NASEF
NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION™

Game. Grow. Learn. Lead.™

Tom Turner, Executive Director of Educational Services
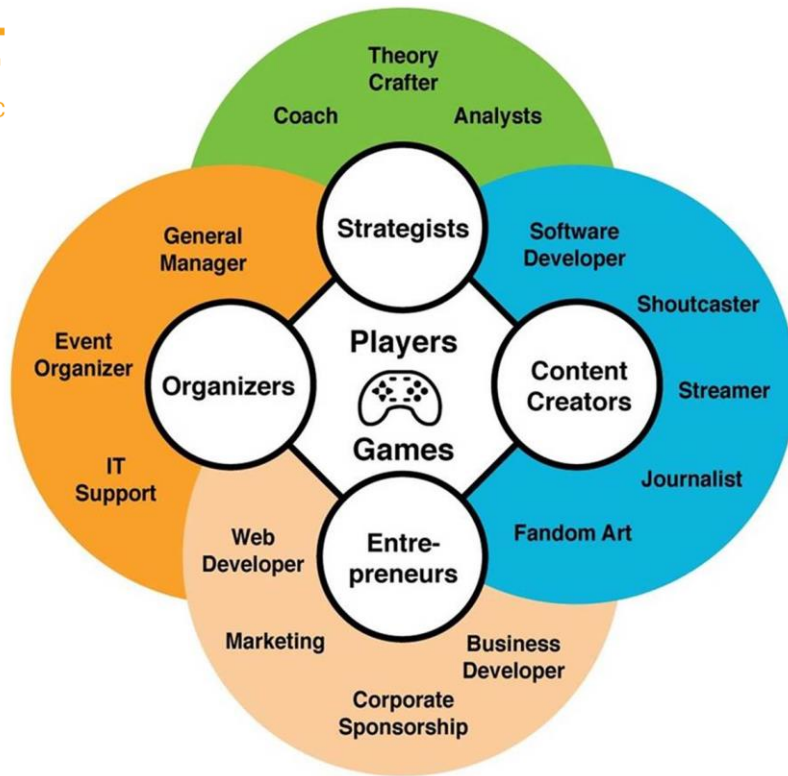Orange County Department of Education

A Community Working Together

An Academic Look at the Esports Ecosystem

Diagram Citation: Anderson, Tsaasan, Reitman, Lee, Wu, Steele, Turner & Steinkuehler (2018)

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Partner in Scholastic Esports

We are the **only** organization that closely ties scholastics with video game play for high schools and community-based organizations **at no cost** across the United States, U.S. Territories, Canada and Mexico.

With our various partners, we offer free support, services and resources in the following areas:

CURRICULUM   **CLUBS**   **COMPETITION**   **COACHING**   **CAREERS**

CLUBS

2018: 25 high schools, 38 teams...

As of 7 MARCH 2019, NASEF is comprised of:

- **185 Clubs** residing in
- **27 states** and **3 provinces** in
- **2 countries** representing
- **2500+ students**

That's 426% growth over last summer!

Toolkits for Everyone!

ESPORTS 101

DEVELOPING A TEAM WEBSITE

USING DATA TO IMPROVE YOUR GAME

HOW TO STREAM

SHOUTCASTING

RESOLVING TEAM CONFLICT

RESPONDING TO SKEPTICISM ON ESPORTS

HOW TO MANAGE A CLUB

SETTING UP YOUR IT

Workshops

As a result of **student demand** to practice their game and **learn more about the esports industry**, we developed a series of in-person workshops and summer camps in collaboration with UCI Esports and UCI Donald Bren School of Information & Computer Science.

Past Workshop Topics

HEALTHY GAMING	TOURNAMENT ORGANIZATION	BUILDING A PC	SHOUTCASTING	ANALYZING YOUR GAME

Future Workshops

We are happy to announce that we are taking our workshops **online**! Students, Club advisors and families will have **access to workshops** on a multitude of topics from the comfort of their own homes or Club sites!
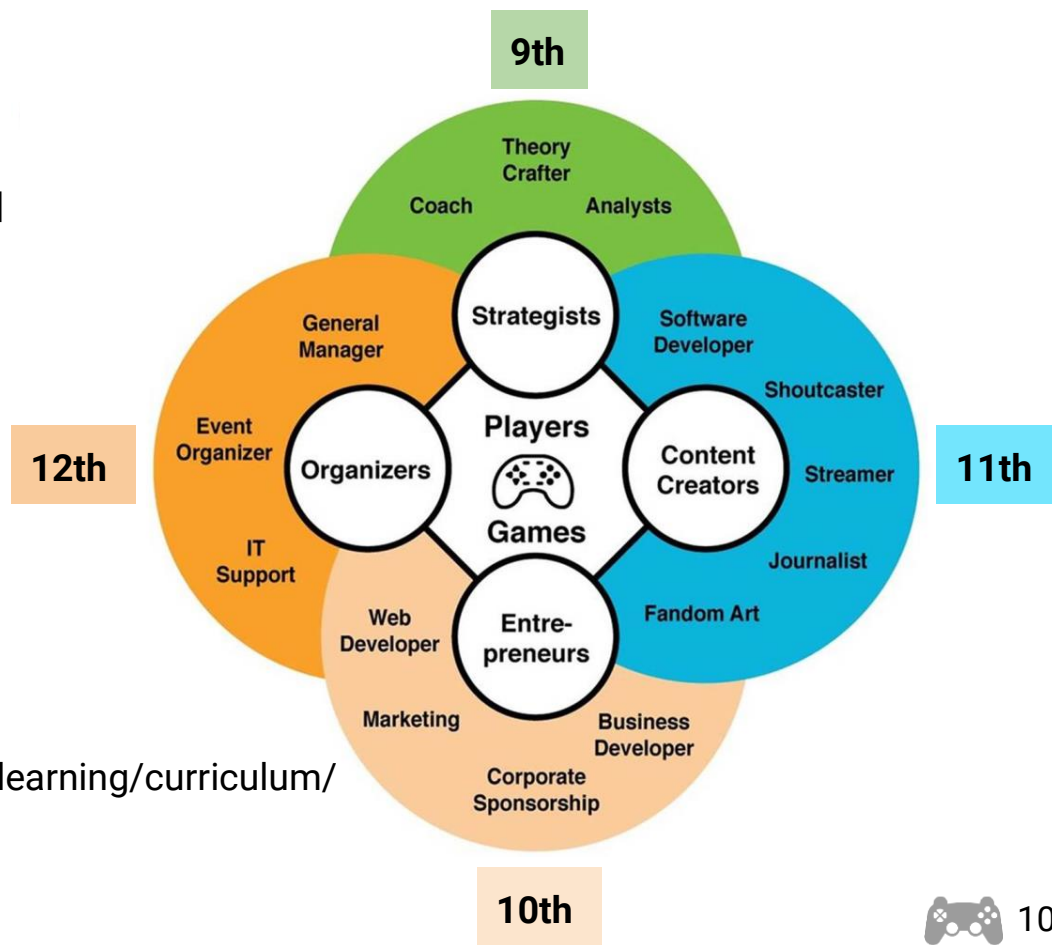
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CURRICULUM

Curriculum Overview

A-G University of California Approved Four Year ELA based Curriculum
- English 9 + Games & Simulations
- English 10 + Entrepreneurship
- English 11 + Marketing
- English 12 + Hospitality/Tourism

Flexibility with Implementation
- Pilot Units
- Adopt Full Curriculum

Available **free** @ https://www.esportsfed.org/learning/curriculum/

9th

Theory Crafter

Coach   Analysts

Strategists

Software Developer

Shoutcaster

General Manager

Players

Content Creators

Streamer

Event Organizer

Organizers

Games

11th

12th

IT Support

Journalist

Web Developer

Entre-preneurs

Fandom Art

Marketing

Business Developer

Corporate Sponsorship

10th

CTE - Coming Soon!

Multi-disciplinary project underway to construct and offer University of California Approved A-G courses aligned to CTE-based, esports-focused programs of study

- 15 esports Ecosystem careers
- Relevant Common Core Standards
- Challenging and engaging electives
- College-bound and career-ready

Grade	CTE Courses	"a" - Social Science	"b" - English Language Arts	"c" - Math (Non Integrated)	"c" - Math (Integrated)	"d" - Science	Other Required Courses	Recommended Electives	Dual Enrollment Courses	Work-Based Learning
			OCDE eSports Certificate Program - eSports Content Creator Domain					CTE Games and Simulations Pathway — Fandom Art Strand		
8	Computer Science Essentials (PLTW)	History	Language Arts	Math 8 or Algebra	Math 8 or Math 1	Physical Science	PE	World Language HS Credit (optional)		
Recommended Activities: Esports Club membership										
9	*Game Design I (UC)	*World Geography by Design UCCI	*Creating Legends: English 9/Esports Game Design UC	Algebra or Geometry	Math 1 or Math 2	Biology	Health & PE-1	World Language		Monthly Guest Speakers & Workplace Tours
Activities: Esports Club membership										
10	*Video Game Design II (UC)	*World History by Design	*Something from Nothing: Esports, Entrepreneurship, and English 10	Geometry or Algebra II	Math 2 or Math 3	Chemistry or *Anatomy & Physiology	PE-2	World Language	Dual Enrollment Linked to CTE Pathway and local College	Monthly Guest Speakers & Workplace Tours
Activities: Esports Club membership										
11	*AP Computer Science Principles	*Engineering America: US History + Engineering & Architectural Design	*Big Trends, Growth Opportunities…The Future of Esports Marketing/ English 11 UC	Algebra II or Pre Calculus	Math 3 or Pre-Calculus or AP Statistics or Calculus	*Anatomy & Physiology or Physics		World Language	Dual Enrollment Linked to CTE Pathway and local College	Job Shadowing Career Pathway Exploration
Activities: Esports Club membership										
12	Professional Internship Game Design & Integration	Principles of American Democracy/ Economics	*The Saga of the Tournament: Event Crafting through Esports and 12th Grade English UC	Pre-Calculus or AP Statistics or Calculus	Pre-Calculus or AP Statistics or Calculus		Bringing it all Together - Convergence of the Esports Ecosystem	AP World Language	Dual Enrollment Linked to CTE Pathway and local College	Job Shadowing Career Pathway Exploration
Recommended Activities: Esports Club membership										
Post Secondary Linkages	Specific to pathway and local College									* Indicates A-G UC Approved
Other Program Requirements	GPA 2.0 or higher for OCDE certification, CTE Pathway completion, Industry certification as available, Other requirements established by the local district.									

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Middle Schools - Coming Soon

Summer project to adapt the CACCSS + esports + CTE format of high school curricula, right-sized for middle school educators and classrooms

- Early career exploration
- Adaptations of DCIs to demonstrate rigor and relevance
- Challenging and engaging PBL elements
- Mentorship from local high schools
- Teachers will NOT require CTE certification to teach new courses

Middle School

High School

Post-Secondary
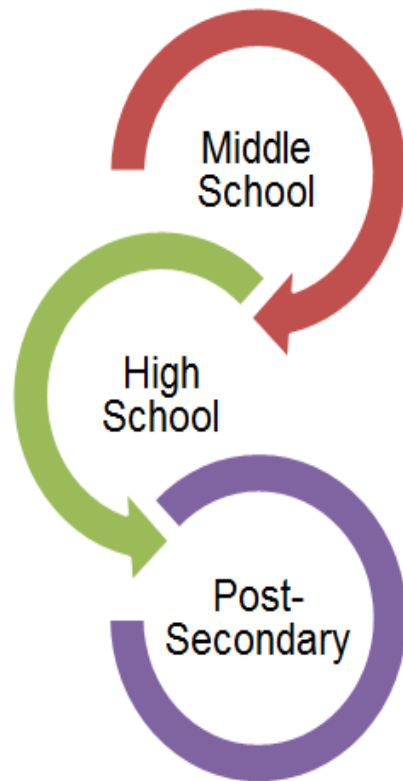
COMPETITION

Tournaments: all, some or none!

MYTH: My club has to have a competitive team in order to be activated with NASEF.

We offer a select handful of tournaments for our students to compete in if their clubs choose, such as:

- Fall Season: Overwatch (6 weeks)
- Fall Casuals ("Extra Credit"):
    - Hearthstone (5 weeks)
    - Fortnite (3 days)
    - Overwatch 1v1 (1 day)
- Spring Season
    - League of Legends (8 weeks)
    - SoCal NHL (4 weeks)
- Spring Casuals ("Extra Credit"):
    - Rocket League
    - People's Choice
    - League of Legends ARAM

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Free Coaches for Teams!

All Clubs who opt-in for our season-long tournaments can receive a **virtual coach** at **no cost**.

Who are the coaches?
- Near-peer mentors, highly ranked in game title
- Recruited, vetted and trained by our partner, Connected Camps

Why do we offer coaches?
- We understand general managers may feel lost in supporting a team
- Students receive mentorship to enhance personal and team growth

Where are our coaches?

S/
KS

Thank you!

For more information, contact us at info@esportsfed.org

Parent Facebook Group:
https://www.facebook.com/groups/esportsfamilies

Tom Turner, Orange County Department of Education

OrangeUSD eSports Committee

OrangeUSD • 03.14.2019

Overview

OrangeUSD
eSports Committee Update

Interest from schools on eSports needed to address goals before implementing
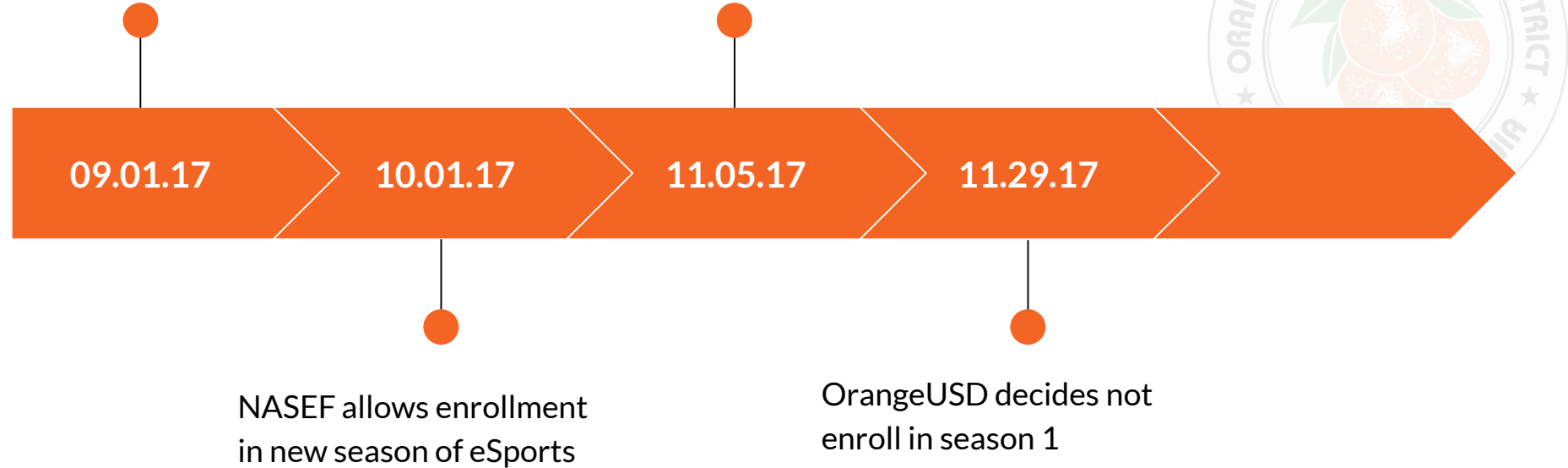
Goals
- Create a Structure
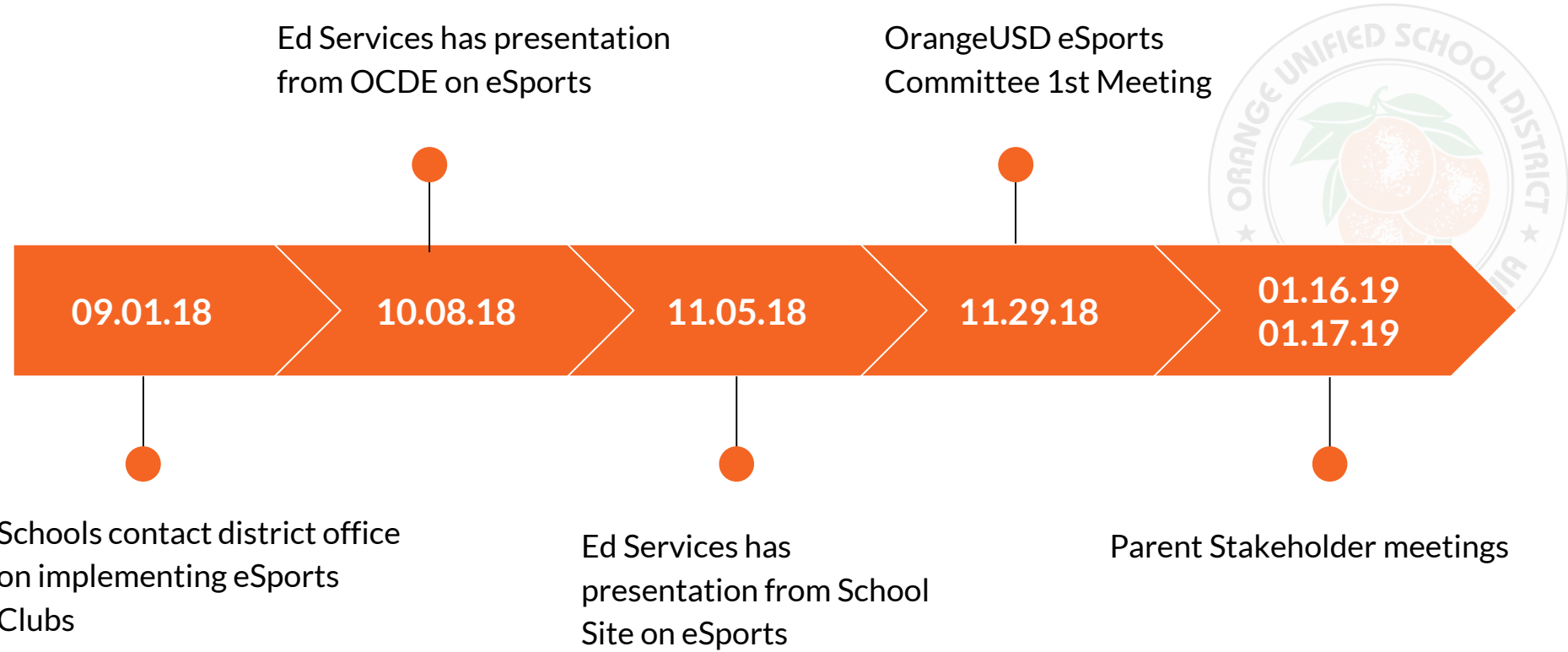- Provide Recommendations
- Research & Implement NASEF model

Committee
Formed to address goals

Ed Services has presentation
from OCDE on eSports

OrangeUSD eSports
Committee 1st Meeting

| 09.01.18 | 10.08.18 | 11.05.18 | 11.29.18 | 01.16.19 01.17.19 |

Schools contact district office
on implementing eSports
Clubs

Ed Services has
presentation from School
Site on eSports

Parent Stakeholder meetings
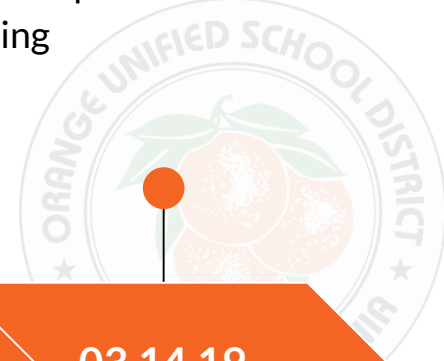
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Southern California School Districts

Participating in NASEF eSports Leagues

Season 2

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Southern California High Schools

Participating in NASEF eSports Leagues

Season 2

Orange County Districts - Season 2

Brea Olinda USD

Santa Ana USD

Placentia Yorba Linda USD

Anaheim Union High School District

Capistrano USD

Saddleback Valley USD

Los Alamitos USD

Garden Grove USD

Huntington Beach USD

Newport Mesa USD

Orange County Department of Education Charter

Fullerton Joint Union High School District

Irvine USD

Tustin USD

OrangeUSD High Schools

- Villa Park High School

- El Modena High School

- Canyon High School

Games

League of Legends

Super Smash Bros.

Heroes of the Storm

Rocket League

Fortnite

Madden NFL 19

Hearthstone

Overwatch

Concerns
&
Recommendations

Concern - Negative Imagery

- Educate on "fan" art
- Inappropriate sites should be blocked

Concern - Chat Servers

- Communicate with Parent on discord server operations
- Students follow NASEF code of conduct
- General Managers monitoring and discipline misuse

Concern - Violence

- Schools foster community support
- Create a team that contributes to community
- All games rated Teen by the ESRB
- eSports should stay at High Schools
- All members be 13 years or older

Concern - Academic Distractions

- Grade checkup maintain 2.0 GPA
- Parents educated on academic performance
- Abuse of any kind part of school programs
- Team building creates support systems
- American Academy Of Pediatrics changed screen time guidelines

Concern - Club Misinformation

- Information and showcase events for Parents
- Parent permission slips and Media releases
- Confirm Student's participation

Next steps

Stakeholder
- Principals and General Managers Meetings
- Educate on NASEF Structure

Technology Services
- Test Options on District Network for Security

Preparation
- Allow Teams to Compete on Campus

Thank You!

- Questions?

OrangeUSD eSports Committee