Georgia CTAE

E-Sports (11.08000) (2021)

Adopted 2021

Describe the characteristics of the enterprises that make up the e-sports ecosystem and the skill sets they share among themselves and with other sectors of the industry. ES-1	1. **Recognize the various roles and skills from other sectors that comprise the e-sports ecosystem.** ES-1.1 2. **Describe how the skill set required in the e-sports industry might be transferrable to other industry sectors and professions.** ES-1.2 3. **Discuss how e-sports teams utilize sponsorships from various industry partners.** ES-1.3
Explain the elements of the e-sports event process across pre-event, show day, and post- event phases. ES-2	1. **Develop and document pre-event planning including run-of-show document** ES-2.1 2. **Describe and document day-of event activities** ES-2.2 3. **Model scenarios for issues (technical and non-technical) that can occur and possible solutions** ES-2.3 4. **Explain and demonstrate project retrospective to capture lessons learned and areas for improvement.** ES-2.4
Plan and execute an e-sports event. ES-3	1. **Describe and demonstrate the multitude of team roles and duties to execute an e-sports event** ES-3.1 2. **Explain necessary considerations for the end user experience and collect feedback** ES-3.2 3. **State the variety of competition platforms and implications for competition.** ES-3.3 4. **Explore the differences between a Local Area Network (LAN) event and a virtual competition and identify which is best suited for a specific context.** ES-3.4
Integrate healthy behaviors into e-sports participation ES-4	1. **Analyze time spent gaming vs. other activities of importance and personal goals** ES-4.1 2. **Identify a subset of skills used in gaming and how those skills apply/support other activities (i.e. attending to detail, organizing, story-telling).** ES-4.2

Skip to main content

	3. **Develop a plan for maintaining mental and physical health of e-sports athletes.** ES-4.3
	4. **Articulate the importance of displaying good sportsmanship behaviors within e-sports.** ES-4.4
	5. **Construct an argument to support the claim that gaming cultivates a growth mindset.** ES-4.5
Evaluate the impacts of technology, media, culture, and law on esports. ES-5	1. **Analyze the corresponding influence of esports, technology, media, and culture.** ES-5.1
	2. **Explore the history of esports and identify key stakeholders and influencers.** ES-5.2
	3. **Identify gaming platform(s) and identify factors contributing to the platform's success or failure.** ES-5.3
	4. **Identify the challenges to creating an inclusive culture in e-sports and potential barriers that exist in the ecosystem.** ES-5.4
	5. **Explain the legal ramifications of policies like The Digital Millennium Copyright Act (DMCA) and how legislation applies to the e-sports industry.** ES-5.5
Explore different scientific processes that are used in e-sports and game-user research ES-6	1. **Describe how the human mind and body responds to in-game stimuli** ES-6.1
	2. **Explain how scientific processes can be used to understand the interaction between people and games** ES-6.2
	3. **Explore the contributions of different scientific fields to the development and understanding of esports (i.e. biometrics, virtual reality, augmented reality)** ES-6.3
	4. **Explain how the future of -sports will be shaped using biometrics and new techniques for game control and interaction.** ES-6.4
Explain how game development, strategy, and logic affect the potential outcomes of gameplay. ES-7	1. **Demonstrate how teamwork and in-game communication affect game and match outcomes.** ES-7.1
	2. **Derive a game play strategy based on game characteristics and knowledge.** ES-7.2
	3. **Explain how game play is governed by mechanics and dynamics derived in the development process.** ES-7.3
	4. **Describe the connection between player personality and game strategy.** ES-7.4

Skip to main content

Develop an inclusive organizational model that promotes community and outreach. ES-8

1. **Create a scholastic gaming club that goes beyond competition and becomes a platform to acquire critical communication, collaboration, and problem-solving skills.** ES-8.1
2. **Explain how to advocate for the benefits of a scholastic gaming club program** ES-8.2
3. **Develop and execute a plan to foster an inclusive environment for club participation of people with varying backgrounds and abilities.** ES-8.3