Unit 04 - Legal Environments

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 1**
Length: **5-6 days**
Status: **Published**

Brief Summary of Unit

This unit introduces students to the legal, ethical, and social issues that influence the esports industry. Students will examine intellectual property rights, contracts, player conduct, online safety, gambling regulations, privacy, and diversity within esports. They will explore how laws and ethical standards protect players, organizations, and consumers while promoting fair competition and responsible participation. Through case studies and discussions, students will evaluate real-world situations and develop informed opinions about legal and ethical decision-making in esports.

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.

L.SS.11–12.1	Demonstrate command of the system and structure of the English language when writing or speaking.
1.2.12prof.Cr1b	Organize and design artistic ideas for media arts productions.
2.2	Recognize the skills needed to establish and achieve personal and educational goals
1.2.12prof.Cr1c	Critique plans, prototypes and production processes considering purposeful and expressive intent.
8.1.12.NI.3	Explain how the needs of users and the sensitivity of data determine the level of security implemented.
4.1	Develop, implement and model effective problem-solving, and critical thinking skills
1.2.12prof.Cr3	Refining and completing products.
5.2	Utilize positive communication and social skills to interact effectively with others
5.4	Demonstrate the ability to prevent and resolve interpersonal conflicts in constructive ways
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.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.
6.2.6	Contemporary Issues

Essential Questions

- How can esports organizations promote fairness, safety, and inclusion?
- How do intellectual property rights affect esports organizations and players?
- How do legal and social issues influence the growth and reputation of esports?
- What responsibilities do players, organizations, and fans have in creating positive gaming communities?
- Why are laws and ethical standards important in the esports industry?

Enduring Understandings

- Esports organizations have a responsibility to promote inclusion, accessibility, and player well-being.
- Ethical decision-making builds trust and strengthens esports communities.
- Intellectual property rights are essential because publishers own the games used in competition.
- Laws help protect creators, organizations, players, and consumers within the esports industry.
- Professional conduct and digital citizenship contribute to safe and respectful online communities.

Students Will Know

- Common legal and ethical issues in esports, including cheating, match-fixing, gambling, and harassment.
- The basic components of player contracts.
- The importance of digital citizenship and responsible online behavior.
- The purpose of intellectual property, copyright, trademarks, and licensing.
- The responsibilities of organizations in maintaining fair competition.
- The role of diversity, equity, inclusion, and accessibility within esports.

Students Will Be Skilled At

- Applying principles of digital citizenship to esports situations.
- Defending ethical decisions using evidence and reasoning.
- Evaluating case studies and recommend appropriate actions.
- Explaining how laws protect the esports industry.
- Identifying legal and ethical issues in esports scenarios.

Assessment

Assessments

- Formative: Daily assignments using examples from class notes
- Summative: Teacher-created assessments including but not limited to analyzing and answering

questions on Esports Ethics Case Studies, developing Player Code of Conducts for our Esports program in high school and middle school, negotiating Mock Player Contracts

- Benchmark: Check for understanding benchmark assessments
- Alternative Assessments: Student-centered activities such as digital citizenship campaigns, 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

- Laws and Ethics in Esports (1 day)
    - Why rules matter
    - Fair competition
    - Responsibilities of organizations
    - Ethics vs. laws
    - Introduction to legal issues
- Intellectual Property and Copyright (1 day)
    - Copyright
    - Trademarks
    - Licensing
    - Game ownership
    - Streaming rights
- Player Conduct and Digital Citizenship (1 day)
    - Sportsmanship
    - Harassment
    - Toxic behavior
    - Cyberbullying
    - Communication
    - Digital footprints
- Integrity in Competition (1 day)
    - Cheating
    - Match-fixing
    - Use of unauthorized software
    - Gambling
    - Performance-enhancing substances

    - Tournament rules

- Diversity, Inclusion, and Player Well-Being (1 day)
    - Diversity and representation
    - Accessibility
    - Inclusive team culture
    - Mental health
    - Healthy gaming habits
    - Community standards
- Culminating Project
    - Students complete one performance task:
        - Esports Ethics Case Study
        - Team Code of Conduct
        - Mock Player Contract
        - Digital Citizenship Campaign
        - Structured classroom debate

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