

TITLE: Esports Programs

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ROUTING

Deputy Superintendent of Instruction
Region Superintendents
Region Administrators of Instruction
Region Administrators of Operations
Beyond The Bell
Principals
Assistant Principals
School Administrative Assistants

POLICY: This is a new policy that provides general guidelines for esports programs at school sites. Esports stands for electronic sports. This policy addresses the process and requirements for implementing an esports program before, during, and after school.

A well-implemented esports program delivers well-rounded, inspiring educational and enrichment experiences, keeps students engaged, promotes joy and learning, and builds a variety of critical skills for world readiness.

MAJOR CHANGES: This is a new policy.

GUIDELINES: Esports gives students the opportunity to develop their 21st-century skills of communication, creativity, critical thinking, and collaboration. They learn about sportsmanship and teamwork, build up social skills, and take pride in gaming competitions. Through deepened levels of interaction, cooperative learning, and working in groups, students learn to communicate and work more effectively with others. Esports also builds a sense of school community and collaboration. Students analyze data, game statistics, and strategies and are provided with real-world experience and application. With an effective esports program, students will be able to visualize their post-secondary careers in a growing multi-billion dollar industry.

The following are guidelines for esports gaming in schools. It contains the following sections:

- I. Starting an Esports Program
- II. Instructional Standards
- III. Esports Program Access Requirements
- IV. Permitted Games and Content
- V. Technical Requirements
- VI. Esports Program Costs
- VII. Sponsorships and Solicitations Guidelines

I. Starting an Esports Program

The District has various programs that focus on UTK-12 Esports pathways that fall under these three main categories: academic, competitive, and club. These pathways can include programs from various departments such as the Instructional Technology Initiative (ITI), Career Technical Education (CTE), Magnet Programs, as well as Beyond the Bell (BTB), and Athletics, which include professional learning opportunities. Schools may also elect to start an esports class on their own with administrative approval. The district supports all schools in using technology to create real-time, real-world learning experiences that are authentic, relevant, inclusive, and aligned with the essential skills of future learning and work.

II. Instructional Standards

Esports can include the following instructional Standards.

- Next Generation Science Standards (NGSS)—The NGSS is a set of K-12 science education standards that students need to know and demonstrate science proficiency. NGSS connects and integrates standards needed to support esports. For more information, visit the LAUSD Science website at <https://www.lausd.org/science>.
- International Society for Technology in Education Standards (ISTE)—The ISTE Standards guide educators, leaders, and coaches in using technology to create high-impact, sustainable, scalable, and equitable learning experiences. They clearly identify the competencies needed for learning, teaching, and leading with digital

pedagogy, including esports. For more information, visit the Instructional Technology Initiative website on ISTE Standards: <https://www.lausd.org/page/16137>.

III. Esports Program Access Requirements

Esports programs can be accessed before, during, or after school. An access request must be made by creating a ticket in the Remedy system. This request must be submitted by the Principal or Assistant Principal of the school site making the request.

Follow the steps below to submit a service request:

1. Go to <https://lausd-myit.onbmc.com>.
2. Sign in using your LAUSD email address (john.doe@lausd.net) and password.
3. Click the "Hello, how can I help you?" search box.
4. Enter the keywords "esports" or "game/gaming" to find the proper support option.

A. Before and After school Esports Program

Esports access is granted before or after school when the following process is implemented:

1. The principal or designee begins with a Remedy ticket to request esports access.
2. The Information Technology Services (ITS) team follows up and supports the implementation.
3. An Esports waiver must be on file at the school and signed by the parent, student, teacher/coach, and principal to grant permission for student access. The principal's designee should locally store the waiver on an annual basis. See Attachment A.
4. Principal or Designee/Coach shall review the LAUSD Coaches Esports Playbook and sign the acknowledgment form. See Attachment B.

B. Esports Courses During School Day

Elective esports middle and high school courses can be found in the Los Angeles Unified Course Catalog in

MiSiS. Courses are approved by the school principal/designee. Minecraft Education, although not a class in the course catalog, is available during the school day for all grades UTK-12 through Los Angeles Unified accounts.

C. UDIPP Process for Esports Applications/Software

The Los Angeles Unified School District requires all suppliers of digital instructional software (curricula, software licenses, and/or online subscriptions) to complete a Unified Digital Instructional Procurement Plan (UDIPP) application prior to the use of these products in UTK-12th grade instruction in Los Angeles Unified. An approved UDIPP protects personally identifiable information (PII), product access, and the District's network when digital instructional software requires the exchange of student and/or employee information to enable access to log in and use the product. See the following UDIPP website:
<https://udipp.lausd.net/>.

IV. Permitted Games and Content

The Los Angeles Unified School District's policy is to provide students with appropriate instructional materials relevant to the curriculum being studied and appropriate for their age and maturity levels.

See list of approved games:
[LAUSD Approved Esports Games](#)

V. Technical Requirements

Please ensure you follow all technical considerations for console and PC devices used for esports. Games and applications with increased CPU and GPU processing may need higher specifications.

See esports technical considerations:
[LAUSD Approved Esports Devices-Technical Requirements](#)

VI. Esports Program Costs

Schools are responsible for all esports program costs. To purchase esports devices, games, and applications, schools must follow current procurement guidelines and processes.

Please refer to the Los Angeles Unified Procurement Manual:

<https://www.lausd.org/cms/lib/CA01000043/Centricity/Domain/98/Procurement Manual 10th Edition.pdf>.

This manual contains the official policies and procedures for procuring supplies, equipment, and general and professional services. By adhering to the manual, we ensure that supplies, equipment, and general and professional services necessary for the operation of school sites and central operation are obtained at competitive prices in a manner that guarantees fairness in selecting contractors and minimizes opportunities for fraud, waste, and abuse.

VII. Sponsorships and Solicitations Guidelines

All schools must abide by Bulletin 6876.1, [Sponsorships and Solicitations Guidelines](#), dated April 12, 2019. When working with sponsors, please be aware that some entities may seek to gain a commercial or other competitive advantage and believe that by providing a donation or sponsorship, they will have a better chance of obtaining District business. The District must avoid such transactions and any appearance of impropriety in accepting donations or sponsorships.

Most potential donors and sponsors have good intentions and volunteer their resources to support Los Angeles Unified students. However, we must hold firm and avoid sponsor recognition activities that could be perceived as an endorsement, advertising, or commercialization of the school environment, District property, and resources.

AUTHORITY: This is a policy of the Los Angeles Unified School District

**RELATED
RESOURCES:**

- UDIPP <https://udipp.lausd.net/>
- [LAUSD Procurement Manual](#)
- Bulletin 6876.1, [Sponsorships and Solicitations Guidelines](#)
- LAUSD ITI website for International Society for Technology in Education (ISTE) <https://www.lausd.org/page/16137>
- LAUSD Science Website for Next Generation Science Standards (NGSS) <https://www.lausd.org/science>

ATTACHMENTS:

Attachment A - LAUSD Official Esport Waiver
Attachment B - LAUSD Esports Coaches Playbook

ASSISTANCE:

For assistance or further information, please contact:
Information Technology Services – 213-241-4906
Information Technology Initiative – 213-241-5532



**LOS ANGELES UNIFIED SCHOOL DISTRICT
Student Participation in Esports Programs
Agreement and Consent Form**

Participants of the campus esports program are required to:

Section A:

- Comply with all school rules and LAUSD Acceptable Use Policy for District Computer and Network Systems, BUL-999.8, and Responsible Use Policy (RUP) for District Computer and Network Systems, BUL-999.13
- Participate in practices, workshops, league play, and tournaments with fairness and sportsmanship, observing all LAUSD rules and policies outlined in the LAUSD Parent Student Handbook.
- Students must comply with the Bullying and Hazing Policy (Bul-5212.3).
- Demonstrate appropriate behavior and refrain from insubordination throughout the duration of all activities associated with the esports program.
- Students will maintain academic eligibility of a 2.0 GPA or higher to participate in tournaments and league play.
- Treat all team members respectfully and always use acceptable language.
- Avoid using tags, nicknames, team names, skins, or anything else that may be offensive and/or associated with an outside entity.
- Avoid cheating. Cheating is defined as acting dishonestly or unfairly to gain an advantage. The use of any cheating device and/or technology is prohibited.
- Avoid playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.
- No student sponsorships unless approved by LAUSD.
- LAUSD is not liable for the loss and/or transfer of in-game achievements or purchases.
- Adhere to the highest standards of honesty and integrity in participating in all esports activities.

Student/Parent Agreement:

Section B:

We understand that students may be asked to participate in after-school practices, workshops, league play, and tournaments as members of the esports program. We give permission for participation and attendance.

We understand that reasonable measures will be taken to safeguard the health and safety of any child and that the parent will be notified in case of an emergency. In the case of an accident or sickness, we authorize the designated LAUSD representative to secure any and all emergency medical care and treatment for my student while participating in any esports activities. We understand that while student safety is a high priority for the District, under state law, LAUSD and the school hosting are not responsible for medical costs associated with student injury.

If any child breaks school or competition rules while participating, we understand and acknowledge that the child can be removed from the competition and will be subject to disciplinary action as outlined in the LAUSD's Student Code of Conduct. We understand that if a violation of rules occurs during a competition, the parent will be responsible for returning the student home from the competition location.

We understand participating children will play video games that are age appropriate as designated by the Entertainment Software Rating Board (ESRB). All games selected will be rated either E (Everyone), E10+ (Everyone 10+), or T (Teen). Rating descriptions are located in the box below. The games that students will play may be subject to change please see the LAUSD Esports Policy for a list of approved games.

We consent to the release of information about or relative to my student's participation in competition activities, including scores, photographs, sound, and video recordings.

We have read the membership requirements from sections A and B and agree to participate in the program as detailed.

Student's Name: _____ Student's ID: _____

Student's Signature: _____ Date: _____

Parent/Guardian's Name: _____

Parent/Guardian's Number/Email: _____

Parent/Guardian's Signature: _____ Date: _____

I have read the above requirements and agree to manage all participants as detailed.

Coaches Name: _____

Coaches Number/Email: _____

Coaches Signature: _____ Date: _____

Principal/Administrator Name: _____

Principal/Administrator Signature: _____ Date: _____



"E" for EVERYONE

Content is generally suitable for all ages. May contain minimal cartoon, fantasy, or mild violence and/or infrequent use of mild language.



"E10+" for EVERYONE 10+

Content is generally suitable for ages 10 and up. May contain more cartoon, fantasy, or mild violence, mild language and/or minimal suggestive themes.



"T" for TEEN

Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language.



LOS ANGELES UNIFIED SCHOOL DISTRICT
Student Participation in Esports Programs
Agreement and Consent Form

Los participantes del Programa de Esports del campus deben:

Sección A:

- Cumplir con todas las reglas escolares y la Póliza de Uso Aceptable del LAUSD para Sistemas Informáticos y de Red del Distrito, BUL-999.8 y la Póliza de Uso Responsable (RUP) para Sistemas Informáticos y de Red del Distrito, BUL-999.13.
- Participar en prácticas, talleres, juegos de liga y torneos con equidad y deportividad, observando todas las reglas y pólizas del LAUSD, como se describe en el Manual para Padres y Estudiantes del LAUSD.
- Los estudiantes deben cumplir con la Póliza de Intimidación y Acoso (Bul-5212.3).
- Demostrar un comportamiento apropiado y abstenerse de insubordinación durante todas las actividades asociadas con el programa de esports.
- Mantener una elegibilidad académica, con un GPA de 2.0 o superior, para participar en torneos y juegos de liga.
- Tratar a todos los miembros del equipo con respeto y usar un lenguaje aceptable en todo momento.
- Evitar el uso de etiquetas, apodos, nombres de equipo, perfil de personaje o de traje (skins) o cualquier otra cosa que pueda ser ofensiva y/o asociada con una entidad externa.
- Evitar hacer trampa. Se define como hacer trampa actuar de manera deshonesto o injusta para obtener una ventaja. Está prohibido el uso de cualquier tipo de dispositivo y/o tecnología para hacer trampa.
- Evitar jugar bajo la cuenta de otro jugador o solicitar, inducir, alentar o dirigir a alguien más a jugar bajo la cuenta de otro jugador.
- No se permiten patrocinios estudiantiles a menos que sean aprobados por el LAUSD.
- El LAUSD no es responsable por la pérdida y/o transferencia de logros o compras en el juego.
- Adherirse a los más altos estándares de honestidad e integridad en la participación en todas las actividades de esports.

Acuerdo del Estudiante/Padre:

Sección B:

Entendemos que, como miembro del programa de esports, se puede pedir a los estudiantes que participen en prácticas, talleres, juegos de liga y torneos después del horario escolar. Damos permiso para la participación y asistencia.

Entendemos que se tomarán medidas razonables para salvaguardar la salud y seguridad de cualquier niño y que se notificará al padre en caso de emergencia. En caso de accidente o enfermedad, autorizamos al representante designado del LAUSD a asegurar toda la atención y tratamiento médico de emergencia para mi estudiante mientras participa en cualquier actividad de eSports. Entendemos que, aunque la seguridad de los estudiantes es una alta prioridad para el Distrito, según la ley estatal, el LAUSD y la escuela anfitriona no son responsables de los costos médicos asociados con lesiones de los estudiantes.

Si algún niño infringe las reglas escolares o de la competencia mientras participa, entendemos y reconocemos que el niño puede ser retirado de la competencia y estará sujeto a acciones disciplinarias según lo descrito en el Código de Conducta del Estudiante del LAUSD.

Entendemos que, si ocurre una violación de las reglas durante una competencia, el padre será responsable de regresar al estudiante a casa desde el lugar de la competencia. Entendemos que los niños participantes jugarán videojuegos que son apropiados para su edad, según lo Distrito Escolar Unificado de Los Ángeles Acuerdo de Participación Estudiantil en eSports y Consentimiento de los Padres designado por la Junta de Clasificación de Software de Entretenimiento (ESRB). Todos los juegos seleccionados tendrán una clasificación de E (Para todos), E10+ (Para mayores de 10 años) o T (Adolescentes). Las descripciones de las clasificaciones se encuentran en el cuadro a continuación. Los juegos que los estudiantes jugarán pueden estar sujetos a cambios. Consulte la Política de Esports de LAUSD para obtener una lista de juegos aprobados.

Damos nuestro consentimiento para la divulgación de información sobre o relativa a la participación de mi estudiante en actividades de competencia, incluyendo puntajes, fotografías, grabaciones de sonido y video. Hemos leído los requisitos de membresía de las secciones A y B y acordamos participar en el programa como se detalla.

Nombre del Estudiante:_____ID del Estudiante:_____

Firma del Estudiante:_____Fecha:_____

Nombre del Padre/Tutor:_____

Numero de Contacto/correo electrónico:_____

Firma del Padre/Tutor:_____Fecha:_____

He leído los requisitos anteriores y acepto gestionar a todos los participantes como se detalla.

Nombre del Entrenador:_____

Numero/Correo electrónico:_____

Firma del Entrenador:_____Fecha:_____

Nombre del Director/Administrador:_____

Firma del Director:_____Fecha:_____



"E" para TODOS

El contenido es generalmente apto para todas las edades. Puede contener un mínimo de dibujos animados, fantasía o violencia leve y/o el uso poco frecuente de lenguaje moderado.



"E10+" para TODOS 10+

El contenido es generalmente adecuado para mayores de 10 años. Puede contener más cartón, fantasía o violencia leve, lenguaje moderado y/o temas sugerentes mínimos.



"T" para ADOLESCENTE

El contenido es generalmente apto para mayores de 13 años. Puede contener violencia, temas insinuantes, humor crudo, sangre mínima, juegos de azar simulados y/o uso poco frecuente de lenguaje fuerte.



Los Angeles Unified

Esports Coaches Playbook



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What is Esports' Purpose in Education ?

Introduction

Welcome to the Los Angeles Unified Coaches Esports Playbook for Education! This guide is designed to equip coaches and educators with the strategies and resources needed to integrate esports into educational settings effectively.

In today's digital age, competitive video gaming, or esports, presents a unique opportunity to engage students in learning while fostering essential skills such as critical thinking, problem-solving, teamwork, and communication. By aligning esports with academic standards and incorporating it into the curriculum, we can create an environment where students not only excel in the virtual arena but also thrive academically and personally.

Esports is more than just a pastime; it's a legitimate pathway for students to explore career opportunities in the gaming industry and beyond. By embracing esports as a learning pathway within the school environment, we can expose students to related careers and cultivate a passion for STEAM subjects, all while promoting sportsmanship, discipline, perseverance, competitiveness, and health and wellness.

This playbook will provide practical strategies for building and sustaining an esports program that enriches the educational experience and prepares students for success in an ever-evolving digital landscape. Let's dive in and unlock the full potential of esports in education!

Here are some ways in which esports instructional use can be applied:

- **Esports as an Educational Tool:** Esports can be used as a tool for teaching and learning in the classroom. Los Angeles Unified educators may incorporate esports-related topics, games, or simulations to enhance curriculum content. For example, teachers might use games like "Minecraft Education" or "Rocket League" to teach science, engineering, or mathematics concepts.
- **Esports Clubs and Teams:** Establish esports clubs or teams, where students can come together to compete in esports games. These clubs can promote teamwork, communication, and problem-solving skills among students.
- **Career Pathways:** Los Angeles Unified School sites offers esports courses related to esports management, marketing, event production, and game design.

- **Scholarships:** Colleges and universities may offer esports scholarships to talented players, similar to traditional sports scholarships. These scholarships can encourage students to excel academically while pursuing their passion for gaming.
- **STEM/STEAM Education:** Esports can be used to promote STEM/STEAM (science, technology, engineering, arts and mathematics) education. Some educational initiatives incorporate esports to teach coding, robotics, and other STEM-related subjects.
- **Digital Literacy:** Esports can help develop digital literacy skills, including computer proficiency, online etiquette, and internet safety.
- **Analytical Skills:** Students interested in esports can develop analytical skills by studying game strategies, analyzing gameplay, and making informed decisions during matches.
- **Soft Skills:** Esports teams require teamwork, communication, leadership, and problem-solving skills. Participating in esports can help students develop these valuable soft skills.
- **Streaming and Content Creation:** Engage students on how to create and stream content related to esports and gaming. This can lead to careers in content creation, broadcasting, and marketing.
- **Research and Analysis:** Academic institutions and research organizations may conduct studies and research related to esports, exploring topics such as the impact of esports on youth, the psychology of competitive gaming, and the business aspects of the esports industry.
- **Community Building:** Esports can foster a sense of community within Los Angeles Unified, bringing students with similar interests together and creating opportunities for social interaction.

Type of Esports Programs

Los Angeles Unified has a variety of esports programs and pathways for schools to implement during the school year. Each program will allow students to engage with and explore all aspects of the esports curriculum. Starting with after school programs to

establish vertical integration between campuses, esports has the potential to create engaging learning experiences throughout a student's K-12 education. Let's explore some of the key types of esports programs that can be implemented in the school matrix and schedule.

- Before and After School Esports Club
- Academic Esports Courses
- Competitive Esports Programs

Before and After School Esports Club

Esports as an after-school club offers students a platform to come together and participate in organized gaming activities outside of regular school hours. These clubs typically focus on fostering a sense of community among gamers, providing opportunities for socialization, teamwork, and skill development in a fun and supportive environment. Club activities may include practice sessions, friendly matches, tournaments, and social events related to gaming. Additionally, esports clubs often encourage leadership and organizational skills by involving students in club management, event planning, and community outreach efforts. Overall, esports clubs serve as inclusive spaces where students can pursue their passion for gaming while building friendships and developing valuable life skills.

Academic Esport Courses

General Elective

Esports as an elective class provides students with the opportunity to delve into the world of competitive gaming while earning academic credit. These classes typically cover a range of topics, including game strategy, teamwork, communication skills, and sportsmanship, all within the context of esports competition. Students may also learn about the history and culture of gaming, as well as the business and career opportunities available in the esports industry. By offering esports as an elective, schools can engage students with diverse interests and provide them with valuable skills that can translate into future academic and professional success.

Below you will find the course abbreviations and course numbers for middle school and high school courses in MiSiS.

| | |
|--------|--|
| 189301 | INTRO E-SPORTS A – Middle School |
| 189302 | INTRO E-SPORTS B – Middle School |
| 189303 | EXPLORE E-SPORTS A – Explore E-Sports A – High School (G) |
| 189304 | EXPLORE E-SPORTS B – Explore E-Sports B – High Schools (G) |

CTE:

Career and Technical Education (CTE) programs have increasingly embraced esports as a pathway for students to explore potential career opportunities in the gaming industry. These programs integrate aspects of esports into their curriculum, offering courses that teach not only gaming skills but also the business, marketing, and technical aspects of the industry. By combining traditional education with esports, CTE programs prepare students for careers in game development, esports management, streaming, content creation, and more, catering to the growing demand for skilled professionals in the gaming and esports sectors.

Below you will find the course abbreviations and course numbers for CTE courses in MiSiS.

| | |
|---------------|--|
| (60-40-05/06) | Exploring Comp Science CTE A/B |
| (69-66-19/20) | Comp Programming & Game Design A/B |
| (67-75-13/14) | Esports 1 (A/B) [Replacing Comp Sci CTE A/B 25-26] |
| TBD | Esports 2 (A/B) [Replacing Game Design A/B 26-27] |

Competitive Esports Programs

Competitive esports gaming involves organized multiplayer video game competitions, often between professional players, individually or as teams. It requires students to develop not only advanced gaming skills but also critical soft skills such as strategic thinking, teamwork, communication, and time management. The importance of esports lies in its ability to engage students in a modern, digital environment while fostering essential life skills and opening pathways to various

career opportunities within the rapidly growing gaming industry. Similar to traditional school sports, esports promotes discipline, perseverance, and camaraderie among participants; however, it also differs by offering a more inclusive platform that can accommodate students with diverse physical abilities and interests. Through esports, students can experience the thrill of competition, learn valuable life lessons, and prepare for future success in a technology-driven world.

Collegiate Esports Programs

We often think of esports as a new emerging adventure for college students, but esports has had a long and rich history in academia. Back in 1972, Stanford University hosted the first gaming competition on campus known as the, “Intergalactic Spacewar Olympics”. Fast track to 2014, and Robert Morris University started the first ever varsity esports program. Today, over 200 colleges and universities across the country offer varsity esports programs and offer scholarships for students. Los Angeles Unified is laying the foundation for our students to take their passions developed in their UTK-12 education and excel in the collegiate atmosphere. In 2024, the first inaugural esports Olympics was held in Saudi Arabia!

PC vs. Console

Esports game play can be conducted through various hardware types. Traditionally esports was considered a primarily Windows PC driven market with gaming emphasis being on games not necessarily for educational purposes. However, as gaming access methods grow and games become more accessible through other hardware types such as gaming consoles, the evolution of Esports developed to include console gaming for competitions. To allow more inclusive access methods for gamers many games have become cross/multi platform ready allowing various entry points for professional gaming.

PC

A Personal Computer (PC) is more than a student's chromebook. Each PC is a key for students to unlock the full potential of the Los Angeles Unified esports program. Working with a PC, students will learn valuable skills while having the flexibility to explore other avenues of Computer Science. Schools may choose to build their PCs from components purchased or schools may choose to purchase pre-built systems. Building your own computer allows the school to customize the look and performance of their programs. Buying a pre-made system ensures that every computer is functioning properly and has little to no maintenance issues. Regardless of decision, schools that invest in PCs will ensure their students will have full access to every aspect of the esports curriculum and programming.

PCs offer students a plethora of options when it comes to the games they can choose from. They have the ability to launch multiple titles from various game launching platforms. However, please keep in mind that this may be restricted by the games and platforms that LAUSD deems appropriate for school use.

Console

A console is usually most students' first introduction to gaming at home. Consoles are a fantastic way to get an esports program up and running without much investment. Consoles allow schools to participate in esports titles that are specific to the brands. For instance, if your students want to play any Nintendo titles, then each student would need a console from Nintendo. Most esports titles are available on all major brands of consoles, but some titles are not cross compatible and would lock students out of participating in esports matches. A school program that invests in consoles will need to update their consoles every two years to stay competitive. Consoles will limit the amount of access students will have when engaging with other areas of esports such as streaming, shout casting, or game development.

Code of Conduct

Code of Conduct associated with Esports will be upheld by every student, coach, and school site participating with esports at Los Angeles Unified School District. This includes all governed school sites, affiliated charter, and after school funded partners and programs.

[LAUSD Code of Conduct Agreement Form](#)

Ethical and Responsible Gaming

The school site shall promote responsible gaming practices, emphasizing the importance of balancing esports activities with other aspects of students' lives, such as academics, physical activity, and social interactions.

Students should be educated about the potential risks associated with excessive gaming, such as addiction and negative impacts on mental health.

Coaches, teachers, and parents should collaborate to monitor students' gaming habits and provide appropriate guidance and support.

Los Angeles Unified esports ethical gaming refers to promoting responsible and ethical behavior among students who participate in esports programs and competitive gaming within the context of K-12 education. Encouraging ethical gaming practices are important to ensure that students develop positive sportsmanship, respect for others, and positive online behavior and citizenship.

Here are some key aspects of ethical gaming in Los Angeles Unified K-12 esports:

- **Sportsmanship:** Emphasize the importance of good sportsmanship in esports, just as in traditional sports. Students should learn to win and lose gracefully, treating opponents with respect and dignity.

- **Fair Play:** Teach students the rules and regulations of the games they play and the importance of adhering to them. Cheating, exploiting glitches, or using unauthorized software should be strongly discouraged.
- **Respect for Others:** Encourage students to be respectful and considerate of their teammates, opponents, coaches, and spectators, both in-game and in communication channels. Bullying, harassment, and toxic behavior must not be tolerated.
- **Online Etiquette:** Promote positive online communication and behavior. Students should understand the consequences of offensive language, hate speech, and cyberbullying. Teach them how to use in-game chat and social media responsibly.
- **Privacy and Safety:** Educate students about online privacy and safety. They should be cautious about sharing personal information, and report any inappropriate or threatening behavior to LAUSD leadership.
- **Fair Competition:** Emphasize the value of fair competition. Students should strive to improve their skills through practice and dedication rather than seeking unfair advantages.
- **Learning from Defeat:** Help students see defeats and losses as opportunities for growth and improvement. Encourage them to analyze their gameplay and learn from their mistakes.
- **Responsibility:** Instill a sense of responsibility in students to manage their gaming time wisely. Esports participation should not negatively impact their academic performance, physical health, or social relationships.
- **Conflict Resolution:** Teach conflict resolution skills so that students can resolve disputes and disagreements with teammates or opponents respectfully.
- **Teamwork:** Emphasize the importance of teamwork and collaboration in esports. Students should understand that their success often depends on effective communication and coordination with their teammates.
- **Coaching and Mentorship:** Coaches and mentors should set an example of ethical behavior and serve as role models for students. They can also provide guidance on ethical gaming.
- **Code of Conduct:** Establish a clear code of conduct for the esports program, outlining the expectations for ethical behavior and the consequences for violations.
- **Parental Involvement:** Engage parents and guardians in discussions about ethical gaming and encourage them to be aware of their child's gaming activities.
- **Reporting Mechanisms:** Implement reporting mechanisms for students to report unethical behavior or concerns to responsible adults, such as coaches or school administrators.

- **Mental Health Awareness:** Encourage students to prioritize their mental health by taking regular breaks, recognizing signs of stress or burnout, and seeking help when needed. Promote a balanced approach to gaming and overall well-being.
- **Inclusivity and Diversity:** Foster an inclusive and diverse gaming environment by promoting respect for all participants, regardless of their background, gender, ethnicity, or abilities. Encourage students to appreciate different perspectives and experiences.
- **Parental Guidance and Involvement:** Provide resources and guidance for parents to support their child's involvement in esports. Encourage parents to monitor gaming habits, promote balance, and engage in discussions about ethical gaming.
- **Cybersecurity:** Teach students about the importance of cybersecurity in gaming. Encourage the use of strong, unique passwords, recognize phishing attempts, and protect gaming accounts from unauthorized access.

Conduct Violation and Consequences

Esports Code of Conduct and Responsible Gaming Rules and Regulations are treated in the same importance as classroom behavior or even athletics participation. In that regard any team member that violates or attempts to violate Los Angeles Unified code of conduct may face consequences at the discretion of the sponsor or administrators overseeing the program. This can apply to all student participation occurring in a class, club or competitive event.

Please be advised that violations can result in the following outcomes:

1. **Verbal and Written Warnings:** Students may receive initially verbal warnings for violations. However, written warnings may be issued to students after several warnings have been given and behavior continues.
2. **Final Warnings:** After several verbal warnings have been issued and a written warning has been issued for review by the student's parent(s). A final warning may be issued which can result in the student being ineligible to participate in areas associated with esports events.
3. **Game Play Disadvantage:** In some situations a student's behavior can affect the tournament or competition outcome when a team could lose an advantage or be put at a disadvantage from the team members behavior. Ensure students are aware of this.

4. **Forfeit of Game or Match:** The tournament referee can declare an immediate forfeiture due to misconduct.
5. **Player Suspension from the Entire Tournament:** A single player may be suspended, allowing the team to continue with a replacement.
6. **Player Suspension from Tournament Live Events:** A player found in violation may be barred from attending live events associated with the tournament.
7. **Team Disqualification:** If three or more players on a single team breach the Code of Conduct, the entire team may face disqualification.

Administration of Consequences:

The program sponsor/administration will assess reports of misconduct at meetings scheduled at their discretion.

Protocol for Administering Consequences:

If a party is found guilty of misconduct, the protocol for administering consequences is as follows:

1. Email: For written warnings, an email may be used to notify the guilty party, with a copy sent to their parent.
2. Phone Call or In-person: For consequences the program sponsor must communicate with the guilty party via phone call or in person. The parent, guardian, teacher, or school administrator must also be informed.

Please see the following [LAUSD Code of Conduct Agreement Form](#)

Rules and Regulations

1. Eligibility:

- Students need to be enrolled in the after school program at their school.
- Clubs may exist at the school through an after school program.
 - Students must comply with all rules of the after school program.
- For competitions, students must be enrolled at the school in which they are competing.
 - Students competing must comply with athletic guidelines to compete.
 - 2.0 GPA
 - Athletic Clearance
- Age and grade level requirements may apply. Different leagues will be made to create age appropriate leagues.
 - League 1: K - 5th
 - League 2: 6th - 8th
 - League 3: 9th - 12th

2. Code of Conduct:

- Students are expected to adhere to a code of conduct that promotes sportsmanship and respectful behavior.
 - Examples of inappropriate behavior include, but are not limited to, the following:
 - “Teabagging” - When you crouch over and over on a downed player.
 - “Trolling” - When you give up or do not finish the game.
 - “Feeding” - When you purposefully provide the enemy with advantages.
 - “Griefing” - Intentionally disrupting or sabotaging the gameplay of teammates or opponents.
 - “Doxxing” - Sharing someone’s personal information without their consent.
- Inappropriate language and behavior are always prohibited.
 - Online play should always stay anonymous.
 - Refrain from the use of “all chat” when playing online.
 - The use of voice chat should only be used under supervised instruction only with LAUSD students.
- Please see LAUSD Esports [LAUSD Code of Conduct Agreement Form](#)

3. Game Titles:

- Specific esports games or titles may be designated for competition at the discretion of LAUSD.
- These games are often chosen based on popularity and suitability for a school environment.
- First person shooter (FPS) games are only allowed at the discretion of Los Angeles Unified. Currently no FPS games are allowed.

4. Teams:

- Teams are usually formed within the participating school or program.
- There may be restrictions related to the program at a school site. This is at the discretion of the coach and administration of the school participating.

5. Coaches:

- Schools often appoint coaches to oversee and guide the esports teams.
- Coaches are responsible for ensuring that students adhere to the rules and regulations that are always followed.

6. Equipment:

- Administration is responsible for the equipment at the school site.
- Equipment is provided to the student based on the program or team they are participating in. Please see your administration for device needs.
- Schools are responsible for purchasing equipment for their supported programs.
- Funding can be provided from different sources, please contact your administration for more information.
 - Potential Funding Sources:
 - Career Technical Education (CTE)
 - a. Perkins
 - b. Career Technical Education Incentive Grant (CTEIG)
 - Extended Learning Opportunities (ELOP)
 - a. Funding can only be used for (non Instructional hours)
 - Title I
 - State Grants

7. Schedule:

- Esports competitions may have a set schedule, with regular season matches and potential playoffs or championships.
- Esports teams may participate in different sanctioned seasons, events, and tournaments through external partners.
- Esports teams may also participate in Los Angeles Unified coordinated seasons, events, and tournaments.

8. Streaming and Broadcasting:

- Los Angeles Unified schools must adhere to media, [BUL-5688.2 Social Media for Employees](#), and [photo/video release forms](#) per student before a student can be photographed or recorded.
- All streaming during a competition/tournament broadcasting is at the discretion of Los Angeles Unified and the school site in question.
- Use of YouTube is preferred to stream gameplay. Twitch can also be used. Facebook Live is currently unavailable at Los Angeles Unified sites.
 - **Moderation:** The chat section must be actively monitored by designated moderators at all times during streaming events. Moderators are responsible for enforcing chat rules and maintaining a positive environment.
 - **Language:** Use of offensive, vulgar, or inappropriate language is strictly prohibited. This includes, but is not limited to, profanity, hate speech, racial slurs, and derogatory comments.
 - **Respect:** All participants must treat each other with respect and courtesy. Personal attacks, harassment, bullying, and trolling are not tolerated.
 - **Spam and Flooding:** Spamming, flooding, or posting repetitive messages that disrupt the chat are prohibited.
 - **Content:** Sharing of inappropriate content, including links to external websites, images, or videos, is not allowed.
 - **Privacy:** Sharing personal information about oneself or others is strictly forbidden. This includes addresses, phone numbers, email addresses, and any other private details.
 - **Advertising:** Unauthorized promotion or advertising of products, services, or other channels is not permitted.
 - **Consequences:** Violations of these rules will result in immediate action by moderators, which may include temporary or permanent suspension from the chat, depending on the severity of the infraction.
 - **Reporting:** Participants are encouraged to report any inappropriate behavior or rule violations to moderators immediately.

9. Fair Play:

- Rules related to cheating, hacking, and unfair advantages are strictly enforced.
- Some leagues may implement anti-cheat software.
 - Riot Games - Riot Vanguard
- Los Angeles Unified does not tolerate cheating.

10. Dispute Resolution:

- External tournaments procedures for resolving disputes, such as protests or rule violations, are typically outlined within their platform.
- Disputes must be resolved ethically, and must follow any school guidelines in place.
 - Resolutions for in-school programs should be handled at the local school site.
 - Any disputes between multiple school sites should be reported to the esports ecosystem and implementation team.
 - Please email LAUSD-Esports@lausd.net

11. Parental Consent:

- Parents or legal guardians may need to provide consent for their children to participate in esports activities.
- Please see the [LAUSD Esports Waiver](#) for consent per student from the Principal, coach, parent, and student. Please see [LAUSD Esports Policy](#).

12. Safety and Privacy:

- Los Angeles Unified student safety and privacy is of utmost importance, please ensure student data is not shared without following the District's Unified Digital Instructional Procurement Plan ([UDIPP](#)) and other regulations focused on Family Educational Rights and Privacy Act (FERPA), Children's Online Privacy Protection Act (COPPA), and Health Insurance Portability and Accountability Act (HIPAA).

Ongoing Development / Professional Learning

Los Angeles Unified school sites shall be provided professional development opportunities for all staff involved in the esports program, enabling them to effectively integrate esports into the curriculum and support students' holistic development. (Pillars 5, and 5b)

Ongoing training and workshops will be conducted to keep educators informed about emerging trends, technologies, and best practices in the field of esports.

Los Angeles Unified UTK-12 esports training and development refer to the processes and initiatives aimed at helping students develop their gaming skills, teamwork, leadership, and other valuable attributes through esports programs. These programs offer opportunities for students to engage in competitive gaming while promoting personal growth and skill development.

Coaches Roles and Responsibilities

- **Game Skill Development:**
 - Offer training sessions and practice opportunities to help students improve their gaming skills in selected esports titles.
 - Provide access to gaming equipment, software, and facilities for practice and training.
- **Coaching and Mentorship:**
 - Employ experienced esports coaches or mentors who can guide students in developing strategies, improving gameplay, and honing their competitive edge.
 - Coaches will focus on teaching sportsmanship, teamwork, and communication skills.
 - Coaches may be hired to assist students after school.
 - i. Ask the school administration to request funds for coaches.
 - ii. Coaches must be supervised by credentialed/certificated staff.
- **Team Formation:**
 - Facilitate the formation of esports teams, encouraging students to work together and learn how to coordinate effectively in a competitive environment.
 - Assign team captains or leaders who can provide direction and mentorship.
 - Organize and communicate team expectations.
- **Strategy and Analysis:**

- Teach students the importance of game strategy and analysis, helping them understand how to make informed decisions during matches.
- Encourage students to review gameplay footage, identify areas for improvement, and develop strategies.
- **Communication Skills:**
 - Emphasize effective communication among team members during gameplay. Clear and concise communication is essential for successful teamwork.
 - Teach students to give constructive feedback and engage in positive interactions with teammates.
- **Physical Health and Wellness:**
 - Promote physical health by educating students about the importance of regular exercise, proper nutrition, and adequate sleep.
 - Encourage students to balance gaming with physical activities to maintain overall well-being.
- **Educational Support:**
 - Ensure that students maintain academic success by providing academic support, instruction, and monitoring their progress in school.
 - Implement policies that require students to meet academic standards to participate in esports activities.
- **Time Management:**
 - Help students develop time management skills to balance their academic responsibilities with esports practice and competition.
 - Emphasize the importance of setting priorities and maintaining a healthy schedule.
- **Mental Health Awareness:**
 - Promote mental health awareness and provide resources for students who may experience stress or anxiety related to esports competition.
 - Encourage open discussions about mental health and the importance of seeking help when needed.
- **Character Development:**
 - Use esports as a platform to teach values such as digital citizenship, sportsmanship, integrity, perseverance, and resilience.
 - Highlight the positive character traits that can be developed through competitive gaming.
- **Competitions and Tournaments:**
 - Participate in local, regional, or national esports competitions and tournaments to provide students with opportunities to apply their skills and compete against other schools.

- Organize logistics of competing in tournaments.
- **Recognition and Awards:**
 - Recognize and reward students for their achievements in esports, whether through medals, certificates, or other forms of recognition.
- **Parent and Community Engagement:**
 - Involve parents and the local community in supporting the esports program through volunteer opportunities, attendance at events, and fundraising efforts. (Pillar 3: Engagement and Collaboration)
- **Optional**
 - Coaching academies
 - Coaching certification
 - Attend esport conferences
- **Review LAUSD Esports Playbook**
- **Attend additional esports related training.**

Inclusive Access and Participation

The esports program should be inclusive and open to all Los Angeles Unified students, regardless of their gender, ethnicity, or physical abilities. Efforts should be made to provide equal opportunities and remove barriers to participation, including promoting diversity in team competition. (Pillar 1: Academic Excellence; Priority 1C)

The school site should encourage the formation of both competitive teams and casual gaming clubs to cater to different skill levels and interests.

Ensuring inclusive access to esports in Los Angeles Unified UTK-12 education is essential to provide opportunities for all students, regardless of their background, abilities, or interests. An inclusive approach to esports can promote diversity, foster a sense of belonging, and help students develop a wide range of skills. (Pillar 2: Joy and Wellness Priority 2C: Strong Social-Emotional Skills)

Here are some key considerations for inclusive access to esports in K-12:

- **Accessibility for Students with Disabilities:**
 - Provide adaptive gaming equipment and technology to accommodate students with physical disabilities.

- Collaborate with special education professionals to create a supportive environment for students with disabilities.
- **Inclusive Facilities:**
 - Ensure that esports facilities, such as gaming rooms and arenas, are welcoming and inclusive spaces for all students.
 - Ensure that esports facilities and equipment are wheelchair-accessible and meet accessibility standards.
- **Gender Inclusivity:**
 - Promote gender diversity in esports by encouraging girls and non-binary students to participate.
 - Create a welcoming and inclusive atmosphere where all students feel comfortable joining esports teams and competitions.
- **Cultural Sensitivity:**
 - Consider cultural differences and sensitivities when selecting games and content for the esports program.
 - Foster an inclusive environment that respects diverse cultural backgrounds and perspectives.
- **Financial Accessibility:**
 - School sites shall look to offer esports equipment and resources to students regardless of their socioeconomic status.
 - School sites shall first utilize central funding resources that may be applicable for use.
 - School sites can seek funding or partnerships to provide scholarships or subsidized equipment for students in need. Please follow Los Angeles Unified: [Sponsorships and Solicitations bulletin](#).
- **Educational Integration:**
 - Incorporate esports into the broader educational curriculum to ensure that it aligns with academic goals.
 - Explore how esports can be integrated into subjects like STEM/STEAM, mathematics, and language arts.
- **Alternative Roles:**
 - Recognize that not all students may want to be players. Offer opportunities for students to engage in alternative roles, such as coaching, shoutcasting, or event management.
- **Flexible Participation:**
 - Provide options for both casual and competitive gaming experiences to cater to different interests and skill levels.

- Allow for flexible participation to accommodate students' varied schedules and extracurricular commitments.
 - i. Competitive teams will have required game and practice times.
- **Anti-Bullying and Inclusivity Training:**
 - Conduct anti-bullying and inclusivity training for students and staff to promote respectful behavior and interactions within the esports community.
- **Parental and Community Engagement:**
 - Involve parents and guardians in discussions about the benefits and inclusivity of the esports program.
 - Seek input from the local community to ensure that the program is responsive to community needs and concerns.
- **Mentorship and Peer Support:**
 - Implement mentorship programs where experienced students can support and guide newcomers, fostering a sense of belonging.
 - Encourage peer support and collaboration among students of all skill levels.
- **Regular Feedback:**
 - Collect feedback from students and their families to continuously improve the inclusivity and accessibility of the esports program.
 - Be open to making adjustments based on the feedback received.
- **Celebrating Diversity:**
 - Highlight and celebrate the diversity within the esports program, showcasing the achievements and contributions of students from different backgrounds.

By prioritizing inclusivity in Los Angeles Unified K-12 esports programs, schools can create a more equitable and enriching experience for all students, helping them develop skills in teamwork, leadership, problem-solving, and digital literacy while fostering a sense of belonging and empowerment.

Social Emotional Learning

Integrating esports into the educational framework aligns seamlessly with Los Angeles Unified strategic goals by fostering inclusive and engaging learning environments that support the holistic development of students. Esports promote critical social-emotional skills such as teamwork, communication, resilience, and leadership, which are essential for student success both academically and personally. By providing diverse opportunities for students to excel, regardless of their physical abilities, esports contribute to creating equitable learning experiences. Furthermore, the emphasis on ethical behavior, empathy, and respect within esports aligns with Los Angeles Unified commitment to cultivating safe,

respectful, and supportive school communities. Through these initiatives, Los Angeles Unified ensures that students are well-prepared for the challenges of the future, both in their careers and personal lives.

Esports offer a unique platform for developing social and emotional skills that are crucial for students' overall well-being and success. Engaging in esports activities promotes a wide range of benefits from a social-emotional perspective. (Pillar 2: Joy and Wellness and Priority 2C: Strong Social-Emotional Skills)

1. **Teamwork and Collaboration:** In esports, players must work closely with their teammates to achieve common objectives. This environment fosters strong collaborative skills and teaches students the importance of relying on and supporting one another.
2. **Communication Skills:** Effective communication is a cornerstone of successful esports teams. Players learn to articulate strategies, provide real-time feedback, and offer encouragement, which enhances their verbal and non-verbal communication skills.
3. **Resilience and Perseverance:** The competitive nature of esports teaches students how to handle losses and setbacks gracefully. By continuously striving to improve and overcome challenges, players develop resilience and a growth mindset.
4. **Emotional Regulation:** Intense gaming sessions can evoke a range of emotions, from frustration to excitement. Esports provide a context for students to practice managing their emotions, leading to better emotional regulation in high-pressure situations.
5. **Leadership:** Many esports scenarios require players to take on leadership roles, guiding their team to success. These experiences help students develop leadership skills, such as decision-making, motivating others, and managing team dynamics.
6. **Self-Esteem and Confidence:** Achieving success in esports can significantly boost students' self-esteem and confidence. As players see their skills improve and receive recognition for their efforts, they build a stronger sense of self-worth.
7. **Social Interaction:** Esports create opportunities for students to interact socially, both online and offline. This interaction helps build friendships and fosters a sense of community, which is particularly valuable for students who may struggle with traditional social settings.
8. **Empathy and Respect:** Emphasizing sportsmanship and respect for opponents teaches players to value empathy and ethical behavior. Understanding and

appreciating the perspectives and efforts of others is a key component of healthy social interactions.

9. **Conflict Resolution:** Working within a team environment inevitably leads to conflicts. Esports provide a structured setting where students can learn to resolve disagreements constructively, improving their conflict resolution skills.
10. **Goal Setting and Achievement:** Esports encourage players to set and pursue personal and team goals. Achieving these goals provides a sense of accomplishment and enhances motivation, helping students understand the importance of persistence and dedication.

Through these social-emotional benefits, esports can play a vital role in the holistic development of students, preparing them for various challenges both in and out of the gaming world.

How to Build an Esports Program 101

Building an esports program will vary depending on your school site. Examples of different programs at school sites include CTE esports courses, elective esports courses, Esports in project-based learning during core instruction, stand alone after school clubs, after school competitive teams, or a combination of the above. If it is a course, it will incorporate learning standards, and a more holistic approach to esports, as well as practicing and competing. Even though the word “esports” may seem specific, it is an umbrella term. Understanding the varying options and facets an esports course can cover is important, and then selecting and implementing related topics into a course outline is a vital step.

Before/After School Programs

Non-Competitive Programs:

The non-competitive afterschool esports program is designed to foster a love for gaming and promote social interaction among students in a supportive and inclusive environment. Utilizing a mix of PC gaming, consoles, and simulators, the program offers a variety of activities including game tutorials, free play sessions, team-based activities, and workshops on game mechanics and digital citizenship. With a focus on developing critical

skills such as teamwork, communication, and digital literacy, the program also engages parents and the community through informational meetings and events.

I. Introduction

- **Objectives of the Program:**
 - Foster a love for gaming and esports.
 - Promote social interaction and teamwork.
 - Develop gaming skills in a fun, relaxed environment.
 - Introduce students to different types of games (PC, consoles, simulators).
 - Encourage digital literacy and responsible gaming habits.
- **Importance of Non-Competitive Gaming:**
 - Provides a supportive and inclusive environment.
 - Focuses on personal growth and enjoyment rather than competition.

II. Program Structure

- **Define Goals and Objectives:**
 - Enhance digital literacy and gaming skills.
 - Promote teamwork, communication, and social interaction.
 - Ensure a balanced approach to gaming and academic responsibilities.
- **Determine Frequency and Duration of Sessions:**
 - Decide on a schedule (e.g., weekly, bi-weekly sessions).
 - Set session durations (e.g., 1-2 hours per session).
- **Identify Age Group and Number of Participants:**
 - Target specific age groups (e.g., middle school, high school).
 - Determine the maximum number of participants for manageability.

III. Equipment and Setup

- **PC Gaming:**
 - **Hardware Requirements:** Mid to high-level gaming PCs (e.g., Intel Core i7, 16GB RAM, Nvidia RTX 3060).
 - **Software Installation:** Install a variety of popular, age-appropriate games (e.g., Minecraft Education, Rocket League).
 - **Setup:** Arrange PCs in clusters to encourage teamwork and social interaction.

- **Console Gaming:**
 - **Hardware Requirements:** Provide a range of consoles (PlayStation, Xbox, Nintendo Switch) with necessary accessories (controllers, headsets).
 - **Software Installation:** Install popular games suited for consoles (e.g., Mario Kart, Super Smash Brothers).
 - **Setup:** Set up consoles in a comfortable, lounge-like area with bean bags or couches.
- **Simulators:**
 - **Hardware Requirements:** Set up VR headsets and simulators (e.g., racing, flight) in dedicated, safe areas.
 - **Software Installation:** Ensure proper installation and calibration of simulator software.
 - **Setup:** Provide clear instructions and supervision for safe use.

IV. Program Activities

- **Game Introductions and Tutorials:**
 - Start each session with an introduction to new games and tutorials.
- **Free Play Sessions:**
 - Allow students to explore and enjoy games at their own pace.
- **Team-Based Activities and Cooperative Play:**
 - Organize activities that encourage teamwork and collaboration.
- **Workshops:**
 - Conduct workshops on game mechanics, strategy, and digital citizenship.
- **Guest Speakers from the Gaming Industry:**
 - Invite industry professionals to share insights and experiences.

V. Supervision and Staffing

- **Recruitment of Knowledgeable and Enthusiastic Staff or Volunteers:**
 - Identify and recruit individuals passionate about gaming and working with students.
 - All supervising staff must be approved by Los Angeles Unified
 - Certificated Employees
 - Classified Employees
 - School Site Hired Coaches

- District Approved Volunteers
 - These volunteers must go through the volunteer approval process.
 - [Volunteer Approval Handout](#)
 - Volunteers must be Tier II or Tier III.
 - Volunteers must be supervised by staff at all times.
- **Training on Supervising Gaming Activities and Promoting Positive Behavior:**
 - Provide training on supervision techniques and foster a positive gaming environment.
- **Take Attendance and Mark Participation in [MiSiS](#) under the Esports category.**
- **Establishment of a Club Charter for Participants:**
 - Develop and enforce a clear code of conduct outlining expected behavior.
 - [LAUSD Esports Code of Conduct Agreement Form](#)

VI. Logistics and Planning

- **Budgeting for Equipment, Software, and Maintenance:**
 - Create a detailed budget for necessary resources and ongoing maintenance.
- **Scheduling Sessions and Creating a Calendar of Activities:**
 - Develop a schedule and calendar outlining all program activities.
- **Developing a Registration Process for Students and Marking Participation:**
 - Set up an efficient registration process, including necessary permissions and waivers.
 - Take attendance and mark participation in MiSiS under the esports category.
- **Ensuring All Necessary Permissions and Safety Measures:**
 - Obtain all required permissions and implement safety measures to protect participants.

VII. Community and Parental Involvement

- **Engaging Parents through Informational Meetings and Regular Updates:**
 - Host meetings and send updates to keep parents informed and involved.
- **Encouraging Community Involvement through Partnerships:**
 - Build partnerships with local gaming stores or organizations for additional resources.
- **Organizing Family Game Nights or Open House Events:**
 - Plan events that involve families and the broader community.

- **Parents as Coaches**
 - All parents/coaches must be approved LAUSD tier II or tier III volunteers.

VIII. Evaluation and Feedback

- **Regular Assessment of the Program's Effectiveness:**
 - Conduct regular evaluations to assess the success of the program.
- **Collecting Feedback from Participants, Parents, and Staff:**
 - Gather feedback to identify areas for improvement.
- **Making Adjustments Based on Feedback to Improve the Program:**
 - Use the feedback to make necessary adjustments and enhance the program.

After School Competitive Program

1. Initial Planning and Approval

- **Research and Proposal**
 - **Research:** Gather information on the benefits of esports programs, including academic improvement, teamwork, strategic thinking, and career opportunities.
 - **Proposal:** Create a comprehensive proposal outlining the program's objectives, benefits, required resources, and potential costs.
 - **Approval:** Present the proposal to school administration, securing their support and approval.
 - **Budget:** Develop a preliminary budget covering equipment, software, coaching stipends, and other expenses.
 - Most costs will need to be covered by the school site.

2. Program Structure and Leadership

- **Leadership Roles**
 - **Program Director:** Oversee the entire program, manage budgets, schedule events, and act as the main point of contact.
 - **Coaches:** Appoint coaches for each game genre (e.g., MultiPlayer Online Battle Arena (MOBA), First Person Shooter (FPS), Sports Simulations to develop strategies and train players.
 - **Support Staff:** Assign roles for team managers, analysts, and mental health advisors.

- **Student Led Committees**

- **Events Committee:** Plan and organize tournaments, scrimmages, and other events.
- **Social Media Committee:** Manage social media accounts and online presence in accordance with the Los Angeles Unified Social Media Policy for Employees and Associated Persons - [BUL-5688.2 Social Media for Employees](#).
- **Community Outreach Committee:** Coordinate community service projects and partnerships.
- **Fundraising Committee:** Develop fundraising strategies and organize events.

3. Recruitment and Tryouts

- **Promotion**

- **Advertising:** Promote the program and tryouts through school announcements, flyers, social media, and school website.
- **Information Sessions:** Host sessions in person or virtually to inform students and parents about the program.

- **Registration and Evaluation**

- **Registration Form:** Create an online form for students to register for tryouts.
- **Evaluation Criteria:** Develop a rubric to assess players' skills, teamwork, communication, and sportsmanship during tryouts.

- **Tryouts**

- **Organization:** Schedule tryouts over multiple days if necessary to accommodate all participants.
- **Selection:** Choose team members based on tryout performance, focusing on both individual skills and potential for growth.
 - Many of the games have built in ranking systems that will help to determine the skill level of students prior to tryouts.
 - [Esports Tryout Guide](#)

4. Scheduling and Practices

- **Practice Schedule**

- **Frequency:** Schedule regular practices 2-3 times per week.

- Practice frequency can depend on the school and availability of coaches/supervising staff.
 - **Consistency:** Ensure practices are held at consistent times and locations.
- **Practice Space**
 - **Equipment:** Provide high-performance PCs, consoles, headsets, and comfortable seating.
 - **Environment:** Create a distraction-free, supportive environment conducive to focused practice.
- **Training Regimen**
 - **Drills:** Incorporate skill-specific drills to improve players' abilities.
 - **Scrimmages:** Organize regular scrimmages to practice teamwork and strategies.
 - **Strategy Sessions:** Analyze opponents' strategies and develop game plans.
 - **Physical Conditioning:** Include physical exercises to promote overall health and reduce injury risk.
 - **Mental Health:** Have daily check-ins towards student well-being.

5. Competitive Play and Game Days

- **Scheduling Matches**
 - **Regular Matches:** Arrange regular competitive matches against other schools or local teams.
 - These matches will be scheduled through an online competition service. Scheduling is determined by the individual company.
 - Los Angeles Unified Esports preseason, season, tournament, and championship in development and will be released.
 - **Tournament Participation:** Register for local, regional, and national tournaments.
- **Preparation**
 - **Equipment Checks:** Ensure all equipment is functioning properly before game days.
 - **Mental Preparation:** Conduct team meetings to discuss strategies and boost morale.
- **Streaming and Analysis (Optional)**
 - **Streaming Setup:** Set up high-quality streaming equipment and assign commentators for live matches.

- **Post-Match Analysis:** Review game footage to discuss what went well and identify areas for improvement.

6. Streaming and Media Engagement (Optional)

- **Promotion**
 - **Social Media:** Use school and program social media accounts to promote streaming events, adhering to district social media, and photo/video release policies..
 - **School Channels:** Announce events through school newsletters and bulletins.
- **Streaming Setup**
 - **Equipment:** Ensure high-quality audio and video equipment for professional streaming.
 - **Commentary:** Assign knowledgeable commentators to enhance viewer experience.
- **Engagement**
 - **Viewer Interaction:** Engage with viewers through live chat, Q&A sessions, and interactive content like polls and giveaways.

7. Social Media Strategy (Optional)

- **Platforms**
 - **Accounts:** Create and maintain accounts on major platforms (Twitter, Instagram, Facebook, TikTok).
- **Content**
 - **Regular Updates:** Post about upcoming matches, player highlights, and behind-the-scenes content, adhering to district social media, and photo/video release policies.
 - **Visual Content:** Use graphics, photos, and videos to make posts more engaging.
- **Engagement**
 - **Interaction:** Respond to comments and messages, and encourage followers to share content.
 - **Contests:** Organize contests and polls to keep the audience engaged.

8. Team Building and Wellness

- **Team-Building Activities**

- **Activities:** Organize activities like team dinners, outings, and trust-building exercises.

- **Health and Wellness**

- **Physical Exercise:** Incorporate regular physical activities to promote fitness and reduce the risk of gaming-related injuries.
- **Mental Health:** Provide resources for stress management and mental health support.

- **Academic Support**

- **Study Sessions:** Schedule regular study sessions to help players maintain academic eligibility.
- **Tutoring:** Offer tutoring services for subjects where players may need extra help.

9. Community and Partnerships

- **Community Service**

- **Projects:** Involve the team in community service projects to build a positive reputation.

- **Partnerships**

- **Local Businesses:** Collaborate with local businesses for sponsorships and resources.
- **Colleges and Esports Organizations:** Establish partnerships for additional resources, training, and opportunities.

10. Ongoing Evaluation and Improvement

- **Assessment**

- **Regular Feedback:** Collect feedback from players, coaches, and stakeholders to assess the program's effectiveness.

- **Adaptation**

- **Continuous Improvement:** Use feedback to make adjustments and improvements to the program.
- **Evolving Needs:** Stay updated on industry trends and evolving needs to keep the program relevant and competitive.

Classroom Design Standard

Creating a dedicated space for esports is essential for the success and growth of the program. This section offers design options to help teachers start or upgrade their esports facilities, outlining the necessary equipment and layout considerations for each. A couple things to keep in mind, these computers use a lot of power and require cooling as well. Whatever room you are located in will require adequate power and cooling which will be described in greater detail in the following sections.

Official Los Angeles Unified Esports Design Standard Guide to be developed. Please see the rendering below for example purposes.

[Example of Esports Room Designs](#)

Power Usage Calculations

Gaming Computer - 750 Watts

Gaming Monitor - 40 Watts

Typical Outlet - 15 Amps (1800 Watts)

PS5 - 220 Watts

Xbox - 200 Watts

Designing a New Room

Recommended Room Sizes (Optional)

- **Total Room Size:** Approximately 1,500 - 2,000 square feet
 - **Practice Lab Area:** 1,200 - 1,500 square feet
 - **Competition Area:** 300 - 500 square feet
 - **Shoutcasting Station:** 100 - 200 square feet

Layout and Design

1. **Practice Lab Setup (30 Computers)**
 - **Area Size:** 1,200 - 1,500 square feet
 - **Computer Stations:** Arrange in rows or clusters to maximize space and allow for easy movement and monitoring.

- **Desk Dimensions:** Each station should have a desk of at least 4 feet width x 2 feet depth to accommodate the computer, monitor, and peripherals.
- **Spacing:** Ensure at least 3 feet of space between each station for comfort and accessibility.
- **Power and Networking:** Install sufficient power outlets and network ports or robust Wi-Fi coverage.
- **Lighting:** Use overhead LED lighting with adjustable brightness to reduce glare on monitors.
- **Seating:** Ergonomic chairs to ensure comfort during long practice sessions.
- **Soundproofing:** Acoustic panels to reduce noise and echo.

2. Competition Area (10 Computers)

- **Area Size:** 300 - 500 square feet
- **Computer Stations:** Arrange in a U-shape or two rows facing each other to facilitate team competition.
- **Desk Dimensions:** Same as the practice lab, each station should have a desk of at least 4 feet width x 2 feet depth.
- **Spacing:** Ensure at least 3 feet of space between each station for comfort and accessibility.
- **Power and Networking:** Dedicated power outlets and high-speed network connections.
- **Lighting:** Adjustable lighting to ensure clear visibility without glare.
- **Seating:** Ergonomic chairs.
- **Spectator Area:** Provide seating for spectators behind the competition area with clear sightlines to the screens.

3. Shoutcasting Station

- If possible, try to get this space into a walled off section of the room with a glass screen. This will allow for talking without disturbing other players.
- **Area Size:** 100 - 200 square feet
- **Desk Dimensions:** Large enough to hold multiple monitors, microphones, and audio equipment (at least 6 feet width x 2 feet depth).
- **Equipment:** Dual monitors, high-quality microphones, audio mixer, and soundproofing materials.
- **Power and Networking:** Multiple power outlets and network ports.
- **Lighting:** Soft, adjustable lighting for on-camera appearances.
- **Seating:** Comfortable chairs for shoutcasters.

Additional Considerations

- **Ventilation:** Ensure the room has adequate ventilation and cooling to handle the heat generated by multiple computers.
- **Cable Management:** Implement effective cable management solutions to keep the area tidy and safe.
- **Storage:** Include storage cabinets or shelves for peripherals, spare parts, and other equipment.
- **Whiteboards/Displays:** Use whiteboards or digital displays for strategy planning and reviewing gameplay.
- **Viewing Screens:** Screens should be situated behind the competitive players where their gameplay can be viewed live during events.
- **Security:** Implement security measures such as lockable doors and secure storage for expensive equipment.
- **Accessibility:** Design the space to be accessible for students with disabilities, including wider aisles and adjustable desks.

Repurposing Another Room

Room Size

- **Total Room Size:** Approximately 800 square feet

Layout and Design

1. **Practice and Competition Area (Combined for 20 Computers)**
 - **Area Size:** 800 square feet
 - **Computer Stations:** Arrange in two rows along the longer walls of the classroom to maximize space and allow for easy monitoring.
 - **Desk Dimensions:** Each station should have a desk of at least 3 feet width x 2 feet depth to accommodate the computer, monitor, and peripherals.
 - **Spacing:** Ensure at least 2 feet of space between each station for comfort and accessibility.
 - **Power and Networking:** Install power strips with surge protection and ensure robust Wi-Fi coverage or wired connections if possible.
 - **Lighting:** Utilize existing classroom lighting, but consider adding desk lamps or LED strips to reduce glare on monitors.
 - **Seating:** Ergonomic chairs to ensure comfort during long sessions.

- **Soundproofing:** Use portable soundproofing panels or curtains to reduce noise and echo.

2. Shoutcasting Station

- **Area Size:** Approximately 50-75 square feet (within the same classroom)
- **Desk Dimensions:** Compact desk large enough to hold a monitor, microphone, and audio equipment (at least 4 feet width x 2 feet depth).
- **Equipment:** Single monitor, high-quality microphone, and basic audio mixer.
- **Power and Networking:** Utilize existing power outlets and network connections.
- **Lighting:** Use a small desk lamp for adequate lighting.
- **Seating:** Comfortable chair for the shoutcaster.

Additional Considerations

- **Ventilation:** Ensure the room has adequate ventilation. Use fans or portable AC units if necessary.
- **Cable Management:** Use cable ties and organizers to keep the area tidy and safe.
- **Storage:** Repurpose existing classroom storage cabinets or shelves for peripherals and equipment.
- **Whiteboards/Displays:** Utilize existing whiteboards for strategy planning and reviewing gameplay.
- **Security:** Ensure the classroom can be locked to secure the equipment.
- **Accessibility:** Ensure the layout is accessible for students with disabilities by providing wider aisles and adjustable desks.

Adding Esports into Existing Room

Room Size

- **Available Space:** Approximately 200 square feet or less.
 - This will come from a corner of an existing classroom or devices will be brought out for the club and put away when done.

Layout and Design

1. Console-Based Gaming Stations

- **Area Size:** 200 square feet

- **Consoles:** Utilize gaming consoles such as PlayStation, Xbox, or Nintendo Switch, which require less space than gaming PCs.
- **Setup:** Arrange 2-4 consoles in a small area of the classroom. Consoles can be set up on small desks or tables.
- **Monitors/TVs:** Use small to medium-sized monitors or TVs (24-32 inches) for each console, which can be mounted on walls or placed on desks.
- **Seating:** Use portable chairs or existing classroom chairs that can be moved to the gaming area during esports sessions.
- **Storage:** Use storage carts or shelves to store consoles, controllers, and other gaming accessories when not in use.
- **Power and Networking:** Utilize existing power outlets and ensure a stable connection through a wired connection.
 - i. If the games are being played locally, they will not need to be connected to the network.

2. Advantages of Using Consoles

- **Space Efficiency:** Consoles take up less space than gaming PCs, making them ideal for small areas.
- **Portability:** Consoles and their accessories are easy to move and store, allowing the teacher to quickly transition between teaching and esports activities.
- **Ease of Setup:** Consoles are generally easier to set up and require less technical knowledge, making them accessible for both students and teachers.
- **Cost-Effectiveness:** Consoles are typically less expensive than gaming PCs, making them a budget-friendly option for starting an esports club.

Additional Considerations

- **Dual-Purpose Furniture:** Use furniture that can serve both academic and gaming purposes. For example, desks used for teaching can also hold consoles and monitors during esports sessions.
- **Flexible Seating:** Arrange seating in a way that allows for easy movement and reconfiguration. Stackable or foldable chairs can be stored away when not in use.

- **Cable Management:** Use cable ties and organizers to keep cables neat and prevent tripping hazards.
- **Lighting:** Utilize existing classroom lighting and add desk lamps or LED strips to enhance visibility without causing glare on screens.
- **Security:** Store consoles and accessories in a lockable cabinet or storage cart to keep them secure when not in use.
- **Accessibility:** Ensure that the setup is accessible for all students, including those with disabilities.

Branding

Branding is an essential aspect of any K-12 esports program. A strong brand identity can help create a sense of community, attract participants, engage fans, and establish a professional image. Here are some key considerations for esports branding in a K-12 setting:

1. Team Names and Mascots:

- Select a team name and mascot that represent the school's identity and resonate with the esports community.
- Ensure that the team name is unique and not already in use by another organization.
- Consider involving students in the naming/design process to foster a sense of ownership and enthusiasm.
 - The name and mascot should reflect the school's mascot.
- Team name and mascot should be appropriate and respectful.

2. Logo and Visual Identity:

- Create a distinctive and visually appealing logo for the esports program. It should reflect the school's identity and the spirit of competitive gaming.
- Choose a color scheme and design elements that resonate with the target audience (students, parents, and fans).
- Maintain consistency in the use of the logo and visual elements across all materials and platforms.
- To ensure highest quality use vector format to create all logos and branding. Recommended file types for logos are SVG, PNG, and JPEG files.
- If possible, have a logo designed by students to foster community and easy adoption of the logo.

3. Uniforms and Jerseys:

- Design esports team uniforms or jerseys that prominently display the team logo and colors.

- Make sure uniforms are comfortable and suitable for extended gaming sessions.
- Consider having both home and away uniforms for competitions.
- Uniforms will adhere to [LAUSD Dress Code Policy](#).
- Uniforms are purchased through the school site. Communicate with administration for purchasing.
- Refer to the procurement vendor list for jersey purchases.

4. Social Media and Online Presence:

- Create and maintain official social media profiles for the esports program on platforms like X, Instagram, Facebook, and Twitch.
- All social media profiles are managed by the school site coach/administrator.
- Use these platforms to share updates, game highlights, player profiles, and engage with the community.
- Encourage students and fans to follow and interact with the esports program online.
- Adhere to district social media, and photo/video release policies.

5. Website and Online Hub:

- Develop a dedicated website or online hub for the esports program. This is where you can provide information about the team, schedules, news, and streaming links.
- Website or online hub is managed by school site.
- Ensure the website reflects the branding and visual identity of the program.
- Website should be located within the school's website.

6. Merchandise and Swag:

- Consider creating esports program merchandise such as T-shirts, hats, and other gear with the team's logo and branding.
- Selling merchandise can also be a fundraising opportunity for the program, all fundraising is done at the school site.
- All funds will go through the local school site.
 - Set up an account with your Parent Teacher Student Association (PTSA) or Booster program. See Office of Student Family Community Engagement ([PCSS](#)).
 - Set up an account within the student store at your school site.

7. Community Engagement:

- Host events, watch parties, and open houses to engage the school community and build excitement around the esports program.
- Invite parents and local media to attend esports events and learn more about the program.

8. Streaming Overlay and Graphics:

- Design custom streaming overlays and graphics that include the team's logo and colors. This adds a professional look to live streams of matches.
- Include your school esports logo in the stream.
- Make sure to use non-copyrighted music when streaming to avoid videos being taken down.
- Twitch will remove videos after 2 weeks unless you have a verified account.
- YouTube videos can be organized by content.

9. Partnerships and Sponsorships:

- Seek partnerships or sponsorships with local businesses or gaming-related companies that align with the program's values and branding.

■ Bulletin 6876.1, [*Sponsorships and Solicitations Guidelines*](#)

10. Consistency and Identity:

- Ensure that the branding elements, including the logo, colors, and messaging, are consistent across all materials, online platforms, and physical spaces.

11. Safety and Privacy:

- Be mindful of safety and privacy concerns, especially when sharing information about students online. Obtain necessary permissions and protect personal information.
- Adhere to streaming platforms, social media, or other online platforms age guidelines and restrictions.
- Be mindful of all social media accounts, streaming, and online presence.
- Report any suspicious activity immediately to school site administrators.

12. Regular Review and Updates:

- Periodically review and update your branding to reflect changes in LAUSD policy, esports industry standards, or school site changes.
- Ensure that esports programs are kept to the highest standard and reflect all current policies.

Account Management

Gaming Accounts/Registration

Gaming accounts and registrations are almost always a mandatory requirement when it comes to online gaming. Here are some guidelines and recommendations for setting up gaming accounts.

Student Accounts

Students owned accounts is the recommended default way to have the players participate.

Ensure students create accounts only on services that are [UDIPP](#) or approved by Los Angeles Unified with that username. Make students know not to use their username on games that are not approved by Los Angeles Unified even in their free time at home.

Stress to students that they are responsible for making accounts with profile names that are school/competition appropriate and do not include any personal identifiable information. This ensures students' settings and progress from their accounts and games will be carried over. Eg. *A game like Fortnite requires settings that are so personalized to an individual it is almost impossible to play it with any settings that are not your own.*

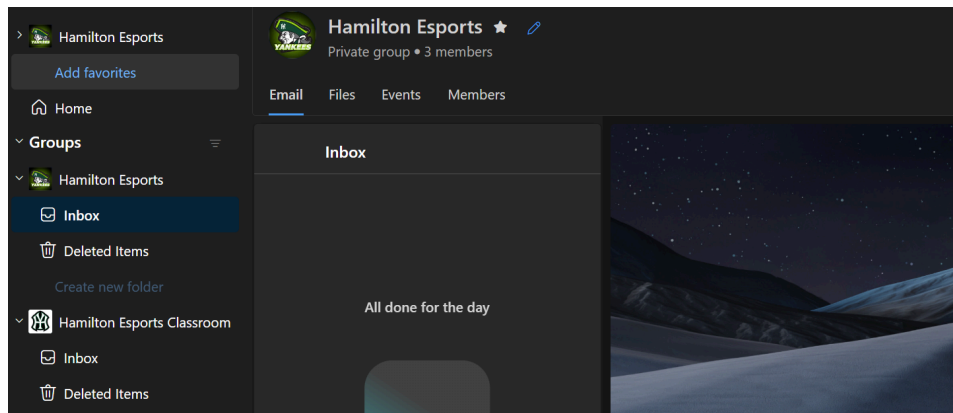
Students can also make the accounts using their Los Angeles Unified emails.

Note: Students will lose their Los Angeles Unified account access after graduation

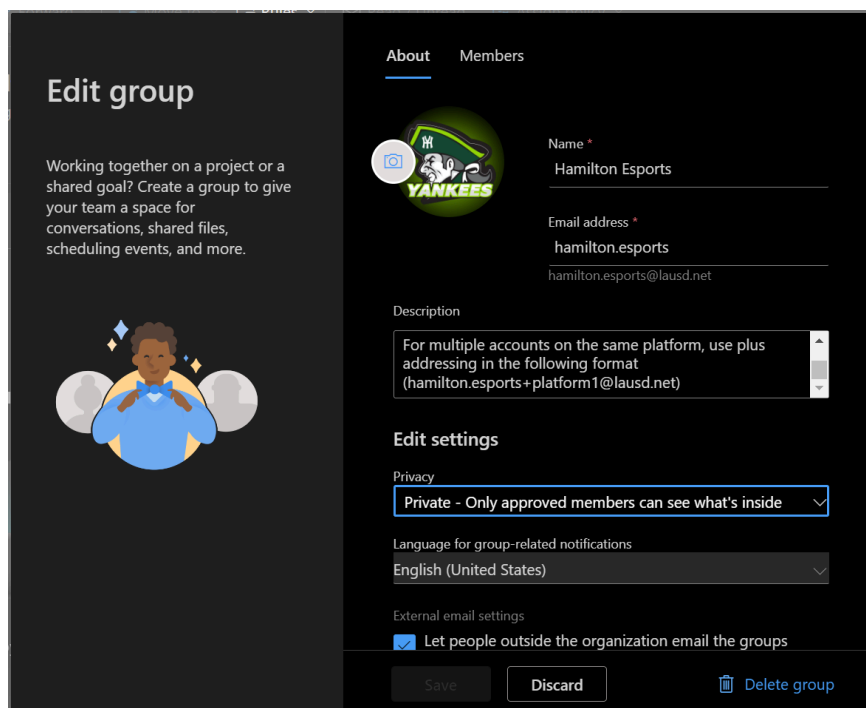
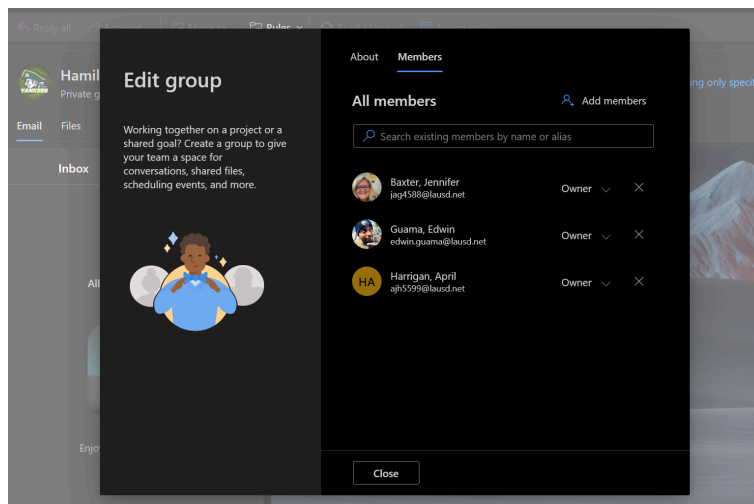
Shared Email Accounts

1. Microsoft Groups (Email):

- Open [Information Technology Help Desk Tickets \(ITS\)](#) to create microsoft groups on outlook.



- This allows you to have a central inbox that can be shared with anyone in the organization, including students.



- 1 Microsoft Group can be used to create multiple accounts with the same email via [plus addressing](#).
Eg. hamilton.esports@lausd.net, hamilton.esports+platform1@lausd.net, hamilton.esports+platform2@lausd.net (These will all go to the same inbox but be treated as different email by companies asking for account setups)
- If you are using consoles such as Playstations or Nintendo Switches - It is advisable to have at least 1 separate **DEFAULT** account for each device.

More Account Information

Esports Focus on Playstation (PS5), Nintendo Switches and Windows Devices

When it comes to console gameplay both Playstation and Nintendo consoles have content sharing features. This feature allows you to make a default esports account for every device using your dedicated esports emails as mentioned above to create for your program. When you open a ticket with Information Technology Services (ITS) you will be asking for Microsoft Group Emails for esports use. [Information Technology Help Desk Tickets \(ITS\)](#)

Please specify the amount of emails needed for registration for each device. This will help you avoid purchase limitations on gaming platforms and games. Every email account that is used for console registration will buy its own content and support its own licensing. Anyone that signs in to the device can use content, those without accounts can use the default account created specifically for each device.

[Nintendo Account Sharing](#)

[Playstation Account Sharing](#)

Coaches Beware!

- Nintendo Switch Account Considerations
 - Game sharing can also be done with both console types to an additional device but this is not recommended. This will create sharing issues.
 - If you do access additional devices be aware that you will need to buy 1 game for every 2 consoles. Do not allow others to sign in to your consoles.
 - If you do allow others to sign in, your content/game access will not be shared to the other accounts on the same console.
 - Coach Recommendation: *DO NOT DO IT THIS WAY!*
- Xbox and STEAM Account Considerations
 - [Xbox](#) and [STEAM](#) store games / subscriptions can be shared with up to 5 & 10 devices/users at a time respectively.
You can share with other device accounts or with student user accounts - that is, if you can figure out how to set it up.

- Please see PC gaming Static IP section for the process to get IPs for your gaming device and get access to STEAM. Coaches and the teacher will get the access for their program and must manage access for downloads and updates.
- Subscription Purchase Warning
 - Device subscriptions should be purchased on default esports accounts for consoles. Keep default accounts on 1 device and every other account on the device will have access to purchased content for free.

Suggested method is to create accounts that can be moderated from a host. For example use Esports1@school.com, Esports2@school.com, Esports3@school.com, etc. Then have students log in to the computers with their single sign on and then log into EPIC games with these accounts. This will make it so the game will only need to be purchased once per account.

****Note:** if multiple students are playing on the same account the MMR (matchmaking) based on skill may be skewed. For example, if a student logs in and is good at the game and then the next period a student with a different skill level comes in and plays on the same account the student will be at a disadvantage. There is no way to reset the accounts MMR.

Network Related

Once your school site has initiated the steps of creating your esports program, school sites will need to contact ITS for access through the firewall. Schools should explain the vision of their program and how many students, PCs, and consoles they plan on utilizing for online play. ITS will give each school site a list of static IP addresses for all PCs and consoles. Each IP address will be specific to the school and allow students to access online content, online play and compete in competitions. Schools will track the IP addresses used and which machines are associated with each IP address.

- Network Access to esports content is only available on Los Angeles Unified Instructional Network. All devices must be connected through ethernet cables.
- Wireless esports access is not supported at this time.

Each esports device must be associated with 1:1 Static IPs, please do not assign Static IPs to multiple devices, this will create network issues and may cause loss of access for all devices assigned.

Example of Wired Network Static IPs Setup

PC Gaming Static IPs:

Example:

10.X.32.170 - 189

Subnet Mask: 255.255.248.0

Gateway: 10.X.32.1:

Console Gaming Static IPs:

Example:

10.X.32.190-200

Subnet Mask: 255.255.248.0

Gateway: 10.X.32.1:

(Don't forget to add DNS Information)

The DNS information below are the same for all sites:

10.10.01.34

10.233.40.01

PC Play

All Static IP Ranges labeled with (PC) must be used for the specific device. This means you must use the individual static ip to be associated and configured to the Window devices 1:1.

Console Play

(Nintendo Switch, PS4-5 & Live, Xbox & Live,)

If you are going to game with consoles please use statics labeled console for access. This needs to be mentioned or console gaming will not work. You must request console-ready IPs if not provided.

STEAM

STEAM is supported in the same manner as Esports Access, if you wish to request STEAM please open a ticket for a Static IP for network clearance.

For further Network Support, schools should look to the Los Angeles Unified ITS Ticket system. Search Innovative Technology Request. Select Esports or STEAM.

For guidance on how to submit a remedy ticket for esports, please visit the following links:

Please search the keywords Esports or Game/Gaming

- Submitting a ticket

- <https://lausd-myit.onbmc.com/>
- How to submit a ticket
 - <https://www.lausd.org/Page/9901>.

Hardware and Technical Requirements

Los Angeles Unified Approved Esports Devices-Technical Requirements

PC Requirements

- **Mid Level PC Gaming**
 - CPU: Minimum Intel Core i7 or AMD Ryzen 7
 - Motherboard: Any compatible motherboard for the processor you choose
 - RAM: 16-32GB
 - GPU: Nvidia RTX 3060 and above
 - Storage: 1TB NVME SSD
 - PSU: Minimum 750-watt full-modular power supply
- **High Level PC Gaming**
 - CPU: Intel Core i9 or AMD Ryzen 9
 - Motherboard: A higher end compatible motherboard
 - RAM: 32-64GB
 - GPU: Nvidia RTX 3070 and above
 - Storage: 1TB-2TB NVME SSD
 - PSU: Minimum 750 watt full-modular power supply (may need 1000 for some GPUs)

Console Gaming

All Consoles must be connected through Instructional LAN ethernet

- **Nintendo Switch System**
 - *For the most up-to-date information, please see the [Nintendo Switch™ Family website!](#)*
 - Games will need to be purchased per console.
 - Nintendo online subscription is needed per console.
- **PS5 Standard**
 - Best power/performance in the Playstation family
- **PS5 Digital**
 - Best power/performance (same as PS5 STANDARD)
 - No disk drive (digital downloads only)

- **Xbox Series X**
 - Best power/performance of current Xbox family
- **Xbox Series S**
 - 2nd in power/performance under Series X
 - No disk drive (digital downloads only)

Online Subscriptions (Yearly/Monthly charge)

- **Playstation**
 - **PlayStation Plus Essential**
 - Online multiplayer gaming
 - **Playstation Plus Extra**
 - Online multiplayer gaming, some games
 - **Playstation Plus Premium**
 - Online multiplayer gaming, hundreds of games
- **Xbox**
 - **Xbox Game Pass Core**
 - Online multiplayer gaming and 25 games
 - **PC Game Pass**
 - Hundreds of PC Games, new games and EA Play
 - **Xbox Game Pass Standard**
 - Online multiplayer gaming and hundreds of games
 - **Xbox Game Pass Ultimate**
 - Online multiplayer gaming hundreds of PC and console games, new games and EA play

*Games included in online subscriptions may not be Los Angeles Unified approved games for esports

Los Angeles Unified Approved Esports Games

Approved Esports Games (CIF Aligned)

- Some games may not work due to approval clearance; currently, these are the approved games. FPS Games known as “First Person Shooter” type games are not approved at this time.
- Minecraft Education is available through multiple device types and does not require use of a static ip from ITS for access.
 - Minecraft is a paid service

- Minecraft Education is free (needs accounts to download and log in)
- [Check the LAUSD Approved Game List](#)

Minecraft Esports Program Support

You are joining an ever-growing network of gamers, geeks, educators, and professionals of all ages and backgrounds that have a desire to assist students in finding and filling their passion for gaming. This community is committed to preparing students to be College and Career ready by providing 21st Century Skills. Minecraft Education is the perfect introductory gaming and esports offering to jump-start interest in these fields.

Los Angeles Unified's desire is to provide a community experience that is diverse and inclusive for all students and adults and to create a passion for learning in new and innovative ways. Our program's focus is on developing individuals and essential skills like Teamwork, Collaboration, Communication, Creativity, and Social Emotional awareness. Minecraft Education offers a myriad of tutorials on their website through YouTube. Additional tutorial worlds in the "Tutorials" folder on our Minecraft Esports Google Drive Public folder.

TUTORIALS

- Tutorial Worlds and Microsoft Learn Courses
 - [Minecraft Intro](#)
 - [Esports](#)
 - [Computer Science](#)
 - [Cyber and Digital Citizenship](#)
 - [Coding](#)
 - [Redstone](#)
- Written Tutorials
 - [Minecraft Keys Terms](#)
 - [Control Guide](#)
 - [Keyboard & Mouse Controls](#)
 - [Slash Commands](#)
 - [Redstone Guide](#)
 - [Minecraft Esports Club Toolkit](#)
 - [Minecraft Esports Competition Guide](#)
- Video Tutorials
 - [Minecraft Education Edition – YouTube Video Library](#)
 - [Slash Commands](#)
 - [Redstone](#)

The [Minecraft Education website](#) has many resources including a [Support Center](#). Please

join the online [Teacher's Lounge](#) on Facebook where you can ask general Minecraft questions and utilize the [Minecraft Education YouTube Library](#) to access a number of tutorials on navigating and playing Minecraft Education.

Level Up Los Angeles Esports Competition with Minecraft Education

Level Up Los Angeles Esports Competition with Minecraft Education, or Level Up Los Angeles, is Los Angeles Unified districtwide esports competition. Teachers are encouraged to incorporate the esports competition into their core instruction through project based learning and the UN's Sustainable Development Goals (SDGs). All students are invited to take action to confront the climate crisis and craft a two-minute video showcasing their solutions (Level 1: Schools Reinventing Los Angeles). The top Level 1 teams from each region and league qualify to advance to Level 2: Region Rumble, a three-round elimination-style event concluding in the District championships.

Roles in Collaborative Game Play - Minecraft Education

Having a structure for student collaborative work is necessary in order to engage all learners and encourage equitable learning experiences. Educators can create classroom roles for game play as an effective strategy for encouraging learners to participate in collaboration and communication. Roles will ensure that each student has a part to play in the learning process. They also help to bring clarity to learning experiences, reduce chaos as well as off-task behaviors. Roles can be changed depending on the lesson, giving students the opportunity to try out different ones.

Roles might include:

Team Leader: has world launched first and named on his or her computer. Guides group with decisions and directions.

Time Keeper: reminds team of benchmark times needed to complete the stages of the task: planning, researching, and building

Recorder: notes aspects to include with details

Encourager: supports team by encouraging problem solving in a positive manner

Researcher: uses digital tools to research for the group

Structure Questions for Collaborative Game Play

With Collaborative Game Play, groups are given a task or assignment to complete together. This can be done as a whole group where the educator hosts a world for learners to join or in small groups. The goal of Collaborative Game Play is having groups work towards a common goal. To ensure success and to manage the build, groups will need to take time to brainstorm and agree on how they will work during the build. Below are some questions that assist in providing structure to pre-build conversations.

- What are we building? Are there multiple structures?

- Conquer & Divide - who will build each part of the structure/s?
- Are we using Code Builder or Redstone?

Learners working together in their respective roles will be prepared to collaborate successfully in a multiplayer world.

- Minecraft Education limits 40 people per world at any given time
- There are two practice worlds. Each has a timer to facilitate player practices. Both are located in the Minecraft Education
- Lesson Library → Subject Kits → Esports → Practice Plaza
 - 4 platform practice world
 - 12 platform practice world
- The competition worlds can be found in the same Lesson Library
 - Minecraft Lesson Library → Subject Kits → Esports

Minecraft Education Esports Build Battle Hosting and Gameplay

- The **Visiting Team** Coach will host the predetermined Minecraft Education Esports World and do the following:
 - Review the Match Day Rules ([Pre-Match Walkthrough](#))
 - Share the Join Code and/or IP Address for students, coaches, and judges to join the Minecraft World.
 - Set the timer at the beginning of the Match.
 - Manage students before and after the Match begins and ends.
 - Manage the timer and teleportation

Weekly Matches

- Weekly Competitive Matches will be held on one of two predetermined days for 1 hour. (i.e. Monday & Wednesday)
- Weekly Matches will last 30 minutes with a 15-minute setup and 15-minute scoring/discussion period at the end of the build for a total of one hour. Technical, student, or judging issues may cause the match to extend beyond one hour.
- Match Builds will be determined each week by Minecraft Education Esports Coordinator
- Results will be reported to the Minecraft Education Esports Coordinator and made publicly available by Monday the following week.
- Match teams should consist of 4-8 players. If students are absent, fewer may compete in the match or a substitute may be assigned by the coach. The max number of students per team is eight.
- Match team members can change from week to week based on the coach's discretion. This is intended to allow more than eight students to experience

match competition.

- Weekly rosters need to be submitted no less than 1-hour prior to the start of the match.
- The “Home” team will always use the “Green” platform and the “Visiting” team will always use the “Yellow” platform.
- Once an official match build begins, coaches will **NOT** be allowed to give building guidance to the players. If a coach violates this rule by helping their team during a match build, that team will be disqualified, and the opponent afforded the win. Coaches may offer encouragement, but no instructional building guidance.
- Each season one build will be a **SURPRISE!** Players will receive the topic at match start.
- If a team fails to show up for their match, “No-shows”, and/or fails to contact the opposing coach ahead of the match, they will forfeit to the opposing team for that week.
- If unresolvable technical issues arise, the match will be rescheduled during the make-up weeks at the end of the season.
- Weekly winners within each division will be able to check the standings in the predetermined online hosting platform.
- If a match falls on a Holiday, it will be played that same week on Friday or on a mutually decided day determined by both participating coaches.
- If scheduling conflicts arise due to school site team, staff, IEP meetings, etc., matches will be rescheduled during the make-up weeks at the end of the season before the tournament.

Judging Requirements

- The home team coach will download the rubric, fill it out, and share it along with weekly match details with the judge. Please see the following [Minecraft Esports Rubric](#).
- Judges will join both the communication call and the Minecraft world.
- Judges will move around the outside of the build, on the ground or flying in the air, to observe the build during its construction. Judges will take note of student collaboration and teamwork on the provided rubric.
- Scored rubrics will be submitted by the judge to the District Minecraft Education Esports Coordinator at the conclusion of each Match Day. The Minecraft Education Esports Coordinator will validate rubric for league standings weekly.
- Teams are permitted and encouraged to use Redstone as part of their building process. Teams who use these components will be awarded additional points.
 - All Redstone components must be completed and fully functional when the timer expires to qualify for additional points. Partial credit will be given for failed attempts.
 - Redstone components using a comparator or repeater will receive more than one point if fully functional. All other components will receive a maximum of one point.

- A player from each team will walk the judge through their build at the end of each match.
- Judges may converse with players for clarification on building components and the use of Redstone gadgets.
- Judges are to remain unbiased in judging and adhere strictly to the rubric.
- Coaches *MAY NOT* converse with students or judges during the judging period.
- The judging period will be between 10-15 minutes as needed. ***At times the judging period may be a bit longer due to unforeseen technical issues.***
- Judges will announce the winner of the match at the end of reviewing the rubric.
- Total rubric points typically fall between mid-teens to 50s depending on the build and its complexity. These scores will be used to determine any ties at the end of the season.
- In the event of a regular season match tie, the winner of the communication section will be declared the winner. If this still results in a tie, the judge will decide the winner. The judge's decision is FINAL!
- If judging inequalities occur, the coach will have 72 hours from the end of the match to submit a formal review request. This request will be performed by the Minecraft Education Esports Coordinator. Should the winning decision be overturned, the coordinator will schedule a meeting with both match coaches and the judge for results review.

Player Match Rules

- No substitutes will be allowed once the match has begun. Specific match rostered players may join if they get “kicked out” or are late, up to 5 minutes after match start time.
- Any player that is not present in the world at the start of match will be added as a spectator only. They may not compete in that match and no substitute will be allowed to replace the player.
- Players may not amend the time or voting of any match at any time. Any violation will be immediate disqualification of the player and possible removal from the league.
- If any player at any time deliberately destroys another team's build they will be immediately removed from the match and possibly removed from the league.
- Players are not allowed at any time to harm/grief another player or sabotage the match process. If a player harms another player, they will be immediately removed from the match and possibly the league.
 - This includes but is not limited to:
 - Throwing potions
 - Shooting Arrows
 - Turning Invisible
 - Striking another player
 - Use of T-n-T

- Any player attempting to change the game settings before or during the match will be immediately removed from the match.
- Players WILL NOT use Minecraft or communication chat to write inappropriate or disparaging messages toward teammates, coaches, players, or the judge.
- Players will not have access to the Minecraft Education Esports Google Drive files. Only coaches and their team members along with the Minecraft Education Esports Coordinator's will be allowed access to the Google Drive folder.

Esports Titles

*The following games are accessible through static ip's, assigned to each device type.
(Exception Minecraft Education which is available without assigned IP)

Games and Content

- Brawlhalla (Free) Competitive / In Class PC
 - **Genre:** Fighting
 - **Team Size:** 1v1 or 2v2
 - **Goal:** Players aim to knock their opponents off the stage using various characters with unique weapons and abilities.
 - **Scoring:** Competitive matches are typically scored by the number of KOs (knockouts) achieved, with the winner being the player or team with the most KOs at the end of the match.
- Chess (Free) Competitive / In Class PC/Mobile
 - **Genre:** Strategy/Board Game
 - **Team Size:** 1v1
 - **Goal:** The objective is to checkmate the opponent's king, meaning the king is under immediate attack and there is no way to remove the threat.
 - **Scoring:** Competitive scoring is often based on a point system where wins, losses, and draws contribute to a player's overall ranking or rating.
- League of Legends (Free) * Competitive PC
 - **Genre:** Multiplayer Online Battle Arena (MOBA)
 - **Team Size:** 5v5
 - **Goal:** Teams compete to destroy the opposing team's Nexus, located in their base, while defending their own.
 - **Scoring:** Matches are won by destroying the enemy Nexus, with the overall competition often structured in a series of matches to determine the winner.
- Madden 24 (Paid) Competitive / In Class Nintendo / Console
 - **Genre:** Sports (American Football)
 - **Team Size:** 1v1

- **Goal:** Players simulate American football games, aiming to score more points than their opponent by the end of the game.
 - **Scoring:** Scoring follows standard American football rules, with points awarded for touchdowns, field goals, and extra points.
- Mario Kart Deluxe 8 (Paid) * Competitive / In Class Nintendo Switch
 - **Genre:** Racing
 - **Team Size:** Typically individual but can be played in teams
 - **Goal:** Players race against each other on various tracks, using items to hinder opponents and gain advantages.
 - **Scoring:** Points are awarded based on finishing position in each race, with the overall winner determined by the total points accumulated over a series of races.
- Minecraft (Free) * Competitive / In Class PC
 - **Genre:** Sandbox/Survival
 - **Team Size:** Varies widely, often 1v1 or team-based
 - **Goal:** In competitive modes, players may aim to complete specific challenges, such as surviving the longest or achieving objectives first.
 - **Scoring:** Scoring systems vary depending on the game mode, but generally involve completing objectives or surviving against opponents.
- NBA 2k 24 (Paid) Competitive / In Class Nintendo / Console
 - **Genre:** Sports (Basketball)
 - **Team Size:** 1v1 or 5v5
 - **Goal:** Players simulate basketball games, aiming to score more points than their opponent by the end of the game.
 - **Scoring:** Scoring follows standard basketball rules, with points awarded for field goals, three-pointers, and free throws.
- Papa's Cooking Games In Class PC/Mobile
 - **Genre:** Time Management/Simulation
 - **Team Size:** Single-player
 - **Goal:** Manage a themed restaurant (e.g., pizza, burgers, tacos, ice cream) by taking customer orders, preparing food items according to specific recipes, and serving them accurately and efficiently to customers.
 - **Scoring:** Success is determined by customer satisfaction, which is measured through tips and high scores based on the accuracy, speed, and quality of fulfilling orders. Players aim to achieve high ratings and earn more points to unlock new ingredients, recipes, and upgrades for their restaurant.
- PC Simulator 2 (Paid) In Class PC
 - **Genre:** Simulation
 - **Team Size:** Single-player
 - **Goal:** Players simulate the process of building and repairing computers. The game involves selecting components, assembling PCs, troubleshooting issues, and managing a computer repair

business.

- Rocket League (Free) Competitive / In Class PC/Console
 - **Genre:** Sports (Soccer with cars)
 - **Team Size:** 3v3 is most common in competitive play
 - **Goal:** Teams use rocket-powered cars to hit a large ball into the opposing team's goal, scoring points.
 - **Scoring:** Matches are typically played in a best-of-five or best-of-seven format, with the winner being the team with the most goals at the end of each game.
- Splatoon 3 (Paid)* Competitive / In Class Nintendo Switch
 - **Genre:** Third-Person Shooter
 - **Team Size:** 4v4
 - **Goal:** Teams compete to cover the most territory with their ink color or achieve specific objectives, depending on the game mode.
 - **Scoring:** Scoring is based on the amount of territory covered or objectives completed, with the winning team being the one that meets the criteria of the game mode.
- Super Smash Brothers (Paid)* Competitive / In Class Nintendo Switch
 - **Genre:** Fighting
 - **Team Size:** 1v1 or 2v2
 - **Goal:** Players aim to knock opponents off the stage using a variety of characters with unique moves.
 - **Scoring:** Matches are scored by the number of KOs, with the winner being the player or team with the most KOs at the end of the match.
- Valorant (Free) Competitive PC
 - **Genre:** First-Person Shooter (FPS)
 - **Team Size:** 5v5
 - **Goal:** Teams alternate between attacking and defending, with the attacking team aiming to plant a bomb (Spike) and the defending team trying to prevent it.
 - **Scoring:** Matches are typically played in a best-of-25 rounds format, with the winner being the first team to win 13 rounds.

Tournament and Competition

The tournament and competition aspect of the esports program will primarily utilize the High School Esports League (HSEL), Middle School Esports League (MSEL), and PlayVS /CIF/NASEF platforms, providing students with structured and competitive environments to showcase their skills. While these platforms offer a variety of games and regular season play leading to playoffs and championships, schools are not limited to these two

companies and may explore additional competitive opportunities. In addition to these established platforms, Los Angeles Unified plans to host its competitions in the future, further expanding opportunities for students to engage in esports at a District level. This comprehensive approach ensures that students have access to high-quality competitive experiences that foster growth, teamwork, and sportsmanship.

Season, Tournaments, and Championships

There are a couple of different options when creating tournaments for an esports program. Depending on the league your school is competing in depends on the type of competition setup used. Below are some sample competition styles you can use at your school site if designing an in-school tournament.

For designing your own event or planning assistance refer to the following [Event Planning Checklist](#)

Minecraft Education Esports Tournaments

- The top 2 teams in each Division will participate in the Seasonal Tournament.
- The team participant roster will be submitted one week prior to the tournament. A maximum of 12 members and 3 subs will be allowed to participate in the Tournament.
- Tournament Worlds and Builds will be determined by Minecraft Education Esports Coordinator.
- The tournament will be three rounds of single elimination with Matches lasting no more than 45 minutes.
 - Playoffs – if needed, single surprise 30-minute Build
 - Quarterfinals – single planned 30-minute Build (8 teams - Thursday of Tournament Week)
 - Semifinal – 2 Builds: (4 teams – Friday of Tournament Week)
 - 20-minute surprise speed Build
 - 30-minute planned Build
 - Final - Championship and Consolation - 2 builds (2 teams each – Saturday of Tournament Week)
 - 30-minute surprise Build
 - 30-minute planned Build
- All team members that participate in the tournament will receive a tournament t-shirt.
- Awards will be given to 1st, 2nd, & 3rd place teams.
- Coach communication is allowed between build matches for tournament play.

- Each tournament match will have 3 judges.
- All rules and regulations for league play apply to tournament play.
- Hosting rules of league competition apply for tournament play.
- Minecraft Education Esports Coordinators will host worlds for the final 2 rounds of the tournament competition that will take place via Teams Live Event for live online streaming.

Spectator Rules

- Spectators are easily identified by their Minecraft Skins. Any player in the world not wearing the Team approved matching skin uniform will be considered a spectator.
- Because of the number of players, coaches, and judge, spectators will be limited to:
 - Team members not competing in that Match
 - Assistant Coaches
 - Administrators
 - Minecraft Coordinator or team members of the Coordinator
- While competitors are on the colored platforms prior to the start of a match, all spectators will remain flying in the air and off the colored platforms.
- Spectators are encouraged to make encouraging comments in the Minecraft chat.
- During play, spectators are encouraged to fly around and view both team's work.
- Spectators will not be allowed to communicate with, provide any assistance, or report on the opposing team's build at any time. Violations will result in the spectator being immediately removed from the match and possible ban from attending additional Matches.
- Spectators will not be allowed to communicate with their own Team players via MS Teams public or private channels, text, social media, email, phone call or any other form of communication, for providing guidance during a Match. Violations will result in the spectator being immediately removed from the match and possible ban from attending additional Matches.
- Spectators may not amend the time or voting of any match at any time. Any violation will be immediate removal from the match and the spectator will not be allowed to attend any further league or tournament matches.
- If a spectator at any time destroys another team's build, they will be immediately removed from the match and will not be allowed to attend any further league or tournament matches – NO EXCEPTIONS! – That Match will immediately start over!
- Spectators are not allowed at any time to harm another player, coach, or judge. If a spectator harms another player, coach, or judge, they will be immediately removed from the match and will not be allowed to attend any further league or tournament matches! - NO EXCEPTIONS! This includes but is not limited to:
 - Throwing potions
 - Shooting Arrows
 - Striking a player
 - Use of T-n-T

- Turning Invisible and bothering the players or disrupting the Match

Different Types of Tournament Structures

Fall Season / Spring Season (Two Season System)

This system follows HSEL/MSEL & PlayVS who run a fall season and spring season leagues per semester. Teams typically play between 6-8 games before receiving seeding for playoff elimination competition. Top teams are selected from both the fall and spring seasons to compete in the national playoffs at the end of the year.

Fall Pre-Season / Official Spring Season (One Season System)

This system follows NASEF who run pre-season matches in the fall, then opt to run a longer spring season for official matches. Teams typically play between 8-10 games before receiving seeding for playoff elimination competition.

Single-Elimination Tournament

For playoff competitions or LAN events, this is where students compete in longer sets per matchup to determine the winner that moves on in the tournament. This means the loser is eliminated from play. This style is much easier to run and quicker to finish but allows for high variance for upsets (think March Madness). Sometimes the best team won't always win.

Double-Elimination Tournament

For playoff competitions or LAN events, this is where students compete in shorter sets per matchup to determine the winner that moves on in the tournament. However, the loser is still in play, being entered into a "losers" bracket. This style takes much longer to finish but allows for the best players/teams to compete with each other at the end. This is great for building excitement or streaming an event, as matches tend to be close to the finals and have a better determination of the strongest player/teams.

Championship (Top 8, Top 4, Grand Finals)

All the leagues are now moving towards in person championship events called LAN parties. A local area network (LAN) party is when people get together in a physical space to connect their computers or consoles to the same network and play video

games. LAN events allow many people to attend in the esports community and create a bigger draw for parents, schools, and competitors.

MSEL/HSEL Competition Service

The [Middle School Esports League \(MSEL\)](#) and [High School Esports League \(HSEL\)](#) is the largest and longest-running competitive gaming organization for middle school and high school students in the United States (see season sample below). MSEL/HSEL sets itself apart by offering a wide range of game titles, comprehensive seasonal competitions, and a robust online platform that supports both individual and team-based play. Additionally, MSEL/HSEL emphasizes educational development, providing resources for integrating esports into school curricula, and offering scholarships to help students pursue higher education opportunities in the esports industry.

| Fall Season 2024 | Winter Season 2025 | Spring Season 2025 | Nationals 2025 |
|---|--|---|-------------------------------------|
| FALL MAJOR PRESEASON 9/16 - 9/27 REGULAR SEASON 9/30 - 11/15 PLAYOFFS 11/20 - 12/13 | WINTER BLITZ REGULAR SEASON 1/13 - 1/28 PLAYOFFS 1/29 - 2/7 | SPRING PREMIER QUALIFIERS 2/3 - 2/21 REGULAR SEASON 2/24 - 3/28 PLAYOFFS 3/31 - 4/18 WILDCARD 4/28 - 5/5 | HSEL NATIONALS MAY - JUNE |
| FALL INTRAMURAL REGULAR SEASON 9/16 - 12/13 | | SPRING MAJOR PRESEASON 2/10 - 2/21 REGULAR SEASON 2/24 - 4/11 PLAYOFFS 4/18 - 5/2 | |
| | | SPRING INTRAMURAL REGULAR SEASON 2/10 - 5/2 | |



FALL SEASON 2024



SCHEDULE

Monday

Counter-Strike 2
Super Smash Bros.™ Ultimate
SOLOS
Fortnite
BOXFIGHT

Tuesday

Minecraft
SURVIVAL
Splatoon™ 3

Wednesday

Mario Kart™ 8 Deluxe
VALORANT

Thursday

Apex Legends
Rocket League
Super Smash Bros.™ Ultimate
CREW
Halo Infinite



WINTER BLITZ 2025



SCHEDULE

Monday

Super Smash Bros.™ Ultimate
2 V 2
Geoguessr
Mario Kart™ 8 Deluxe
VALORANT

Tuesday

Street Fighter 6
Splatoon™ 3
Apex Legends
Rocket League
2 V 2

Wednesday

Super Smash Bros.™ Ultimate
2 V 2
Geoguessr
Mario Kart™ 8 Deluxe
VALORANT

Thursday

Street Fighter 6
Splatoon™ 3
Apex Legends
Rocket League
2 V 2



Games Offered HSEL/HSEL

- **Los Angeles Unified Approved Games**
 - Super Smash Bros Ultimate
 - Mario Kart 8 Deluxe
 - Rocket League
 - Minecraft Education
 - Chess
- **Los Angeles Unified Not Approved Games**
 - Splatoon 3
 - Valorant
 - Brawlhalla
 - Apex Legends
 - Counter-Strike 2
 - Halo Infinite
 - Rainbow Six Siege (16+)

PlayVS Competitive Service

PlayVS is a pioneering company in the high school esports industry, offering a comprehensive platform for schools to manage competitive gaming teams. Established to make esports accessible nationwide, PlayVS partners with major game publishers and high school athletic associations, including CIF, to provide officially sanctioned esports leagues. Its user-friendly platform streamlines competition logistics, from scheduling to tracking statistics, setting it apart from other companies. PlayVS emphasizes educational benefits like teamwork, strategic thinking, and digital literacy. Through its robust support system, PlayVS leads in integrating esports into the high school experience.

Games Offered by PlayVs

High School

- Los Angeles Unified approved
 - Super Smash Bros Ultimate
 - Mario Kart 8 Deluxe
 - League of Legends
 - Rocket League
 - NBA 2K
 - Madden NFL
 - Chess
- Los Angeles Unified not approved
 - Hearthstone
 - Splatoon 3

Middle School

- Los Angeles Unified approved
 - Rocket League
 - Chess

- NBA 2K

Youth League

Teams from the U.S and Canada. Youth Program is an organized amateur competition for 13 to 18-year-old gamers looking to connect, play, and compete for fun. This program allows students to play in titles that are backed by CIF for fun or for trophies like the regular fall and spring seasons of PlayVs. A coach is required for students to participate in this league as well.

- Not Los Angeles Unified approved
 - Overwatch 2
 - Valorant

LAUSD Approved Games List

- **Los Angeles Unified Currently Approved Games and Content**
 - **PC Game Play**
 - Epic Launcher
 - League of Legends
 - Rocket League
 - Chess
 - **Console Game Play**
 - Nintendo Switch
 - Super Smash Brothers
 - Mario Kart Deluxe 8
 - NBA 2k 24
 - Madden 24
 - Rocket League
 - PlayStation 4 or 5
 - NBA 2k 24
 - Madden 24
 - Rocket League
 - X Box X Series
 - NBA 2k 24
 - Madden 24
 - Rocket League

Prohibited Conduct and Unacceptable Behavior

Any involvement in or use of the following actions will result in disqualification from Los Angeles Unified competitions for the player or team involved:

- **Unfair Play**
 - Software cheats
 - Hardware cheats
 - Bug Exploitation
- **Collusion**
 - Soft Play
 - Any agreement to change gameplay or not engage in play to help others
 - Agreements or Deals
 - Sharing Prizes
 - Communication with opposing teams
 - Communication with others for advantage gain.
 - Losing games for compensation
 - Rigging
 -
- **Cheating or Hacking**
 - Cheating
 - Dishonest Behavior
 - Ringing
 - Playing on behalf of another player
 - Cheating Device
 - Use of additional technology to gain unfair advantage
 - Hacking
 - Modification of the game to gain advantage during play.
 - Exploiting
 - Using any game related bug, or feature that is not properly working to gain a competitive edge.
 -
- **Incentivising Play**
 - Receiving or providing incentive to control any outcome of a game.
 - Gambling
 - Betting on an outcome
 - Bribery
 - Provide a gift or reward for an outcome.
- **Profanity or Hate Speech**

- Using bad words or racist jargon. This is prohibited at all times.
-
- **Abusive Behavior**
 - treating someone in a negative manner due to stress or frustration.
-
- **Using an ineligible player**

Esport Tools and Resources

In order to get schools engaged with all aspects of esports, school sites will need to access a variety of platforms and tools necessary to maximize the student experience. We have broken down some of the tools to help you navigate through the variety of services available to help craft a program that is essential to your particular school site.

- **Competition Platforms**
 - During the course of the academic year, esports teams will participate in tournaments and online play. Along with the Los Angeles Unified competition platform, students have access to other platforms for competition throughout the year. Here are several other platforms students may participate in during the year. *Please note that competition play does cost an annual fee for both platforms.*
 - [HSEL](#)
 - [MSEL](#)
 - [PlayVs](#)
 - [NASEF/CIF/PlayVs](#)
- **Game Distribution Sites**
 - Most PC esports titles are free to download.
 - Students will be able to connect with their own user account and download the titles used for competition play.
 - Los Angeles Unified has approved access to the Epic Game Store as the main location to download approved games currently.
 - [Epic Game Store](#)
 - Note: Minecraft will need to be purchased through the Microsoft Store
 - Riot Client is free to download for Windows and Mac via any internet browser
 - League of Legends Client is available through the Riot Client or can be downloaded from a browser directly free

- Students must make an account with an email address and use 2FA
 - All games that are console specific will need to be downloaded or purchased on the game console store.
 - In order to access competitive play for Nintendo, school sites must purchase the online Nintendo subscription and have a dedicated ethernet line for each Nintendo Switch.
 - [Nintendo Store](#)
- **Vendors for Supplies**
 - Los Angeles Unified has vendors that can supply PCs parts and accessories necessary for all esports programs.
 - Newegg Business Vendor ID: 1000020361
 - Newegg INC Vendor ID: 1000001894
 - B&H Vendor ID: 1000005996
 - CDW-G Vendor ID: 1000004441
 - Vendor Support
 - You can purchase through P Card, CDW, BLUUM, or Arey Jones.
 - lausd@cdwg.com
 - lausd@bluum.com
 - lorrie@areyjones.com
 - Costco/Bestbuy/Amazon
- **Streaming**
 - Streaming game footage is a great way to share the thrilling moments of your esports team.
 - Most streaming and video capture software is free and easy to use.
 - [OBS](#)
 - [YouTube Streaming](#)
 - [Twitch](#)
 - [ReStream.io](#)
- **Maintenance and Drive Updates.**
 - All PCs will have the Windows operating system and should be regularly updated by the teacher during the year.
 - Windows is fully equipped with antivirus software that is perfectly safe and does not require the use of any other third party software.
 - Please ensure that you check antivirus software in case it blocks network access.
 - It blocks some access to networks (gets flagged as malware)

- If your computer has a dedicated graphics card, periodically check for any driver updates from the manufacturer.

- [Nvidia](#)
- [AMD](#)
- [Intel](#)

- **How to troubleshoot your PC**

- This section is specifically for users who have built their own PCs since most system integrators will have warranties and the school site should contact the supplier directly.
- If your PC does not turn on, follow these instructions to troubleshoot your PC.
 - Most modern motherboards have LED lights that will indicate the issue with the PC. Here is a helpful link for [troubleshooting](#).
 - BOOT: Something is wrong with the boot device where your OS the stored
 - VGA: Graphics card is not detected or seated correctly.
 - DRAM: Ram not seating correctly.
 - CPU: CPU is not seating correctly, CPU fan not plugged in, or dead CMOS battery.
- Debugging these issues means going through each component and checking for proper installation.
- Ensure you properly disconnect the PC from the wall power before removing components.
- Having a [test bench](#) is a great tool to quickly check the parts to ensure every component is working properly.
- Working backwards, you should be able to properly check each component.
- Once you have concluded the PC part has an issue, the school site will be responsible for handling the exchange with the vendor.

- **Understanding your PCs**

- All PCs will require regular maintenance and eventually need a component upgrade.
- Here are some helpful links for building your PCs.
 - [How to build a PC](#)
 - [What to do after you build your PC](#)
 - [How to set up a PC](#)
 - [Free programs for your PC](#)
 - [DO NOT install these programs on your PC](#)

General Support

Supporting the growth and development of esports involves several key areas where investment and attention are critical. Schools wishing to invest in esports will have access to a robust network of schools, support from ITS, and build community. Additionally, Los Angeles Unified has several pathways with established curriculum to support school sites wishing to integrate esports into their community.

Esports is a thriving community within Los Angeles Unified as well as in the nation. Schools looking for support only need to join the already established group in Schoology. Within the group, schools will be connected with multiple school sites with experts in all areas of esports, resources created by the community, and learn how best to support the students. The Schoology Group/online platform will be the main hub of information and the main resource.

Conclusion

The Los Angeles Unified Esports Program stands as a testament to the dynamic and evolving landscape of competitive gaming, offering students an innovative platform to enhance their academic, social, and career opportunities. Through esports, participants develop critical skills such as teamwork, strategic thinking, and effective communication, all while engaging in a structured and supportive environment. This handbook has outlined the essential components and guidelines necessary for maintaining a successful and enriching esports program, emphasizing the importance of sportsmanship, respect, and integrity.

Esports positively impacts students in numerous ways, including increased attendance, reduced suspensions, heightened student motivation, greater participation, improved classroom behaviors, and academic improvements. As we look towards the future, it is crucial for students, coaches, and administrators to remain committed to the principles and code of conduct detailed within this handbook. By upholding these standards, we ensure a positive and inclusive atmosphere and pave the way for greater achievements and recognition in the esports community.

The opportunities presented through this program extend far beyond the virtual arena, fostering personal growth, academic excellence, and potential career paths in the ever-expanding field of esports. We encourage all members of the Los Angeles Unified Esports Program to stay engaged, continuously strive for improvement, and take pride in the community we are building together. With dedication and perseverance, we can elevate the program to new heights, showcasing the profound impact esports can have on students' lives and the broader school culture. Let us work collaboratively to create a lasting legacy of excellence, inclusivity, and success in Los Angeles Unified esports.

Glossary

See the following document for an ongoing document on Esports Terms and common phrases

[Esports Glossary 1](#)

[Esports Glossary 2](#)

Useful Links

Administration & Policy

- [LAUSD Esports Policy](#)
- [LAUSD Official Esports Waiver](#)
- [Esports Code of Conduct](#)
- [LAUSD Approved Esports Games](#)
- [LAUSD Approved Esports Devices-Technical Requirements](#)
- [Volunteer Approval Handout](#)
- [LAUSD CTE Website](#)
- [LAUSD Procurement Manual](#)
- [LAUSD Sponsorships and Solicitations Guidelines](#)

Competitive Team Management

- [Competitive Team Tryout Guide](#)

Partnerships and Resources

- [HSEL \(High School Esports League\)](#)
- [MSEL \(Middle School Esports League\)](#)
- [CIF/NASEF/PlayVs](#)
- [PlayVs](#)
- [Riot Game Store](#)
- [Epic Game Store](#)

Streaming and Content Creation

- [OBS \(Open Broadcaster Software\)](#)
- [YouTube Streaming](#)

- [Twitch Streaming](#)
- [Restream.io](#)

PC Building and Room Setup

- [How to build a PC](#)
- [What to do after you build your PC](#)
- [How to set up a PC](#)
- [Free programs for your PC](#)
- [DO NOT install these programs on your PC](#)
- [Room Setup Ideas](#)

Event Management

- [Event Planning Checklist](#)

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Los Angeles Unified Coaches Esports Playbook

Acknowledgment:

I, _____ (Administrator/Lead Teacher/Coach), acknowledge that I have read and understand the LAUSD Esports Playbook. I commit to following these guidelines and upholding the values of sportsmanship, integrity, and respect in the LAUSD K-12 Esports Program.

Printed Name: _____

Signature: _____

Date: _____

The LAUSD Esports Playbook will be regularly reviewed and updated as needed to reflect the evolving standards and expectations within the Esports program. It plays a crucial role in supporting the development and ongoing use of esports in LAUSD.