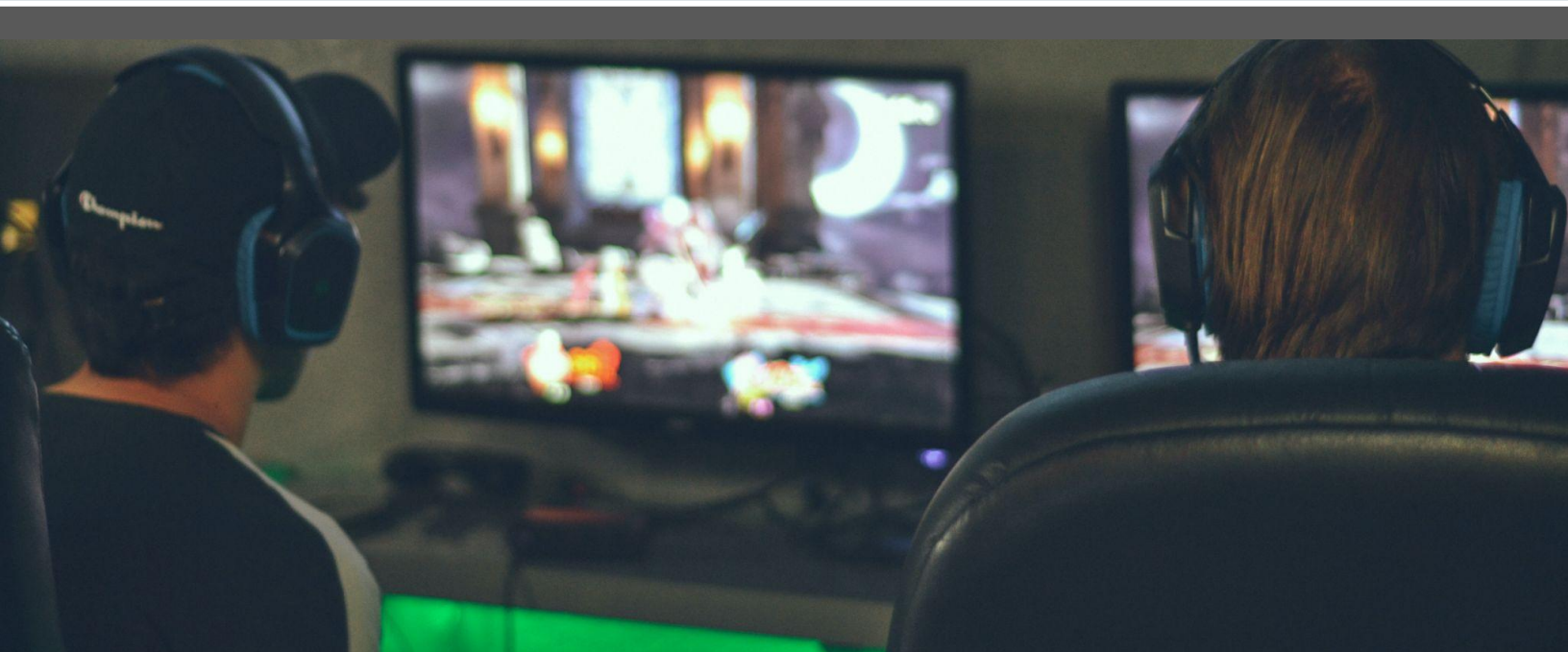


Spectating by audiences is a valuable experience for both the players and the viewers. The importance of games is raised and valued by players. Fans of the esports who are hungry for content get their appetites filled. Family and friends can watch their favorite players and cheer them on.



Guiding Questions with the End in Mind

- What steps do we follow for a consistent and smooth experience for players and spectators?
- How can we maximize opportunities for students to participate in the production for a rich audience experience?



Production Structures For Audience Participation

When running production for audience participation, here are considerations to address in planning and implementing:

- **Stream to a common platform**

Connect to the school gaming channel on Twitch.tv, Youtube.com, or other sites that enable your audience to easily view the matches. Software like [OBS](#) is necessary for porting content to a stream audience. Review school policies regarding permissions needed and guidelines to follow for having student-gamer's being streamed and recorded. Oftentimes only the game is shown with player avatars and in-game names (IGN). It's important to follow all guidelines regarding safety and security.

- **Start the live stream with a 3-5 minute delay.**

This ensures integrity of play where no one can scout the current state of the game during play and communicate critical details to players.

- **Streaming and/or recording of the matches**

Streaming allows for showcasing live events, similar to watching a football or basketball game. The benefit is that the drama of competition is in real time. Everyone is invested in the play by play of the game. Shout casters bring about the emotions of the moment as a great play or blunder is made that changes the course of the game.

Recording matches before publishing online enables the capability to add production value such as music and shoutcasting that is clean and free of concerning language. The drama of each moment is present, however it is delayed by the time past before publishing the videos.

- **ShoutCasting and Sports News**

Have one or more students cast the game by giving commentary and analysis of the game as it happens. They provide insights that help a casual viewer understand the sport and the drama of the match. There are opportunities to produce a pre and post show to both hype the matches and relive the highs and lows of the competition.



ADDRESS STAFFING NEEDS INCLUDING ADULTS AND STUDENTS



Running an intramural program is a lot of work. Having a team aids the process and scope of the events that are run. There is much that one staff person can do for a quality league or tournament. However, students are a great resource as volunteer staff who can assist with all of the moving parts and logistics addressed in this guide. Just as there are players who want to compete, there are also gamers who share a passion for creating experiences for others, organizing events, and managing their success. The same is true of traditional sports where teams of students assist with different aspects of the practice and games. The same is true for an esports program.



Guiding Questions with the End in Mind

- How could students be involved in helping run the intramural activity?
- What are the essential roles needed to fully run the intramural experience?



Checklist at a Glance

- Identify staffing needs and positions.
- Explore the opportunities and challenges of student and volunteer support.



Address Staffing Needs Including Adults and Students

Whether your program is a staff of one or many, recruit students to become part of the intramural esports team. Consider the following roles as a start to your program:

Game Managers and Referees

These roles are important for ensuring that all games are scheduled and happen. Sometimes these roles are held by the same people. Game managers track the schedule, communicate with team captains about times and logistics. They do their best to ensure that the games happen.

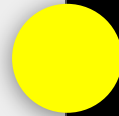
Referees ensure that the teams get inside the custom game lobby and into their game arena. They may be spectating the game, listening to in-game communications, or be available to respond to any concerns. Referees are the final arbiters of issues or claims, which are usually made after the game. They ensure that the game is fairly played.

Production Team

For games to be streamed and/or recorded, this team manages and monitors those processes. Their primary responsibilities are to ensure that:

- the recording/stream is working and storing the content
- audiences are able to view the matches on the streaming platform after a 3-5 minute delay
- the recording/stream stays strong for the duration of the match
- Shoutcasters are integrated into the recording/stream

The production team ensures that all logistics around spectating, recording, and streaming are working. Many of these experiences and expertise can be found in students involved in stage crews for theater productions.



Address Staffing Needs Including Adults and Students



On Air Talent: Shoutcasting and Analysts

For some games and events, such as a key matchup or finals, using shoutcasters to provide play by play reporting during the game creates excitement and engages an audience to become more invested in the experience. Analysts play an important role before and after matches to hype the event, build interest about the competition, and savor the highlights in post match commentary. Recruit gamers who have knowledge about the esport and have an interest in supporting the intramural program through engaging and educating a general audience. There are many ways to explore and produce these events based on the on air talent recruited. Encourage anyone who is interested to participate. Use recorded versions of matches for casters and analysts to practice and hone their skills. Publish the polished versions of these experiences. In time, have the shoutcasters and analysts take their talents to perform live.

Be sure to review and follow school guidelines regarding permissions to publish casters and analysts in recorded and live streams based on privacy, security, and safety.



IMPLEMENT, REFLECT, AND ADJUST ANY STRUCTURES AND/OR PROCESSES AS NEEDED



You have everything in place for the structures, staffing, and recruitment. Market the first league or tournament. Run it and take notes. Get feedback from participants and staff. Use the data to make any needed adjustments. Repeat the process with the next event.



Guiding Questions with the End in Mind

- What areas of the intramural experience should be celebrated?
- What areas of the intramural experience could be improved?
- What feedback do the gamers share that could help improve future intramural experiences?



Checklist at a Glance

- Decide on marketing venues and design formats.
- Decide how data will be collected.
- Select a Data Driven Dialogue or Thinking Routine protocol to review data.



Available Resources

- Esports Intramurals Planning and Implementation Checklist at a Glance

Implement, Reflect, and Adjust Any Structures and/or Processes as Needed



Use the checklist in this section along with the overarching checklist at the beginning of this guide to ensure that everything needed is in place. When a league or tournament is completed bring the staff together to share the successes and challenges based on a review of the checklist in the next page.

- Consider surveying the gamer participants for their user experience.
Use that data to inform staff deliberations.
- Review as a staff the following:
 - what to keep
 - what to cut or add
 - what to edit to become more efficient and productive.



Resource:

Esports Intramurals Planning and Implementation Checklist at a Glance



Esports Intramurals Planning and Implementation Checklist at a Glance

Design an Engaging Esports Intramural Program			
Step	Completion Step	Due Date	Completed
1.	Establish a digital space for managing intramural communication and participation		
2.	Develop and Setup the Competition Structures		
3.	Production Structures for Audience Participation		
4.	Address Staffing Needs including adults and students		
5.	Implement, reflect, and adjust any structures and/or processes as needed		
	Other:		



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RESOURCES



Esport Resources

Esports Planning and Implementation: Checklist at a Glance

School Purpose Planning Guide

Gamer Interest Survey

Gamer Code of Conduct

Recruitment Planning Checklist

Planning Committee Checklist

Esports Intramurals Planning and Implementation: Checklist at a Glance

ESPORTS PLANNING AND IMPLEMENTATION CHECKLIST AT A GLANCE

Prepare and Align to School Mission, Vision, Values, and Goals			
Step	Completion Step	Due Date	Completed
1.	Create an Alignment to School Purpose Documents		
2.	Define the Club Purpose		

* * *

Prepare for a Positive Community Culture			
Step	Completion Step	Due Date	Completed
3.	Conduct a Student Interest Survey		
4.	Send Informational Email - Announcement		
5.	Run an Informational Session for Students		
6.	Design a Plan for Recruitment that Explicitly Addresses Inclusivity (review the checklist)		
7.	Design and Share a Gamer Code of Conduct		
8.	Design with Planning Committee with Student Members (review the checklist)		

* * *

Prepare the Technology			
Step	Completion Step	Due Date	Completed
9.	Plan for Equipment Needs - Logistics		
10.	Streaming and Recording Production		

* * *

Prepare the Launch			
Step	Completion Step	Due Date	Completed
11.	Launch the Club (Review the 1st set of sessions in the appendices)		



School Purpose Planning Guide

School Purpose Statements	Esports/Gaming Club Connection
Mission:	➔
Vision:	➔
Values:	➔
Goals:	➔



Gamer Interest Survey

As part of the gaming community, we need your experiences and insights to help build the best possible esports-gamer club for our school. Please complete the following survey. Completing the optional text boxes is your way to have the greatest influence on what becomes our club. Thank you for your participation.

1. What grade are you in?
 - a. 6th grade
 - b. 7th grade
 - c. 8th grade
 - d. 9th grade
 - e. 10th grade
 - f. 11th grade
 - g. 12th grade

2. What gaming equipment do you use?
 - a. Gaming console
 - b. PC
 - c. Mac
 - d. Mobile (tablet or phone)

3. Are you interested in participating in a club where esports and digital games are played with other students?
 - a. Strongly Agree
 - b. Agree
 - c. No sure
 - d. Not interested

4. Which qualities in an esports - gaming club interest you (check all that apply):
 - a. Meeting and playing with other students who share similar interests in gaming
 - b. Making friends
 - c. Exploring games and talking with other students without feeling judged.
 - d. Playing games for casual fun.
 - e. Playing games for competitive fun.
 - f. Creating game content through video production
 - g. Shoutcasting games played by others
 - h. Being part of a supportive team when playing games
 - i. Help organize and run esports/gaming events



Gamer Interest Survey (continued)

5. What kinds of games do you like to play (check all that apply):
 - a. Open sandbox, ie. Minecraft.
 - b. Fighting games, ie. Super Smash Brothers and Brawlhalla
 - c. Moba team games, ie. League of Legends, Smite, and Overwatch
 - d. Speedrunning, ie. Super Mario World, Mario Cart, Overcooked, Donkey Kong, Pacman
 - e. Sports, ie. Rocket League, NBA 2K, Madden Football
 - f. Other titles: "Text box"

6. Which specific game titles are you interested in (check all that apply):
 - a. Minecraft
 - b. Super Smash Brothers
 - c. Brawlhalla
 - d. League of Legends
 - e. Smite
 - f. Overwatch
 - g. Mario Cart
 - h. Rocket League
 - i. NBA 2K
 - j. Madden Football
 - k. Other titles: "Text box"

7. What day(s) of the week would you attend a club session (check all that apply):
 - a. Monday after school
 - b. Tuesday after school
 - c. Wednesday after school
 - d. Thursday after school
 - e. Monday before school
 - f. Tuesday before school
 - g. Wednesday before school
 - h. Thursday before school

8. Would you be interested in being part of the club planning committee?
 - a. Yes, I would like to.
If yes, please share your name and email address to be contacted: "text box"
 - b. No, thank you.

9. What advice would you give us as we plan to best make the club successful?
"Text box"



Gamer Code of Conduct

This code of conduct outlines our expectations for behavior by gamers, staff, and guests.

Please review and reflect on the details that follow. All determinations of appropriate or inappropriate behavior are reviewed and decided on at the sole discretion of the esports staff/sponsors, and also a student committee where established.

We are committed to providing an environment that reflects the values of diversity, equity, and inclusion. We believe these values are necessary and important to our program and to student success.

- Diversity: We are dedicated to increasing, accepting, and including diversity in our clubs, teams, and all other esports related programs.
- Equity: We are dedicated to providing an environment and experience to equip all students with the access, support, and opportunities necessary. This may mean that provisions can vary depending upon student need.
- Inclusivity: We are committed to providing an inclusive environment where participants feel welcomed, valued, and accepted.

The esports program is committed to these values that we believe will prepare and propel our students forward as caring individuals and global citizens. As such, we are committed to providing a friendly, safe, welcoming, and fun environment for all gamers and staff, regardless of gender, sexual orientation, disability, ethnicity, or religion.

Gamer Instructions for completing and submitting this Code of Conduct

- Students must initial each box to show understanding and agreement.
- Both students and a parent/guardian must sign at the bottom to show that they agree to follow and support the gamer codes.
- Turn in the signed copy to the staff who is sponsor of the club/team/program

You may submit a physical copy or the digital form based on options provided by the organizing staff member.



Gamer Code of Conduct (continued)

□ I agree to stand up for fair treatment by others and myself

Stand up. Speak up. Everyone should be treated fairly. If you see or hear concerning behavior, choose an option that shows you care for a healthy team/group culture:

- ✓ Say something to those involved. Maybe they don't realize the effect of their actions.
- ✓ Say something to the staff. They can help those needing coaching about their behavior and ensure that those treated poorly are okay.
- ✓ Say something to the person being treated unfairly. Encourage them to do one of the above.
- ✓ Do not stay silent. Silence implies that you support the poor choices that can create an unfair culture.

□ I agree to be welcoming and inclusive of others.

Fun and positive relationships is our goal through gaming. Help everyone to feel welcomed and included. You and everyone else deserves to be part of the group. No one discriminates because of backgrounds, gender identity, experiences, or other. We're happy that you are contributing to this positive culture.

□ I agree to represent myself and the group through respectful and positive actions in my words and deeds towards others and myself.

You are an ambassador and role model for others to copy. Make your legacy memorable for your professional behavior. Gaming should be fun. Show patience and support of others. Avoid actions that put others down or make them feel bad. Avoid trolling, Inting, Raging, or Negative Spamming. If you are angry about your own play or that of others, take a breath, step away from the game, chat with a staff member or friend. When you're ready, join back into a new game with a fresh start.

□ I agree to practice and grow my communication with others.

In both casual and competitive play, communication is key to success and fun. Share in-game information such as location of opponents or recommend strategies. Encourage others when they show frustration. When asked a question, give helpful answers.



Gamer Code of Conduct (continued)

- I agree to use recommended Digital Citizenship strategies for staying safe and keeping others safe.

Keep your and anyone else's personal information private. Esports matches can happen against anonymous players from outside of your school. While staff do their best to monitor games, the best way to stay safe is by doing the following:

- ✓ Mute chat: Chat is rarely needed for game related communications when pings and other tools are available. Microphones may only be used between players in the club or team that you belong.
- ✓ Do not share any personal information. Giving anonymous players personal information puts everyone at risk. The focus should be on the game play. If an anonymous gamer shares or asks for personal information, immediately notify staff.
- ✓ Play the game with respect, patience, and professional behavior. Your actions reflect yourself and others in a digital world. Treat others with respectful behavior as you would those you care about.
- ✓ Use usernames that do not give away personal information. Better ensure that players take your gameplay seriously by avoiding distracting usernames that might be seen as inappropriate.

Signatures

Student Name (Print): _____

Student Signature: _____

Date: _____

Parent/Guardian Name (Print): _____

Parent/Guardian Signature: _____

Date: _____



Recruitment Planning Checklist

Step	Completion Step	Due Date	Completed
1.	Establish a statement of belief for Inclusivity for Esports		
2.	Reflect on the Inclusivity for Esports statement to ensure group consensus for common understanding.		
3.	Develop a clear message of the group's beliefs and intent for the esports culture.		
4.	Send the message to all students as part of the invitation to join		
5.	Develop a plan to directly connect and communicate with those who might otherwise might not explore their interests in esports.		
6.	Execute the plan for direct communication.		
7.	Develop a plan for leveraging students and staff to follow-up with personalized conversations for recruitment.		
8.	Execute the plan for personalized communications for recruitment.		
9.	Review and reflect on results from the above steps. Adjust the plan as needed.		
	Other:		



Planning Committee Checklist

Starting and maintaining a club is important and needs student leadership participation. Use the following checklist as a guide for preparing and implementing key steps for sustained success. Utilize the resources included in this entire guide for resources and guidelines for the listed steps.

Step	Completion Step	Due Date	Completed
1.	Recruit students for the planning committee.		
2.	The committee reviews the crosswalk of esports to the school's purpose statements for common understanding. May share feedback.		
3.	The committee creates the purpose statement for the club.		
4.	The committee ideates and designs the club structure.		
5.	The committee creates, reviews, and revises the Gamer Code of Conduct.		
6.	The committee reviews and revises the opening club sessions.		
7.	The committee develops the plan for recruitment that includes strategies for embedding inclusivity.		
8.	The committee reviews and revise informational messages for parents and students.		
9.	The committee executes plans for inclusivity recruitment and informational messages to parents and students.		
10.	The committee plans and executes informational meetings.		
11.	The committee launches the first formal meeting.		
12.	The committee conducts a review of the club progress and processes at the end of each semester. Make changes or adaptations as needed.		
	Other:		



Session Agenda 1 of 4

1. Welcome and Introductions

Have students participate in a “self-introduction” activity. Not everyone knows each other or may know of others but are not in the same social circles. Getting to know each other is a way for students to discover common interests shared.

Suggested Strategies

a. Paired Student Introductions

- i. 3 minutes to talk and learn about each other.
- ii. Whole group: Each pair introduces their partner to everyone (30-45 seconds each)

b. Round Robin Introductions

- i. Have students complete a short survey
 1. Name and Grade
 2. Favorite song, singer, or food
 3. 2-3 games currently played.
 4. All-time favorite game
- ii. Either have each student share their results OR:
- iii. Read the results from one student’s responses, starting with 2, 3, and then 4, to the group.
 1. Have students remain standing if an item shared is something they like as well.
 2. If they do not share that interest, then they sit.
 3. After sharing the final item from one student’s list (#4: all-time favorite game), those sitting or not having a raised hand guess which person (still standing or has a hand raised) chose the answers.

This approach ensures that students have visual cues as to who they share common interests with.

Repeat this process for 2-3 students at each meeting.



Session Agenda 1 of 4

2. Review the Gamer Code of Conduct

Use student-led activities for students to review the code list. Engaging all students through small or breakout groups can engage all participants in reflective conversation. Have each group choose a spokesperson to share their key understandings, takeaways, and/or questions. It's important that each group shares an important idea that they value as these will be a basis for establishing student-generated community expectations in session two.

Suggested Strategies

- a. Say Something protocol
- b. Save the Last Word protocol
- c. Round Robin Share

3. Structured Free Time

a. Collaborative Play

Offer 2-3 game titles for students to participate. The intent of this first round of open play is to have students get to know each other through play.

- i. Choose games that encourage group or team play so that students will interact with each other. Have game copies open on adjacent computers and/or consoles so that students do not need headsets to communicate with each other.
- ii. Encourage students to play together on teams or groups in the same game world.

b. Gamer Code of Conduct

Remind them to be mindful of the Gamer Code of Conduct. If students stress test the gamer code of conduct, use those opportunities to coach them in reflective conversation.

4. Gamer Reflection

Take the last three minute to have students give quick feedback on their fun level for the day, such as a fist of five (show 1-5 fingers). Where appropriate, ask for any feedback.



Session Agenda 2 of 4

1. Welcome and Outcomes

Engage students in conversation about gaming and the importance of their voice and maintaining a community that is supportive and fun. The outcome is to have students create the club's community expectations that puts into action the behaviors that support the Gamer Code of Conduct.
2. Establishing Community Expectations – Part 1
 - a. Option 1:
 - i. Have students in small groups talk and create a list of 3-4 behaviors that supports positive game play and communication.
 - ii. Use a round robin process where each group takes turns sharing one behavior from their list.
 1. Record responses on chart paper, board, or virtual document that everyone can see.
 2. Go around up to 4 times so that each team gets a turn to share all of their listed items.
 - iii. Review the list for students to identify any that are the same or could be combined. During this time, students can ask for clarification on any item.
 - b. Option 2:
 - i. Have students play a team-based game like overcooked or Super Mario World where communication is important. Group them with people that they are likely not friends with. Provide no directions other than the group has to work together to finish the task or level.
 - ii. Use the first gaming experience to have students reflect on their communication and how they could succeed better with more communication and support.
 - iii. Have the same teams play the new level of the game. Remind them of the importance of communication and what they shared in the first team meeting.
 - iv. Have students reflect on their gaming experience (usually the second session is more successful) and complete the steps from option 1.



Session Agenda 2 of 4

3. Structured Free Time

a. Collaborative Play

Offer 2-3 game titles for students to participate. The intent of this round of open play is to have students get to know each other even more and to be mindful of good communication and other ideas from their generated list of community expectations.

b. Choose games that encourage group or team play so that students will interact with each other. Have game copies open on adjacent computers and/or consoles so that students do not need headsets to communicate with each other.

c. Encourage students to play together on teams or groups in the same game world.

d. Gamer Code of Conduct and Draft Community Expectations

Remind them to be mindful of the Gamer Code of Conduct and draft community expectations. If students stress test the code of conduct and/or community expectations, use those opportunities to coach them in reflective conversation.

4. Gamer Reflection

Take the last three minute to have students give quick feedback on their fun level for the day, such as a fist of five (show 1-5 fingers). Where appropriate, ask for any feedback.



Session Agenda 3 of 4

1. Welcome and Outcomes

Engage students in conversations about games they want to play and have them set a personal goal of what they want to accomplish, such as try something new, play with a new person, complete a level, or learn a champion.

This session is about finalizing the Community Expectations that will guide students and staff for how everyone should behave to promote fun, communication, and inclusiveness.

2. Establishing Community Expectations – Part 2

- a. Students will review the list generated at the previous meeting and ask any clarifying questions.
- b. Have students each identify four behaviors from the list that they think should be most important to promoting a positive community.
OR,
Give students 6 stars to draw or place next to up to 6 listed behaviors. They can place more than one of their six stars next to a single behavior to give it more weight.
- c. Based on the results, identify the top 8 vote getters. As a group, have everyone vote on the top 4-5 from this list. Those will be the final community expectations.
- d. After the vote, the staff may choose to add one of the remaining behaviors from the top 8 that did not make the final cut. Students should know this before the process begins. The purpose is if staff notices an expectation that could assist the culture. It must be one from the list that the students generated.
- e. Make the final list on to chart paper. Have all students and staff sign the chart to codify their support. Any new members or staff who join the club must review the list with a current club member and then sign as well.



Session Agenda 3 of 4

3. Structured Free Time

a. Collaborative Play

Offer 2-3 game titles for students to participate. The intent of this round of open play is to have students get to know each other even more and to be mindful of good communication and other ideas from their generated list of community expectations.

b. Choose games that encourage group or team play so that students will interact with each other. Have game copies open on adjacent computers and/or consoles so that students do not need headsets to communicate with each other.

c. Encourage students to play together on teams or groups in the same game world.

d. Community Expectations

Remind them to be mindful of the signed community expectations. If students stress tests the community expectations, use those opportunities to coach them in reflective conversation.

4. Gamer Reflection

Take the last three minute to have students give quick feedback on their fun level for the day, such as a fist of five (show 1-5 fingers). Where appropriate, ask for any feedback.



Session Agenda 4 of 4 (and future meetings)

1. Welcome, Goal Setting, and Community Expectations Review
At each club meeting, at least weekly, have students set a goal for themselves for that day's session. Also, have students review the Community Expectations and choose one or more to focus on for that meeting. This choice can be for individual practice or as a group area for supporting each other.

Weekly review of the expectations ensures that they become a protected and valued part of the club. It empowers students to communicate with other students when expectations are followed or need addressing.

2. Optional Activity
Students value having free play. When choosing to facilitate an activity, include students in the planning and implementation. This could be tournaments, design challenges, or trying out new games. Students' voices in these decisions are important for their support of the club as their own.
3. Structured Free Time
 - a. Collaborative Play
Offer 2-3 game titles for students to participate. The intent of this round of open play is to have students get to know each other even more and to be mindful of good communication and other ideas from their generated list of community expectations.
 - a. Choose games that encourage group or team play so that students will interact with each other. Have game copies open on adjacent computers and/or consoles so that students do not need headsets to communicate with each other.
 - b. Encourage students to play together on teams or groups in the same game world.
 - c. Community Expectations
Remind them to be mindful of the signed community expectations. If students stress tests the community expectations, use those opportunities to coach them in reflective conversation.
4. Gamer Reflection
Take the last three minute to have students give quick feedback on their fun level for the day, such as a fist of five (show 1-5 fingers). Where appropriate, ask for any feedback.



Esports Intramurals Planning and Implementation

Checklist at a Glance

Design an Engaging Esports Intramural Program			
Step	Completion Step	Due Date	Completed
1.	Establish a digital space for managing intramural communication and participation		
2.	Develop and Setup the Competition Structures		
3.	Production Structures for Audience Participation		
4.	Address Staffing Needs including adults and students		
5.	Implement, reflect, and adjust any structures and/or processes as needed		
	Other:		

