



Esports



Offered by Indiana Association of School Principals
through the Department of Student Programs,
in partnership with Harena Data

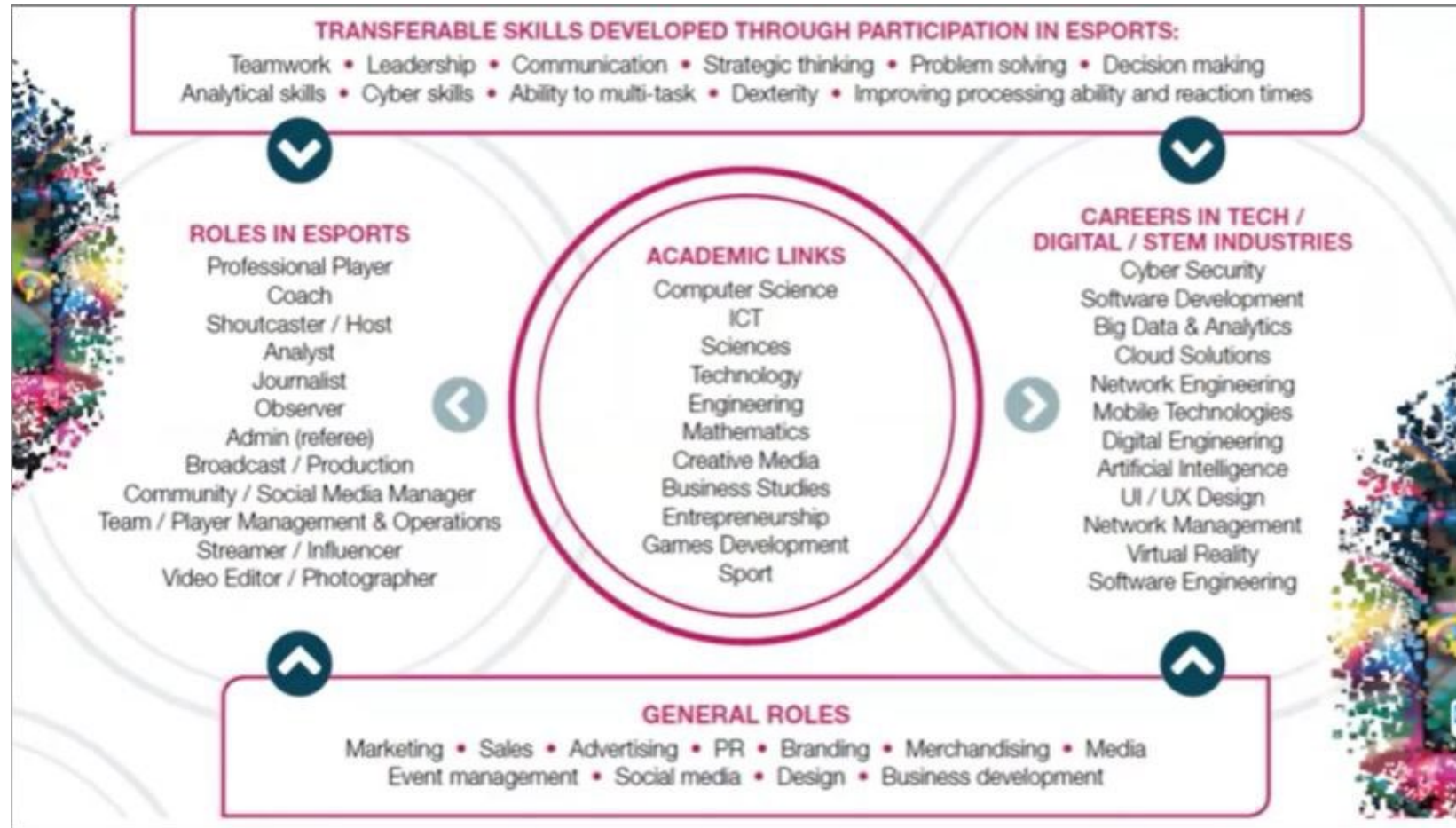
HARENA

Starting this fall (2022), IASP will add to its student programs offerings with Esports. Initially it will be offered at the middle and high school levels, with the intent to expand to elementary students.

IASP has partnered with Harena Data (harenadata.net). While we know this program will change and develop as it grows, IASP felt the time was right to offer this program and serve more kids across the state that we traditionally don't capture with our academic offerings (Spell Bowl, Academic Super Bowl, Academic Quiz Bowl).

Our Esports program is an engagement activity that places education first. While playing games is fun and a part of the program, our intent is to create opportunities for current day, digitally engaged students to experience the principles of sportsmanship, how to handle pressure, and how to win and lose gracefully, etc. Harena Data has seen statistics that show Esports programs are successful in increasing attendance rates, grades, overall morale, and improve engagement of participants.

Esports Transferable Skills



Varsity / Club

Esports in Your School

By now, nearly every school across the country is considering how to best integrate the phenomenon of esports into their schools. There are two general approaches that schools are taking, and some implement both.

High Competition **Varsity Programs**

Treat the esports program like a varsity athletic program, and perhaps manage the program in the athletics department.

- Player Skill is Important
- Tryouts / Selection Process
- Small Teams
- College Scholarships Available
- Compete Regionally or Nationally
- Heavy Management

High Inclusion **Club Programs**

Treat the esports program like an open, casual club without strict schedules or play expectations, perhaps manage by students with teacher oversight.

- Players of All Skill Levels
- Open for Any Interested Students
- Larger Groups
- No Competitive Expectations
- May Interact with Other Regional Schools
- Light Management

Both options will provide high levels of engagement, excitement, and deepen a sense of community with your student body, particularly those students who do not find engagement from your traditional programs.

But where is the **Education**?

Real World Education & Experience

High Inclusion & Competition

Esports Bowl Format

Players love to play video games, but do they have what it takes to run and manage an esports team?

Students will.....

- Create a Brand for their Competition Team
- Develop a Marketing Plan
- Launch a Streaming Channel
- Organize Roster Composition
- Take on Coaching Roles
- Practice Broadcasting and Shoutcasting Skills
- Design Jerseys and Apparel
- Learn How to Monetize
- Learn How to Promote via Social Media

Students will gain real world **Education** and **Experience** that may shape their future.

How it Works!

How It Works (At a Glance)

Each school who participates will receive access to GYO Score software, which will serve as the hub for players to organize into teams of 5-7.

Players will organize around **Rocket League** and/or **League of Legends** over the course of 6-8 weeks. They will then be tasked with creating their own esports team and getting it ready to compete in an end-of-season tournament.

Example Team Tasks:

- Create the Team Name, Logo, and Jersey Design
- Create the Official Team Twitch Channel
- Create a Process to Identify the Best Players in Your Team
- Create a Coaching Plan to Help Players Improve
- Network with Other Schools to Schedule Scrimmages
- Create a Broadcast Team to Provide Commentary on Games
-and more.



Game for 2022-23
Fall and Spring Seasons!

**ROCKET
LEAGUE**



GYO! *(aka “Spirit Dragon” in Korean)*

The Software (GYO Score)

In order to manage this process, all schools will gain access to a license for GYO Score, an esports organization and team building tool.

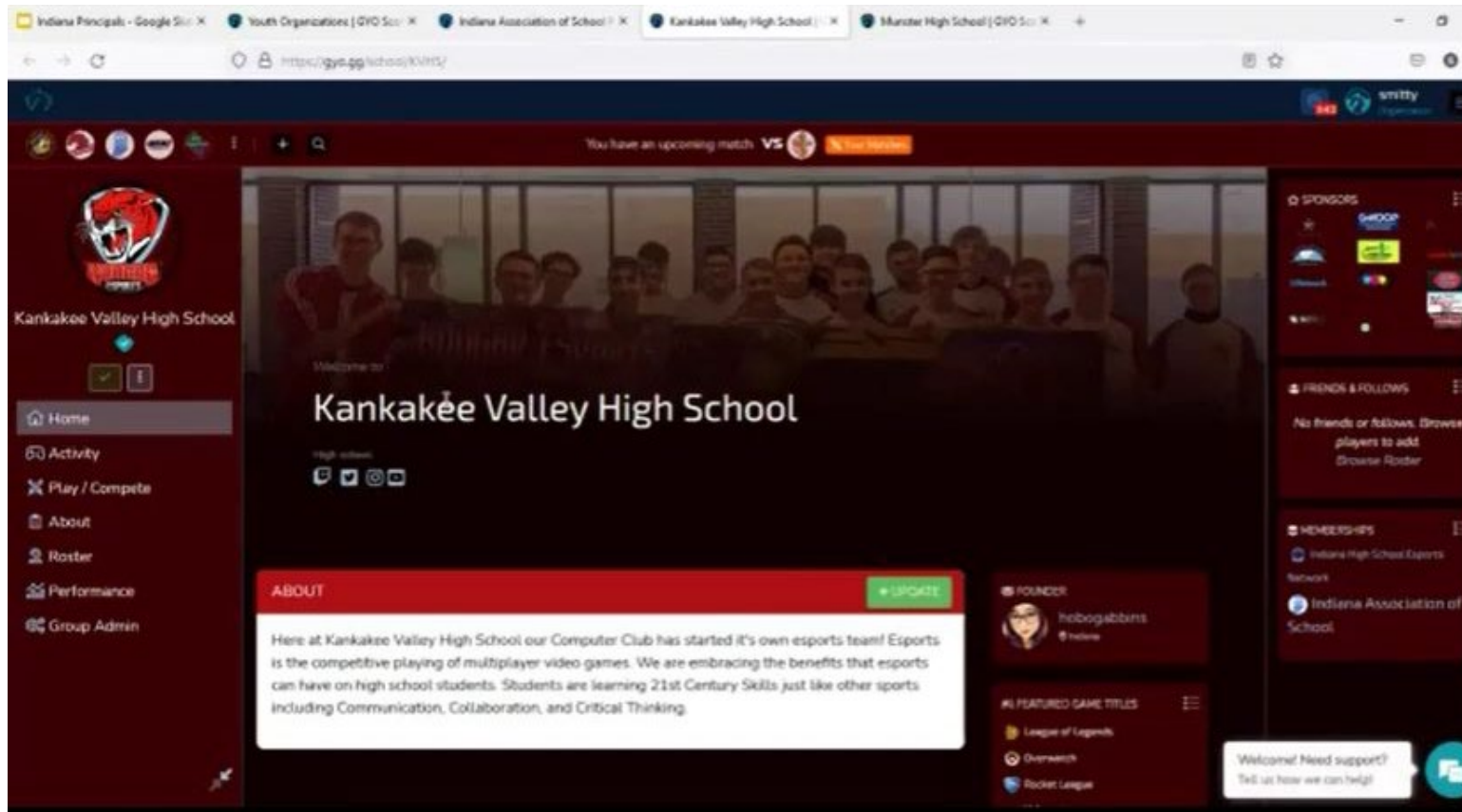
All players will use the tool to access the player network, submit assignments, and participate in digital scrimmages and competitions.

Bonus

Your GYO Score license will include the ability to run and manage your existing club or varsity programs as well!



Esports Social Home



A school's social home allows a school to build its own brand and identity on the platform. Teams can celebrate victories, keep track of who is joining and participating in the community, set gaming scrimmages through the calendar, create rosters and teams, manage players skills and much more.

Why Esports?

INCLUSION

Esports can engage those students who aren't involved in traditional sports programs or other school offered activities, but want an outlet for competitive engagement with other students. The Varsity level offers a high level of competition for players, while the Club level provides opportunities for kids who love to game and don't think they're good enough to be a professional player. This program builds skills in an industry they love without the extreme pressure of having to perform under the "varsity lights". This Esports program can tie an existing club to a platform that has more educational aspects, which then opens the door to many future possibilities for all participants!

What Do We Need to Do?

1. Coach: Your coach may not be a “gamer”, but that is ok. Our Esports program is a self-sustaining system where students coach each other as part of the experience. You don’t need a trained Esports coach, just an academic advisor.
2. Equipment: *Minimally*, your participants can connect and “game” at home on their own equipment. *This works*: you might have a computer lab that would support other Esports activities relevant to this program - creating logos, brand design, reviewing video footage, etc. But for actual competition, students might bring in their own equipment. *Ideal world*: you have a multi-function computer lab for academic purposes during the learning day, but would be used before/after school for Esports activities.
3. Be a Department of Student Programs member. Your school may already join DSP each year as a participant in one of our other sponsored activities: Spell Bowl, Academic Super Bowl, Academic Quiz Bowl or cheer competitions.

This and That!

\$250 entry fee for Fall season / \$250 entry fee for Spring season
DSP membership/entry form located at www.iasp.org/students/join-dsp

Entry fee allows up to 99 students to participate.

Example: you may have three varsity teams of 5 players each and 60 students who compete at the club level.

Resources available through Harena Data and other avenues geared to your needs.

Informational video with IASP and Harena staff:

<https://iplayerhd.com/player/video/e7272892-5e3f-48cd-a9db-1b2f56ed4e14/share>

For general information: view from 9:10 - 32:00

Talking about equipment: view beginning at 40:25

Next steps: view beginning at 46:00

For more information, contact Department of Student Programs:

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