Unit 01 - Introduction to Esports

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 1**
Length: **8-10 days**
Status: **Published**

Brief Summary of Unit

This unit introduces students to the history, evolution, and structure of the esports industry. Students explore how competitive gaming has grown from small community tournaments into a global industry supported by technology, business, education, and entertainment. They examine the major stakeholders within the esports ecosystem, discover a variety of career pathways, and investigate the impact of esports on education, technology, and society. By the end of the unit, students will have a foundational understanding of esports as a legitimate industry and its connections to computer science, business, media, and event management.

Revision Date: July 2026

Standards

Students will analyze the esports industry which connects to various cultures.

Amistad Commission

This unit also reflects the goals of the Department of Education and the Amistad Commission including the infusion of the history of Africans and African-Americans into the curriculum in order to provide an accurate, complete, and inclusive history regarding the importance of of African-Americans to the growth and development of American society in a global context.

Information Literacy

This unit challenges students to locate, evaluate, and use information effectively. Information literacy includes, but is not limited to, digital, visual, media, textual, and technological literacy. Lessons may include the research process and how information is created and produced; critical thinking and using information resources; research methods, including the difference between primary and secondary sources; the difference between facts, points of view, and opinions, accessing peer-reviewed print and digital library resources; the economic, legal, social, and ethical issues surrounding the use of information.

New Jersey Diversity and Inclusion Law

In accordance with New Jersey's Chapter 32 Diversity and Inclusion Law, this unit includes instructional materials that highlight and promote diversity, including:

economic diversity, equity, inclusion, tolerance, and belonging in connection with gender and sexual orientation, race and ethnicity, disabilities, and religious tolerance.

Latino and Hispanic History Law

This unit includes instructional materials that highlight the history and contributions of Hispanics and Latinos in accordance with the New Jersey Student Learning Standards in Social Studies.

9.2.12.CAP	Career Awareness and Planning
9.2.12.CAP.2	Develop college and career readiness skills by participating in opportunities such as structured learning experiences, apprenticeships, and dual enrollment programs.
9.2.12.CAP.4	Evaluate different careers and develop various plans (e.g., costs of public, private, training schools) and timetables for achieving them, including educational/training requirements, costs, loans, and debt repayment.
8.1.12.NI.3	Explain how the needs of users and the sensitivity of data determine the level of security implemented.
9.4.12.DC.7	Evaluate the influence of digital communities on the nature, content and responsibilities of careers, and other aspects of society (e.g., 6.1.12.CivicsPD.16.a).
8.1.12.DA.5	Create data visualizations from large data sets to summarize, communicate, and support different interpretations of real-world phenomena.
8.2.12.ITH.1	Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints.
8.2.12.ITH.2	Propose an innovation to meet future demands supported by an analysis of the potential costs, benefits, trade-offs, and risks related to the use of the innovation.
8.2.12.ITH.3	Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture.
8.2.12.NT.1	Explain how different groups can contribute to the overall design of a product.
8.2.12.ETW.1	Evaluate ethical considerations regarding the sustainability of environmental resources that are used for the design, creation, and maintenance of a chosen product.
8.2.12.ETW.2	Synthesize and analyze data collected to monitor the effects of a technological product or system on the environment.
8.2.12.EC.1	Analyze controversial technological issues and determine the degree to which individuals, businesses, and governments have an ethical role in decisions that are made.
8.2.12.EC.2	Assess the positive and negative impacts of emerging technologies on developing countries and evaluate how individuals, non-profit organizations, and governments have responded.
6.3.12.HistorySE.1	Analyze the impact of current governmental practices and laws affecting national security and/or First Amendment rights and privacy (e.g., immigration, refugees, seizure of personal property, juvenile detention, listening devices, deportation, religion in schools).

Essential Questions

- How do esports organizations operate similarly to traditional sports organizations?
- How has technology contributed to the growth of competitive gaming?
- What career opportunities exist within the esports industry?
- What is esports, and how has it evolved into a global industry?
- What role does esports play in education, business, and society?

Enduring Understandings

- An effective career plan is flexible, includes a variety of life experiences, skills and education, and can save time, energy and money.
- Each job, career and profession has a set of preparation requirements, career exploration, experiences and different opportunities for personal and professional growth and satisfaction.
- Personal actions today and tomorrow may have an effect on future employment.

Students Will Know

- Different genres of competitive games.
- Major milestones in the history of esports.
- The definition of esports and how it differs from recreational gaming.
- The impact of technology on the growth of competitive gaming.
- The structure of the esports ecosystem, including publishers, teams, tournament organizers, streaming platforms, sponsors, and educational programs.
- Various career pathways available within esports.
- Vocabulary related to esports and the gaming industry.

Students Will Be Skilled At

- Analyzing how technology has influenced esports growth.
- Collaborating with classmates to investigate and present esports topics.
- Communicating using appropriate esports terminology.
- Describing several career opportunities in esports.
- Differentiating between recreational gaming and organized esports competition.
- Explaining the historical development of esports.
- Identifing key organizations and stakeholders within the esports industry.

Assessment

Assessments

- Formative: Daily assignments using examples from class notes
- Summative: Teacher-created assessments including but not limited to creating Career Research Presentations and building Ecosystem Infographics both for print and digitally
- Benchmark: Check for understanding benchmark assessments
- Alternative Assessments: Student-centered activities such as scavenger hunts, various projects involving real world applications, and differentiated learning tasks

- Answer essential questions
- Class discussion of daily topic
- Classwork and homework that assess the essential questions
- Provide alternative means of assessments for certain students
- Teacher Observation
- Tests and quizzes that assess the essential questions
- Written assignments that assess the essential questions that involves providing explanations

Learning Plan

Unit 1 - Introduction to Esports (8 - 10 days)

- What is Esports (1 day)
    - Define esports
    - Differentiate esports from recreational gaming
    - Discuss misconceptions about esports
- History of Esports (2 day)
    - Explore major milestones
    - Understand technological advancements
- The Esports Ecosystem (1 day)
    - Identify major stakeholders
- Careers in Esports (1 day)
    - Explore career opportunities
- Technology behind Esports (2 days)

    - Explore technology required for esports
- HS and College Esports & Esports Around the World (1 day)
    - Explore educational esports
    - Understand the global nature of esports
- Ethics and Digital Citizenship (1-2 day)
    - Promote responsible participation
- Culminating Project

Materials

Core instructional materials: Core Book List

Supplemental materials: Garden State Esports resources

- District approved textbook and ancillary materials
- Teacher created activiites
- Teacher created notes

Suggested Strategies for Modifications

Possible accommodations/modification for Intro to Esports