Unit 05 - Social Environments & Ethics

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

Brief Summary of Unit

This unit examines the social and ethical issues that shape the esports industry. Students will explore how sportsmanship, digital citizenship, diversity, inclusion, accessibility, player wellness, and responsible online behavior contribute to positive esports communities. They will analyze ethical dilemmas, evaluate the impact of player conduct on organizations and fans, and develop strategies for creating safe, respectful, and inclusive gaming environments. By the end of the unit, students will understand that ethical behavior is essential to the long-term success of individuals, teams, and the esports industry.

Revision Date: July 2026

Standards

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

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.

2.1.2	Personal and Mental Health
L.SS.11–12.1	Demonstrate command of the system and structure of the English language when writing or speaking.
L.KL.11–12.2	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening.
9.4.12.DC	Digital Citizenship
8.1.12.NI.3	Explain how the needs of users and the sensitivity of data determine the level of security implemented.
2.1.2.EH.1	Explain the meaning of character and how it is reflected in the thoughts, feelings and actions of oneself and others.
2.1.2.EH.4	Demonstrate strategies for managing one's own emotions, thoughts and behaviors.
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.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.
6.1.12.CivicsPD.16.a	Construct a claim to describe how media and technology has impacted civic participation and deliberation.
6.1.12.EconNE.16.a	Make evidenced-base inferences regarding the impact of technology on the global workforce and on entrepreneurship.

Essential Questions

- How can esports become more welcoming and inclusive for everyone?
- How do healthy habits and digital citizenship contribute to long-term success in esports?
- How does individual behavior affect teammates, organizations, and gaming communities?
- What responsibilities do players, coaches, and organizations have in creating positive gaming environments?
- Why are ethics important in esports?

Enduring Understandings

- Digital citizenship is essential for responsible participation in online gaming and communication.
- Diversity, equity, inclusion, and accessibility strengthen esports organizations and communities.
- Ethical behavior promotes trust, fairness, and respect within esports communities.
- Individuals and organizations share responsibility for creating safe and respectful gaming environments.
- Player health, wellness, and work-life balance contribute to long-term success.

- Positive communication and sportsmanship improve teamwork and competitive performance.

Students Will Know

- Characteristics of good sportsmanship in esports.
- Ethical issues involving cheating, match-fixing, stream sniping, and unauthorized software.
- How social media influences the public image of players and organizations.
- Strategies for promoting positive online communities.
- The effects of toxic behavior, harassment, and cyberbullying.
- The importance of diversity, equity, inclusion, and accessibility (DEIA).
- The importance of physical and mental wellness for esports participants.
- The principles of digital citizenship.

Students Will Be Skilled At

- Analyzing the effects of player behavior on organizations and communities.
- Demonstrating respectful communication in online and team settings.
- Developing a code of conduct for an esports team.
- Evaluating ethical dilemmas using evidence and reasoning.
- Identifying examples of positive and negative digital citizenship.

Assessment

Assessments

- Formative: Daily assignments using examples from class notes
- Summative: Teacher-created assessments including but not limited to developing a Team Code of Conduct, analyzing Ethics Case Studies, creating Positive Gaming Campaigns for both high school and middle school teams, and building and critiquing Player Wellness Plans for our local players.
- Benchmark: Check for understanding benchmark assessments
- Alternative Assessments: Student-centered activities such as 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

- Ethics and Sportsmanship in Esports (1 day)
    - Ethics vs. rules
    - Sportsmanship
    - Fair play
    - Respect
    - Integrity

- Digital Citizenship (1 day)

    - Digital footprints
    - Online communication
    - Cyberbullying
    - Responsible technology use
    - Privacy and security

- Toxicity and Online Communities (1 day)

    - Harassment
    - Toxicity
    - Hate speech
    - Team communication
    - Conflict resolution

- Diversity, Equity, Inclusion, and Accessibility (1 day)

    - Representation
    - Accessibility
    - Inclusive language
    - Adaptive gaming technologies
    - Reducing barriers to participation

- Player Health and Wellness (2 days)

    - Mental health
    - Physical wellness
    - Ergonomics
    - Burnout
    - Healthy gaming habits
    - Work-life balance

- Ethical Challenges in Competition (1 day)

    - Cheating
    - Match-fixing
    - Stream sniping
    - Unauthorized software
    - Competitive integrity
    - Professional conduct

- Culminating Project Building Positive Esports Communities - Creating one of the following performance tasks:
    - Team Code of Conduct
    - Positive Gaming Campaign
    - Inclusive Esports Club Proposal

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