

Esports

One Year Program: Scope & Sequence

Semester 1

ES101 - Esports I
(16 Weeks)

Unit 1 (32 Days)

A+ Exam Prep: Computer Hardware Configuration and Support (BP170)

- Identify the fundamental principles of using personal computers.
- Identify, install, configure, optimize, and upgrade personal computer components using appropriate tools.
- Identify the fundamental principles of networks.
- Identify and describe network hardware and network media and their uses in given scenarios.
- Install, configure, and deploy wired and wireless networks using appropriate tools and network components based upon given scenarios.
- Identify the fundamental principles of using laptops.
- Install, configure, optimize, and upgrade laptops using appropriate tools.
- Identify the fundamental principles of using printers.
- Install, configure, maintain, and share printers based upon given scenarios.
- Explain the theory, processes, and best practices for troubleshooting hardware components, peripherals, mobile devices, and networking.
- Identify symptoms and use the tools needed to fix hardware components, peripherals, mobile devices, and networking based upon given scenarios.

Professional Skills: 2.A-C, 7.A-C

Academic Standards: ELA 11-12.W.7-9

Technical Standard: 4.1-4.9, 5.1-5.4

Unit 2 (16 Days)

Introduction to Esports Management (GBS109)

- Summarize the development of the video game industry and its evolution over time.
- Distinguish the difference between Esports and video games.
- Describe Esports business trends both nationally and globally.
- Compare the different careers that exist in Esports.
- Discover the influence of Esports and gamification in education.
- Explain how to initiate, plan, execute, market and close an Esports club, team, league, tournament, and/or event.
- Identify the hardware and software required to run a successful Esports production.
- Create a successful Esports streaming strategy or campaign.

Professional Skills: 3.A-E, 5.A-E, 9.A-C

Academic Standards: ELA 11-12.W.7-9

Technical Standard: 1.1-1.6, 3.1-3.9

Unit 3 (16 Days)

Writing Narrative for Video Games (CRW176)

- Explain narrative theory as it relates to video game production.
- Incorporate narrative theory concepts into all aspects of video game design.
- Evaluate the role of video game narrative in social and diversity awareness as these relate to video game narratives.
- Understand a variety of methods to develop spaces, levels, characters, challenges, and objects for games.
- Create industry-standard narrative sketches and outlines for spaces, levels, characters, challenges, and objects for games.
- Demonstrate team-building and team-management skills often required in the video game industry.
- Produce an industry-standard portfolio of character sheets, spaces/levels descriptions, object developments, challenge outlines, and/or other documents.

Professional Skills: 1.A-D

Academic Standards: ELA.11-12.W.4-6

Technical Standard: 2.1-2.4, 3.1-3.9, 6.1-6.5, 7.1-7.5

Semester 2

ES102 - Esports II
(16 Weeks)

Unit 3 (32 Days)

Introduction to Digital Video Editing (CIS120DK)

- Describe the general characteristics of video editing on a computer
- Illustrate the stages of preproduction.
- Evaluate digital video cameras and tape formats.
- Configure a digital video computer editing system.
- Edit digital video using the timeline and other development tools to create a video.
- Create and integrate audio from multiple sources.
- Incorporate graphics, text, and special effects to enhance digital.
- Produce digital videos.
- Capture video.
- Render digital video for various output devices.

Professional Skills: 3A-E

Academic Standards: ELA.11-12.SL.4-6

Technical Standard: 2.1-2.4, 3.1-3.9, 6.1-6.5, 7.1-7.5

Unit 4 (16 Days)

Marketing and Social Networking (MKT110)

- Describe the history and foundations of social media.
- Describe social media planning.
- Analyze social media platforms.
- Create a social media campaign.
- Analyze ethics and social responsibility.

Professional Skills: 4.A-F, 6.A-C, 8.A-I

Academic Standards: ELA.11-12.SL.4-6

Technical Standard: 2.1-2.4, 3.1-3.9, 5.1-5.4, 6.1-6.5, 7.1-7.5,
8.1-8.3

Unit 3 (16Days)

Introduction to Sound Design for Film and Video (MUC120)

- Explain the acoustic principles of sound.
- Identify and explain the different parts of the recording chain.
- Demonstrate the techniques necessary to use a mixer board.
- Identify the principles of recording foley, automatic dialog replacement, voice-over, special effects, ambiance and music.
- Demonstrate the uses of analog and digital recording decks.
- Describe the current file formats used in audio recording.
- Demonstrate the proper use of compressors.
- Demonstrate the types of microphones used in recording sound for film and video.
- Transfer sound from one piece of equipment to another in both digital and analog formats.

Professional Skills: 3A-E

Academic Standards: ELA.11-12.SL.4-6

Technical Standard: 2.1-2.4, 3.1-3.9, 6.1-6.5, 7.1-7.5

Certification: Certificate of Completion in Esports

Common AZCCR Math Standards (CAMS)

English Language Arts Standards (ELAS)