

**Purpose:**

The Board of Trustees recognizes that participation in esports leads to positive student outcomes, including increased student engagement in school, development of career readiness and social skills, sportsmanship, teamwork, and the practice of the 5 Cs: creativity, communication, critical thinking, collaboration, and character. Esports programs have several components, including practice, tournament planning and participation, coaching, event planning, and leadership development. In addition, students have the opportunity to be shoutcasters, which are announcers providing commentary during esports events. Shoutcasting provides opportunities for students to practice in-depth analysis, use speaking skills in an authentic environment, utilize their technical prowess, and demonstrate a wide breadth of knowledge about the field. Finally, as acknowledged by the North America Scholastic Esports Federation, esports participation exposes students to a wide variety of roles, including strategy analysts, content creators, event organizers, and entrepreneurs, providing experience in valuable career skills.

If funding becomes available, the Board of Trustees supports the purchase of equipment to support esports programs, including computers, game consoles, video game licenses, and shoutcasting and streaming equipment. In addition, if funding becomes available, the Board of Trustees supports the selection of a qualified esports coordinator who will provide leadership, vision, planning, and resources for the District. The coordinator will work with a committee that will develop the comprehensive Esports program. The committee shall include representation from education, business, and higher education organizations. In addition, the Board of Trustees acknowledges the importance of effective, high-quality, ongoing professional development in supporting esports organizations on campus.

The Board of Trustees supports collaborations with institutions of higher education, businesses, and community esports agencies, and is committed to providing the necessary time, staff, and financial resources in order to fulfill the District's role in these school community partnerships.

The Board of Trustees acknowledges AUHSD must carefully consider the games it supports in its organizations. Thus, games must be approved by a committee including teachers, students, and parents. The approval of each game should consider the Entertainment Software Rating Board (ESRB) rating of the game, cost and accessibility, diversity of player-ship, community surrounding the game, and thematic elements. Only games rated "T for teen" or younger will qualify for approval. An approved list of games will be maintained by the District and updated regularly. The Board of Trustees also acknowledges in-game communication during esports matches often requires the use of communications websites, such as Discord, designed for gamers. Parent approval will be

required for student participation in esports activities, including the use of communication websites for coordination of matches. In addition, a student code of conduct will be established providing guidelines for participation in esports, and the use of these communication websites will be supervised by district staff members.

Board of Trustees

Approved: June 17, 2021

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