

CVA Esports Syllabus



COBB VIRTUAL ACADEMY
Class. Virtually. Anywhere.

Class Description

Computing technologies are transforming the way our society does everything. This course is in response to the way technology has changed the way we compete. E-sports is a revolution. It is a novel industry that is growing at an accelerated pace, an industry that is creating evolved skill sets from a wide variety of existing fields. Students in this class will have a marketing background, an artistic background, a programming background, or any other of a multitude of academic pathways because so many skills are realized in the sphere of esports.

This is a context driven course, a course that lets students see how academic pursuits can be applied in an enjoyable comprehensive experience. Students will learn ethical ways of competing, user centered methods of design, and project management experience. These standards are for a single course that gives students an overview of the e-sports world. It can be taken by students coming from several different tracks (e.g. Computer Science, Health and P.E., Marketing, Design, Game Development, Networking, Fine Arts)

This course has three sections: Esports A is the first half of the class and includes Units 1-4. Esports B is the second half of the class and includes Units 5-8. Esports Y is the entire class and includes Units 1-8.

Click [HERE](#) for the Esports Y Class Schedule which outlines the Units, Lessons, and Assessments for this course.

Click [HERE](#) for the Esports State standards.

Class Outline

Unit 1: Technology, Media, and Culture in Esports

In this unit, we will explore the historical, cultural, technological, and legal dimensions of Esports. We will uncover the origins of competitive gaming, analyze how Esports is influenced by outside factors, and explore the various gaming platforms available. We will also work to understand the challenges of fostering an inclusive Esports culture, as well as unravel the legal ramifications of policies and legislation related to the Esports industry.

Unit 2: Healthy Behaviors in Esports Participation

In this unit, you will learn that the world of Esports extends beyond screens and keyboards, encompassing valuable life skills and personal development.

Unit 3: The Science Behind Esports

In this unit you will connect different scientific fields to your favorite games and learn what makes them so awesome. Then you will dig into how our minds and bodies react to video games. Ever wonder why games get your heart racing? We will find out! And do not miss the exciting peek into the future—think VR, biometrics, and more. Let's uncover the science secrets behind Esports together!

Unit 4: Game Strategy, Development, and Logic

In this unit, you will learn how personality and motivation influence the strategies you use when you play games. You will learn how communication and a strong understanding of game mechanics can give you and your team a competitive edge. Ultimately, at the end of all this, you will know enough and be equipped to create and implement your very own strategy guides.

Unit 5: Esports Ecosystem

In this unit, you will learn all about the Esports ecosystem. If an ecosystem is a group of living organisms that live and interact with each other in an environment, an Esports ecosystem refers to all the important jobs and skills that keep the industry afloat: gamers, marketing, design, sponsorships, and even colleges and universities.

Unit 6: Esports Event Process

In this unit, you will learn all about what it takes to make an Esports event happen! We will start at the same place that all Esports events start—the planning stages! Then we will explore event logistics, figuring out everything that makes an event tick from behind the scenes. Of course, not everything will go according to plan, so our third lesson for the unit will be all about putting out those metaphorical fires in real time! As an end to this unit, we will discuss the best ways to look back at an event after the fact, learn from it, and know how to do even better the next time!

Unit 7: Planning an Esports Event

In this unit, you will learn the Esports event process. The process entails identifying different roles needed to make the event happen, the experiences you want your participants to have, and how you will collect feedback once the event is over. Included in that process is understanding the different types of competition platforms as well as learning about the differences between Local Area Network (LAN) and online events. You will navigate through this unit making decisions about all of this as you think about how you would plan and execute your own event.

Unit 8: Esports and the Broader Community

In this unit, you will learn how to advocate for the creation of an Esports club in your school by looking at the many benefits of such a club, the steps you need to take to create and promote the Esports club, and the key to making the club a long-term success through inclusivity.

CVA Work Policy

- All classwork must be completed and submitted using the links in CTLS by the DUE DATE listed on the Class Schedule.
- Work should be completed in the order it is assigned on the Class Schedule.
- All work submitted on time will be graded within 48 hours.
- Assignments not submitted by the due date will be marked missing. Missing assignments are calculated as zeros in the coursework average. When students submit missing work, the assignment will be graded and calculated into the coursework average.



The CVA term ends prior to the end of the traditional school semester. The final date work will be accepted each term is posted on the [CVA website](http://cobbvirtualacademy.org) (cobbvirtualacademy.org) and the Class Schedule.

Grading


Grades for this course are calculated based on category percentages as follows:

Category	Weight
Assignments	40%
Discussion Boards	15%
Quizzes	15%
Tests	20%
Final Exam	10%

Academic Integrity

Academic integrity is the cornerstone of learning at CVA and we take the integrity and authenticity of student work very seriously. When academic integrity is maintained, students will make decisions based on values that will prepare them to be productive, meaningful, and ethical citizens.

Students are required to abide by the CVA Academic Integrity Policy. Academic dishonesty in any form will not be tolerated. The CVA Academic Integrity Policy outlines the consequences if students fail to maintain academic integrity in their course. For additional information, the CVA Academic Integrity Policy is posted on the [CVA website](http://cobbvirtualacademy.org).

 Academic Integrity Process				
Consequences	1st	2nd	3rd	4th
Parent contact by teacher	✓	✓	✓	✓
Resubmit work for full credit	✓			
Resubmit work for half credit		✓		
Automatic zero			✓	✓
Parent contact by CVA administration			✓	✓
Notification by CVA administration to local school			✓	✓
Mandated proctored exam or coursework				✓
Other as designated by CVA or local school administration	✓	✓	✓	✓



General Information

- The Cobb Teaching and Learning System (CTLS) is the platform used to deliver Cobb Virtual Academy classes.
- Students must earn 100% on the Student Orientation Quiz located inside each CVA Digital Classroom before they begin their Student Coursework.
- All coursework must be submitted through CTLS.
- All CCSD students have access to Microsoft 365 applications and must submit assignments in the requested format.
- Students in all sections of this course will take an online final exam during the window of time published on the CVA website and the Class Schedule.

Technology Requirements

CTLS is geo-restricted to the United States.

- A modern PC or Mac Computer
 - Lightweight or mobile devices such as Chromebooks, iPads, Android tablets, or smartphones **may not** be compatible with many of our courses.
 - Windows or Mac based computer
- Access to Microsoft 365
- Internet access

CVA Expectations

Student

- Maintain consistent access to a computer and internet
- Login to the course daily and review the announcements
- Adhere to the deadlines listed on the Class Schedule
- Read and promptly respond to teacher communication
- Contact the teacher with questions
- Manage your time wisely

Teacher

- Welcome Phone Call in the first two weeks
- 24-hour turnaround on all communication
- 48-hour turnaround on grading for items submitted by the due date
- Provide relevant feedback on assignments
- Be accessible via email and phone or text during published hours
- Provide two or more live sessions per term

CTLS Parent Account

Cobb Virtual Academy teachers use CTLS Parent to communicate with students and



parents. Students will automatically receive communication sent from CTLS Parent via their CCSD student email address and will be asked to provide a cell phone number to receive text communications. Directions for students to set up CTLS Parent are located in the CVA Orientation. Parents will receive communications according to their existing notification settings.

Student Support

A student's first source for support is their CVA teacher. However, additional support is available. The **CVA Learning Center** is staffed with facilitators and is available both **in person** and **virtually**.

Facilitators can assist students with getting started, class navigation, assignment instructions, submitting work, technical issues, and strategies for online success.

The in-person Learning Center is on the Cobb Horizon High School campus at 1765 The Exchange Atlanta, GA.

All CVA students are enrolled in the Student Support digital classroom which provides access to the Virtual Learning Center (VLC). Students use the CTLS chat feature to send a message to the Student Support Team during the hours it is open.

Live Sessions

Your teacher will post live session information to the Class Board.

