

# Esports Playbook 2023



**D&H**

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## What Is Esports?

Esports takes video gaming to another level with organized competitive gameplay between two teams, governed by its own strict set of rules and guidelines.

Esports has become a booming industry globally, investable and growing exponentially, with over 400 million fans and regularly selling out arenas all around the world.

While competitive programs require tryouts, daily practice sessions, team captains, and solid academic standing; casual and community programs can function on their own with a new set of processes and rules for solidifying their place in school.

### Esports vs Traditional Sports

Esports are similar to traditional sports, but the players are seated behind a computer screen. Just as with a football or volleyball team, top of the line competitive esports programs require tryouts, daily practice sessions, team captains, and solid academic standing.

Esports has transformed online gaming into a spectator sport where skilled gamers compete in the same manner as traditional sports (i.e.: baseball, basketball, and football). With millions of fans from all over the world, spectators can watch online or in-person. The experience is similar to a professional sporting event except that video gamers compete against each other in a virtual environment.

Just as viewers of traditional sports are dedicated to their favorite players and teams, the fan base for esports is highly engaged. When kids aren't playing games themselves, they are spectators, gleaming new skills and thrilling in the excitement as they watch elite global players compete in high-stakes tournaments.



## Esports Facts

Generation Z (born in the mid-1990s to the early 2000s) are the true Internet generation. 73% of Generation Z has a video game console. Engaging in online activities and games is as natural to them as tossing a baseball in the backyard. They spend hours honing their skills as they play games that are leagues beyond the likes of *Frogger* and *Pac-Man*.

Varsity collegiate esports began in 2014 when Robert Morris University in Illinois announced a scholarship-sponsored League of Legends team. According to [ESPN](#), there are now 125 varsity collegiate esports teams around the country. Most programs are intercollegiate, but 24% are intramural-only.

The most common way to engage with the esports community is through various local, national and global esports leagues. Players get the opportunity to challenge other schools to see who has improved the most over the semester.

Each school year has 2 seasons. A season is divided into a two-week long pre-season and a seven-week long regular season, followed by the playoffs. A champion is crowned at the end of each season. Teams are put into leagues for each game. Regular season matches are played weekly.

Competitors from different leagues/teams face off in competitive games such as *Counter Strike*, *Call of Duty*, *Fortnite*, *Hearthstone*, *League of Legends*, *Madden*, *Minecraft*, *NBA 2K*, *Overwatch*, *Rainbow Six Siege*, *Rocket League*, and *Valorant*. These games range from the more traditional—a virtual soccer match—to multiplayer online battle arenas with fantasy elements. An esports match can last about two hours, although this may vary depending on the game.

During competitions, teams of potentially 5-7 players face off in the same game. Fans can watch the gamers live or via streaming services. The leading streaming service is Twitch, a social video service and community in which tens of millions of viewers interact around live and on-demand gaming content.





## Esports in Schools – Your Opportunity

K12 institutions are starting to see the potential of adding esports to the curriculum as it's becoming an important aspect of supporting student recruitment into higher education. Currently, there are more than 200 colleges and universities offering nearly \$20 million in scholarships to high school students.

The Extreme-eCampus News Worldwide Esports Survey found that 21% of schools already have an esports program and that over 70% of K12 schools are now considering introducing competitive gaming to its curriculum in some shape or form.



**56%**

have seen academic improvement after implementing



**41%**

found increased student participation and recruitment



**20%**

top esports athletes attract scholarships to national colleges

The high school esports education is usually available as an add-on to either the athletics or technology-based curriculum. These optional courses are sometimes added as extra-curricular activities, and students must meet specific educational requirements to stay on the team.



## Benefits of Esports in Education

Esports in schools is merging some of the most important drivers in education. A well-implemented esports program can promote student engagement, college recruitment, and retention by blending online and offline campus experiences – which ultimately prepares students for future careers.

- **Participation:** More than 82% of esports teams are made up of students who had never participated in extra-curricular activities prior to esports, giving the untraditional student-athlete the opportunity to experience leadership, sportsmanship, teamwork, social skills, and pride through athletic competition.
- **Attendance:** Esports student-athletes attendance significantly improves as they feel more connected and look forward to going to school.
- **Academic Performance:** Esports participation has the capability to change a student’s entire academic trajectory, helping to increase their GPA by an average of 1.7 points.
- **Teamwork:** Through deepened levels of interaction, cooperative learning and working in groups, participants learn to communicate and work more effectively with others.
- **Sense of Community:** The inclusiveness and accessibility of esports allows students to come together over a common passion while providing access to positive adult mentors.
- **Coursework Alignment:** Game Design, Graphic and Multimedia Design, Technological Communication, and Cybersecurity programs align with an esports curriculum.
- **Real-World Experience:** Students spend hours analyzing data, game statistics, and strategies, providing real-world experience and application for in-demand job skills—the same attributes colleges and employers are looking for in high school graduates.



**82%**

of esports student-athletes are first time participants in extracurricular activity



**+1.7**

increase in average GPA



**10%**

improvement in school attendance



Anderson, Tsaan,  
Reitman, Lee, Wu, Steele,  
Turner & Steinkuehler (2018)

*Opportunities for student body and community participation*

- **Tomorrow’s Workforce:** Prepares students for jobs in the business of esports including but not limited to: sports sales, sports marketing, public relations and social media, event and tournament management, account management, broadcasting, coaching, and video editing.
- **Continued Education:** Esports programs and scholarships create a new viable path to college for those who may never have considered and/or could not afford higher education.

Because of these important benefits, esports now has a rapidly-growing presence in education and should be integrated into the planning of every school, whether higher education or primary/secondary.

## Partner Opportunity



70% of schools looking to introduce esports in 2021



40% of current K-12 schools are looking to upgrade their current setup and opportunities



Schools more reliant on tech partners for help with this new concept



Windows-based non-Chrome opportunity



System refresh rate 18-24 months

Take advantage of this opportunity to become a trusted technology advisor for schools' esports programs, equipping them with the technology necessary to deliver the best possible esports gaming experience.

Approximately 30% of schools are planning to implement an esports competition facility, while 38% of schools already have an esports competition facility, with a network that has either recently been upgraded (76%) or will be upgraded within a year (24%). Other schools are requiring the students to play from home because they don't have the right equipment, or they require students to bring their own equipment.

Equipping schools for esports offers partners lucrative opportunities beyond simply outfitting gaming labs. As their technology partner, you can offer services at a range of levels, from initial consultation and assessments to implementation and ongoing managed services.







## Helping Schools Launch an Esports Program

As more schools start to produce genuine results from implementing competitive gaming, it will be only a matter of time before it becomes standard practice.

### Esports Provider Certification

D&H and Esports Education Network (EEN) have worked together to offer an Esports Provider Certification program. Take advantage of this opportunity to become a **Certified Esports Provider through the EEN certification, available at 50% off to D&H partners.** This certification includes topics such as the esports opportunity in K12, recommended hardware, how to help schools get involved, and much more. Stand out in the ever-growing K12 esports marketplace by using your Certified Esports Provider digital badge in marketing efforts, profiles (i.e.: LinkedIn, Facebook, Twitch and more), your company website and more.

- Learn more by visiting [dandh.com/esports](https://dandh.com/esports)
- [Watch the EEN certification trailer for an overview](#)
- Contact [esports@dandh.com](mailto:esports@dandh.com) to request your coupon code for the certification

High schools are responsible for ensuring their students have the proper equipment and technology. At a minimum, esports requires a coach, players, owned or leased game stations, and a connection to the Internet. The other end of the spectrum is open-ended, involving a gaming arena, recruiting and training staff, training rooms, travel budget, and scholarship funding.

## Key Elements for High Schools to Successfully Develop and Launch a Successful Esports Program

- Partner with trusted technology advisor
- Funding/budget
- Infrastructure enhancements (including network upgrades and additional bandwidth)
- Identify/determine which game(s) team will be competing in
- Gaming equipment (including PCs, accessories, and monitors)
- Multipurpose room (competition, practice and events)
- Sufficient electrical, networking, and HVAC to support the gaming spaces
- A teacher, faculty member or administration ready to champion the program as a coordinator
- The drive to put students first and continue to rely on student participation to drive new titles, systems and ideas

### Planning Process

Offer your expertise in technology to help. Schools dive into the pre-planning process to ensure that their investments and venue design support both their immediate needs and long-term goals.

#### Identify Needs and Goals:

- Where does the school currently see themselves at in the planning process?  
*What are their expectations in comparison to...*
  - How is their program operating currently?
  - What do they want to accomplish?
- What has prompted the school to start an esports program?  
*Is it due to...*
  - Student driven interest?
  - District initiative?
- What games do they wish to compete in?  
*Are there specific games they want to start with due to...*
  - Minimum technology requirements?
  - Experienced players?
- Will the school plan to broadcast the events?  
*What are their plans...*
  - To stream their competitions/games?
  - To obtain the right ProAV solution?
  - for different competition headsets from broadcast equipment?
  - For space available for students to learn about streaming at the school?
- Where will the esports program and planning be housed?  
*Has the school appointed program representatives?*
  - Coach, Coordinator, or Supervisor?
  - Subject Matter Expert (SME)?
  - Department Faculty Member?*In what department will the program reside?*
  - Club?
  - Athletic Department?
  - Academic Department?*What area(s) of the school campus will be designated for esports?*
  - Practice?
  - Competition?
  - Events?
- How does the school plan to handle associated costs?  
*Has the school...*
  - Set aside/acquired funding?
  - Explored funding opportunities?

Responses to the previous questions will equip you with the information needed to establish an appropriate starting point.

#### Must Haves

- **Games:** The basis for determining the technology needed and the specifications of such according to the games' minimum system requirements.
- **Network:** No matter what, the network is the differentiator as it will ultimately hinder or enable the success of the player/team.



## Giving Schools a Competitive Edge

Keeping technology on point is an important part of staying competitive, and laying the right technological foundation can be the key to building an esports program's momentum. Provide the right components to optimize the gaming experience or outfitting an esports facility.

The cornerstone of the setup is the infrastructure that runs the games and connects fans to gameplay: security, data center, connectivity, cloud computing, digital signage and cabling solutions.

### Technology Checklist

- **Network**

Network speed, agility, and bandwidth are critical. One of the biggest issues that has affected the esports space is latency. Primarily, tournaments are broadcast via streaming platforms such as Twitch and Steam, with large groups of highly skilled players making moves that need to be played back in milliseconds on high definition systems with detailed graphics.

- **On-Premises Solutions for Security**

Why is on-premises technology preferred for esports? Because officiating happens online. When you want to enhance fan engagement for the best real-time experience possible, this solution guards against cheating, offers fraud detection, and more! InformationWeek reported, "In other words, gaming faces transformation comparable to enterprises migration from on premise to the cloud—with a vocal audience that despises lag." On-premises solutions help esports venues keep tight controls on security to prevent cheating, interference with gameplay, and hacks that can affect thousands of users.

- **Gaming Devices**

When building an esports arena or the personal setup for a competitive gamer, the cornerstone is the gaming console or computer that runs the operation. Gaming laptops provide portability needed for gamers on the go, while desktops offer enhanced capacity during competitions. The leagues that high school esports teams competes in will have guiding technology specs.

Before making initial investments, schools should get the basic specs provided by the leagues for each of the games the team will be competing in. Many offer a preview of how those tech needs will evolve in the coming year, which can help schools to invest in technology that will meet their needs over time. Often, these include guidelines on processing power, memory, hard drives, and graphics cards.

Ongoing support and services offer a host of complementary services to keep the school's fleet of gaming devices current and supported. Lifecycle management helps with upgrades, repairs, and services. Asset tagging keeps track of devices and manage setup. Laser etching identifies property to deter theft while advertising the school.



- **Monitors and Digital Signage**

Monitors and digital signage bring the visual experience of gaming to life and are critical to delivering the visual interface that enables strong gameplay. A state-of-the-art gaming monitor has the graphics, size, and refresh capacities to offer a visual experience that pairs with a computer to process gameplay at lightning speed.

One of the biggest considerations is whether to go with curved monitors or flat monitors. Curved monitors offer a more immersive field of view, while flat displays offer a wider range of choices in brands, size, and cost.

Another factor to consider is digital signage and large-screen video displays for onsite fans who will often sit for hours, watching the gameplay unfold. Whether streaming gameplay or displaying stats for a competition in progress, adding large screens pulls everything together to create a “big experience” feel.

- **Essentials for Gamers**

- **Headsets:** Headsets allow players to hear the gameplay and participate in team discussions via microphones. It’s important to consider noise-canceling gaming headset models that are comfortable for long-term gameplay and offer sound quality that supports what players need. Avoid gaming headsets that consist of low-quality materials or have thin cables.
- **Keyboards:** For PC-based gamers, the keyboard is an important part of streamlining gaming and offering an ergonomic experience. The biggest feature to consider is whether to choose a standard membrane keyboard or go for a higher-quality mechanical keyboard. There are also specialized gaming keyboards—sometimes called MMO keyboards—with extra buttons that can be used to optimize gameplay.
- **Mouse:** When it comes to gaming mice, there are different options that align to game types. A shooter mouse works well with first-person shooter games, while a MOBA- or MMO-style mouse offers expanded button access. A good gaming mouse should have more buttons than a traditional mouse as well as a sturdy grip.
- **Cameras:** Video production, equipment and positioning are critical to truly experience the thrill of esports. Investing in broadcast quality cameras geared toward the high-performance needs of the industry is not only a requirement in many leagues but also a necessity that provides audience engagement.
- **Gaming Chair:** While not necessary to invest in a high quality gaming chair for high school and middle school areas. This investment provides atmosphere and drive for students to stay in the venue and creates a new way to show off your space.





## Networking Capabilities

The network is the differentiator that will ultimately hinder or enable the success of the player/team. Whether supporting an on-campus or off-campus esports program, schools must address critical technology issues to make sure their technology meets program requirements.

- Network Latency, Jitter, Delays, and Bandwidth Bottlenecks
- Continuous Availability
- Network Management and Security
- Constant Visibility into Network Applications and Responsiveness
- Broadband Connection to the Internet
- Technical Services and Support

## Network Latency, Jitter, Delays, and Bandwidth Bottlenecks

Quick and decisive player reactions only translate to advantage if they are passed through the network with minimal delay. To achieve the maximum advantage, the wired and/or wireless network must be capable of adequate bandwidth and introduce the minimum possible latency. While total bandwidth requirements for esports are not high, the network must be capable of allocating the bandwidth where it is most needed. The network must have adequate backhaul capability to handle the wired and wireless edge data throughput from competitors, visitors, and video input devices.

According to the PCMag Gaming Quality index, anything over 1 or 2MBps download speed is going to be sufficient for most online gaming. The hard work of making a game look good and run smoothly is, after all, handled by the hard drives and graphics cards of your consoles or [gaming PCs](#).

What matters most for online gamers is low latency. Latency (defined as the average time it takes a network packet to travel from you, to a server, and back) is that lag you can sometimes see online. An ISP needs to provide a consistent and stable connection to the Internet servers used for online game play.





## On-Premise Solutions

### Equipping a Successful Esports Lab

The meteoric rise in popularity of esports has led to schools around the country to constructing designated gaming facilities to house their developing esports programs. Having the right technology setup is crucial to a successful esports experience.

Develop custom solutions for educational institutions dedicated to esports game play and audience participation:

- **Create Flexible, Multi-Purpose Spaces**

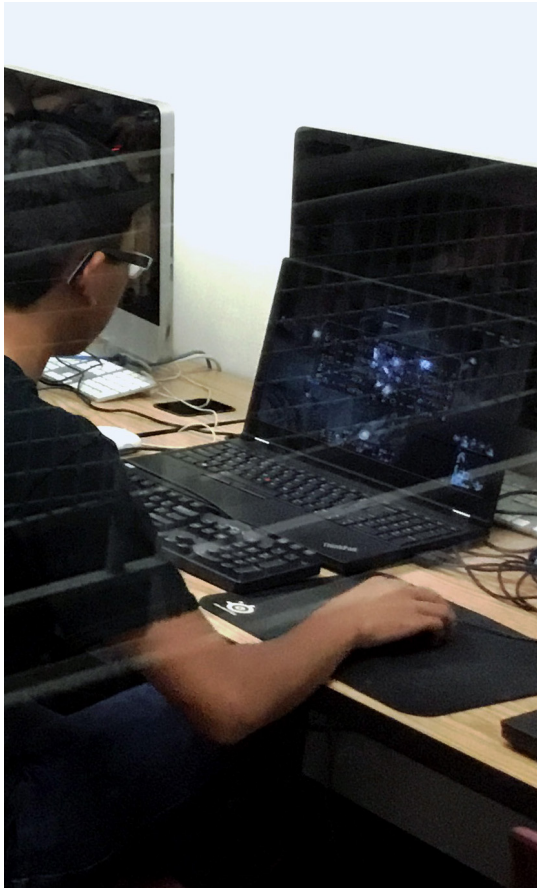
For educational institutions just starting out, focus on developing flexible, multi-purpose areas. For example, a room outfitted with advanced computers for game play tournaments can double as a lab for advanced computer aided design (CAD) and programming classes. Likewise, “arena” areas equipped with large screens for fans to cheer on esports teams can also serve as a conference or meeting room between games.

- **Modular, Mobile and Multifunction Furniture Solutions**

Needs change over time and so does technology. Modular furniture can be reconfigured with ordinary hand tools to create new floor plan layouts. It’s easy to add new modules to expand the footprint, and the furniture is easily disassembled and transported to install at new locations with zero waste. Custom mobile solutions add the ability to make it easy to move furniture to where it’s needed. And multifunction furniture can be used in different ways: for example, tilt-up tables can convert to presentation stands against the wall.







- **Safe, Healthy Ergonomic Desks, Tables and Chairs**

Gamers need to be comfortable, especially when they are sitting in front of a computer for hours on end. For optimal experience, recommend chairs with ergonomic qualities and dimensions to ensure they accommodate the size of high school students to prevent back pain. Recommend desks or tables with sit-to-stand capabilities built-in to allow users to change positions.

- **Moveable Monitor Arms**

Robust monitor arm solutions securely hold the heaviest computer display monitors, yet make it easy for users to adjust the position to fit their needs.

- **Enhanced Security for Expensive Equipment**

Esports equipment relies on advanced computer equipment. Explore built-in lockable storage and other security measures to make sure their investment remains secure, even in a public environment.

- **Organization with Overhead Utility Systems**

Wires and cables can pose a trip hazard. Unique, overhead carrier systems keep things neat and tidy, by running all the electric and networking cables in custom-made overhead trays.

- **Cooling System Considerations**

As with most tech labs, cooling requirements are a concern when a large number of computers and servers are packed together in a confined space. Explore options to avoid hotspots that can damage equipment and make users uncomfortable.

- **Noise Management**

Controlling unwanted noise in open areas is an increasingly important design consideration. Implement solutions that help to control ambient noise.

- **Built-to-Last Furniture**

Durable furniture built from solid steel and other heavy-duty materials are designed to withstand heavy use in educational institutions.





## Resources to Help Schools Kick-Off Their Esports Program

While recruiting students might seem like “the easiest part”, it actually comes with some leg-work to show students a program is accessible and better than playing from home. When schools announce their esports program students will come running, challenging schools to meet the demand of finding other students. Challenging schools to find new ways to engage students with supervisors, and a champion of their program starts with creating dedicated gaming areas equipped to compete with proper gaming tools and the technology.

There is also the cost of licenses for each game; for example, Rocket League costs approximately \$20 per student. Experts suggest starting out with just one game, allowing the team to focus and build mastery.

### Leverage Esports Program Resources

#### *Funding*

Esports may be less costly and easier to get off the ground than schools realize. There are numerous ways for schools to fund curriculum and equipment for their esports program. They can raise money through funding platforms, STEM grants, scholarships and by leveraging their clubs and CTE programs.

Here are a few funding and grant opportunity resources.

- [Video Game Grants and Scholarships](#)
- [STEM Grants](#)
- [ITEST](#)
- [Esports Course](#)
- [Scholarships for Women](#)
- [Frey Scientific](#)
- [VEF Financial Assistance](#)

## Governing Bodies

Governing bodies can help with launching esports programs in schools. Among the most popular are the National Association of Collegiate Esports (NACE) and Collegiate Starleague Partnership (NACE Starleague), High School Esports League (HSEL), and GPAC.

### D&H Partnership with HSEL

With thousands of school districts across the nation seeking to be educated on how to embrace the esports opportunity, D&H has partnered with the High School Esports League (HSEL) to assist VARS in helping K12 schools get started.

- Provides the necessary content, education, programming, and gaming platform
- Makes it easier for schools to offer esports as a legitimate varsity level sport
- Gives educators access to a Gaming Concepts curriculum and STEM.org accredited programs
- Helps schools gain access to grant and funding opportunities to cover the cost of getting started
- Offers a fertile recruiting ground for esports scholarship opportunities in higher education



### High School Esports League (HSEL) and Middle School Esports League (MSEL)

*D&H Partners can now resell the subscriptions schools need to participate in High School Esports League and Middle School Esports League tournaments.*

The High School Esports League, (HSEL) is the largest and longest-operating scholastic esports organization in North America serving 3,500 partnered schools and over 110,000 students. HSEL fulfills a very important role in bringing structure to the rapidly growing academic esports landscape. HSEL's mission is to make esports available to every student as a legitimate varsity sport in high schools across the world. They offer a software license to schools to let students engage in a variety of esports competitions, programs, and curriculum. HSEL provides solutions like premium tournaments with a chance to win esports scholarships.

Among several other perks for schools to take advantage of, HSEL offers the largest library of games to compete in with a focus on accessibility and engagement for getting the most students to participate.

Games offered: Fortnite, Rocket League, Minecraft, Chess, Overwatch, CS:GO, Super Smash Brothers: Ultimate, Rainbow Six: Siege, NBA 2K, Madden, FIFA, Valorant, Call of Duty, Hearthstone, Clash Royale, and more.

#### HSEL resources:

- [Getting Started Guide:](#)
- [Why Esports](#)
- [Start a Team](#)
- [Fund Your Esports Program](#)
- [Gaming Concepts School Curriculum](#)

## NACE Starleague

NACE is a nonprofit organization, founded in July 2018. Their goals are straightforward. It aims to benefit its member institutions by “developing the structure and tools needed to advance collegiate esports in the varsity space.” NACE is working with members to form standards for eligibility, graduation pathways, competitions, and scholarships. NACE is currently the only association of varsity esports programs at colleges and universities across the U.S.



[Get the latest NACE news delivered right to your inbox by signing up for their newsletter](#)

## Additional Esports related resources:

### System Requirements Lab

Since 2005, System Requirement Labs has tracked over 6,000 PC game requirements providing the answer to the most important question of “can I run a PC game” millions of times every month. System Requirements Labs offers “Instant Expert Analysis”, a free-to-use feature that analyzes a user’s computer to find out if it can run any popular PC Game.

- System Requirements
  - Evaluates PC hardware and system to determine if it meets game’s minimum or recommended requirements, and makes update or upgrade recommendations for each component that does not meet the game’s listed requirements.
- Number of Games
  - Tests PC to see list of games it is able to run, based on both the games’ minimum and recommended requirements.
- Comparison
- How does PC compare against the average user?
- FAQs



[Find out now if your customers’ computer can run popular PC games](#)

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### ProSettings.net

A resource for people who are interested in finding the best settings and gaming gear for competitive games. They research the monitors, mice, and other gaming peripherals of professional Esports players and analyze them.



[Check out ProSettings.net](#)



## Blizzard Entertainment

Blizzard Entertainment® is a premier developer and publisher of entertainment software. After establishing the Blizzard Entertainment label in 1994, the company quickly became one of the most popular and well-respected makers of computer games. By focusing on creating well-designed, highly enjoyable entertainment experiences, Blizzard Entertainment has maintained an unparalleled reputation for quality since its inception.

Blizzard Entertainment is building excitement and awareness around esports competitions and events with their esports and broadcasting initiatives such as the Overwatch League and Major League Gaming, of which continue to expand, evolve, and reach new audiences.



[Check out Blizzard Entertainment's Esports Resources to learn more about careers in Esports and for organizer, participants, and viewer guides](#)

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## Steam

Access to nearly 30,000 games from AAA to Indie and everything in-between. Being multilingual and with support and easy purchases, Steam brings new updates features, such as: Steam Chat, Game Hubs, Steam Broadcast, Steam Workshop, mobile access, and early access to games. The Steam community enables gamers to meet new people, join groups, form clans, chat in-game and more. Steam is also Steamworks, the set of tools and services that help game developers and publishers get the most out of distributing games on Steam.



[Browse what's being played, upcoming, top selling, and new and trending PC games on STEAM](#)

# Learn the Lingo

## ESRB Rating Guide



Early childhood, intended for young children



Mature, for ages 17 and up



Everyone, for all ages



Adults Only, for ages 18 and up



Everyone 10+, for ages 10 and up



Rating Pending, not yet assigned a final rating



Teen, for ages 13 and up

## Genres

### 3PS / TPS / OTS

Third-Person Shooter / Over the Shoulder. These games include titles like Gears of War, The Division, Mass Effect, and more.

### 4X

“eXplore, eXpand, eXploit, and eXterminate” games are a very popular subgenre of strategy games. Think the Civilization series.

### CCG

Collectible Card Game. Most popular one out there right now? Hearthstone.

### FPS

First Person Shooter. With such a large audience, you should know what these are by now: Battlefield, Call of Duty, Halo, CounterStrike, etc.

### MMO

Massively Multiplayer Online. This is more of a general term regarding online games intended for a large player base. It can cover a variety of genres, such as FPS, RPG, and more. The most well-known, World of Warcraft, is an MMORPG (see below).

### MOBA

Multiplayer Online Battle Arena. A recent genre that has gained serious momentum and involves controlling a single hero/champion in a team-based game that looks a bit like an RTS. Top contenders (with large esports prize pools, too!) include League of Legends and Dota 2.

### RPG

Role-Playing Game. Put on your robe and wizard hat and go on an adventure. Or don your armor and sharpen your swords. Skyrim, The Witcher 3, Fallout 4, etc. (You know, those games that take way too long to finish.)

### RTS

Real-Time Strategy. A strategy game that plays out without pausing, usually tasking you to build structures and armies to take out opponents before they can do the same.

### SIM

Simulation. Includes everything from Farming Simulator and Flight Simulator to Job Simulator in VR.

## In-Game Terms

<b>1-Up</b>	Everyone should know this. Ever since Mario, the 1-Up stands for an extra life.
<b>Adds</b>	“Additional Monsters.” When fighting a boss monster, it will sometimes summon additional things for you to fight.
<b>Aggro</b>	“Aggravated” or “Aggravation.” When you have aggro, that means the monster is focused only on hitting you and no other players.
<b>AoE</b>	“Area of Effect.” Refers to spells and abilities that work within a certain area rather than just against a single foe. Usually these are shown as green circles (while casting) and red circles when they inflict damage. Long story short: if you’re standing in a red circle and your health is going down, you’re doing it wrong.
<b>BoA</b>	“Bind on Account.” Usually found in MMOs, BoA items are things that once are picked up, cannot be transferred to another player; however, they can be moved or used on another character from the same account.
<b>BoE</b>	“Bind on Equip.” Whereas BoA allows items to be shared among characters, BoE means the item is bound to one specific character once it’s been equipped and cannot be transferred.
<b>Buff / Debuff</b>	Beneficial / harmful effect on target. These are caused by spells, potions, and the like. Buffs and Debuffs can last for seconds, minutes, or even indefinitely, depending on the game and effect.
<b>Camp</b>	To stay in one spot. Commonly used in FPS when players hide around a corner or hallway to get the surprise drop on others.
<b>CB / OB</b>	“Closed / Open Beta.” Terms used to refer to games that are still under development and are running tests before its final release. Closed means private or invite-only, and open means available to the public.
<b>CD</b>	“Cooldown.” Some abilities and items have cooldowns. After using it, you’ll have to wait a set time before you can use it again.
<b>DPS</b>	“Damage Per Second.” A measurement of damage done by a weapon or spell. “DPS” is also used—not as an acronym—to refer to certain, damage-focused classes in MMOs, such as rogues, mages, and hunters.
<b>Dungeon</b>	A separate, closed-off area with its own bosses and monsters. Dungeons often have their own name, such as World of Warcraft’s “Ragefire Chasm.”
<b>EXP / XP</b>	“Experience Points.” The more points you have, the closer you are to reaching your next level. These can be used to measure character levels, faction reputations levels, skill levels, and more.
<b>FoV</b>	“Field of View.” The area of the world around you that is being displayed at once. A higher FoV means you’ll have more peripheral vision, but can result in distortion effects when set too high.
<b>Grind</b>	To do something repetitively. You can grind quests, monsters, and even crafting. (e.g. leveling up leather-working is going to take a lot of grinding.)
<b>HP</b>	“Health / Hit Points.” The measurement of how much damage you can take. Lose too much and you’ll end up dying.
<b>HUD / UI</b>	“Heads-Up Display” / “User Interface.” These are the things on the screen that display your character’s status: health, mana, equipped items, position in a race, and so on.
<b>KDR / KR</b>	“Kill-to-Death Ratio.” On average, how many enemies you take out before being taken out yourself. A lot of players are obsessed with their KDR, as if it portrays how good they are. It may be relevant, but they can focus on this to the detriment of a team by forgetting about the game’s objective.



<b>Lag</b>	A technical problem that delays the game's reaction to your input. If you pressed left-click to shoot and your character does it two seconds later, take a break from gaming until the problem has been fixed. Sticking with it will only lead to frustration.
<b>Loot</b>	Items and drops. Loot can be found in defeated monsters, chests, and boss monsters. Usually harder monsters and bosses drop better loot.
<b>Mod</b>	Modification. Some games, such as Skyrim, support mods. Mods can range from a variety of content from bug fixes to new items to entirely new quest lines and game types.
<b>MP</b>	"Mana / Magic Points." MP measures how much resource or casting ability you have. Spells will cost a certain amount per cast, and once you run out, you'll have to replenish your meter before you can cast again.
<b>NPC</b>	"Non-Player Character." Characters that aren't controlled by another living person. They can be quest givers, shop keepers, or just a random person sitting in town. They don't always have to serve a narrative function.
<b>Ping</b>	Time in milliseconds for information to travel to the server and back. Lower ping is better. When people have high ping, commands and overall gameplay can be delayed, causing lag and leading to an unpleasant experience.
<b>PvE</b>	"Player vs Environment." A game type that focuses on fighting monsters or other non-player enemies. Games are usually either PvE-focused, PvP-focused (see below), or a mix of both.
<b>PvP</b>	"Player vs Player." Fighting against other live players, whether it's done in arenas, battlegrounds, or even in the open world. Online FPS are usually PvP in nature.
<b>QTE</b>	"Quick-Time Event." Simon Says in video game form. To give the appearance of interaction, games will occasionally require a certain series of button presses to make a cool or important onscreen thing happen (e.g. make a character avoid falling boulders or stop them from tumbling down a cliff).
<b>Raid</b>	A large-scale dungeon with multiple players. Whereas dungeons can be done solo or with a small group, raids usually consist of more than ten players fighting through a dungeon to get loot. Some old World of Warcraft raids took as many as 40 players working together to complete.
<b>Roll</b>	Randomly generated number from within set bounds defining a certain value or attribute, such as damage or power.
<b>Skin</b>	An aesthetic change to an item or player. Generally, this doesn't serve any other function other than to make your character look better (or worse). Games like CounterStrike offer skins in loot boxes, which can be sold for IRL (in-real-life) money.
<b>Tag</b>	A player's online handle, or the act of aggro-ing a mob. Players tag multiple monsters and use AoE abilities on them to save time.

## Chat Terms

<b>Cheese</b>	An underhanded strategy. Can also be used as a verb.	<i>He's cheesing his way to victory.</i>
<b>DC</b>	"Disconnect." Often, players will disconnect and reconnect. Sometimes, it's not their fault.	<i>Sorry about that, I dced.</i>
<b>EZ</b>	"Easy." A term that's used derogatorily, denoting that a player had an easy time this match because their opposition was barely any competition.	<i>GG ez.</i>
<b>Feeder / Feeding / Fed</b>	Someone who dies to the other team repeatedly, either intentionally or not. A player who benefitted from the feeder is referred to as "fed."	- <i>That Lucian is so fed.</i> - <i>Why is our Vayne such a feeder?</i>
<b>FF</b>	"Friendly Fire" or "Forfeit." If your teammate shoots you and you take damage, that's Friendly Fire. When it gets bad, your teammates may drop the FF (forfeit), so they can end the game.	- <i>Hey! Watch the FF.</i> - <i>Guys there's no way we can win. Let's ff.</i>
<b>FTW</b>	"For the Win." Normally used at the end of a comment after something happens such as killing an opponent before they kill you.	<i>Lol deagle FTW.</i>
<b>Griever</b>	A person who harasses or provokes other players on purpose to ruin their fun. (Don't be a griever.)	<i>Can you ban this griever? He keeps setting my house on fire.</i>
<b>GG / BG</b>	"Good Game" / "Bad Game." Usually written at the end of a game. People who show good sportsmanship usually write GG. Salty players will blame others and write BG.	<i>GG all.</i>
<b>GG no re</b>	"Good Game, no remake / replay." When you have a good game and you're not going to play another round with the same people again.	<i>GG no re.</i>
<b>Hacks / Hackz / Hax</b>	Cheating. If someone's landing headshots left and right, he's either very good or hacking. This can also refer to cheating software itself.	<i>That guy killed me through a wall. Hax!</i>
<b>HF</b>	"Have Fun." Friendly term usually written at the start of a match.	<i>Gl hf everyone.</i>
<b>IGN</b>	"In-Game Name." The part of self-identification that's equally hard as designing your character's appearances and is frequently taken, so you need to add numbers to the end of it, making it look dumb.	<i>Let's play WoW. What's your ign?</i>
<b>INC</b>	"Incoming." Used as a warning for incoming monsters or players like "heads-up!"	<i>Hey, adds inc.</i>
<b>LEET / 1337</b>	Short for "elite" and is also an alternative alphabet using symbols (leetspeak). Can be used as an adjective.	<i>This gun is leet.</i>
<b>LFG / LFM / LFP</b>	"Looking for Group / More / Party." Commonly found in online multiplayer games when players are trying to run a dungeon or raid. Sometimes LFM includes a number denoting how many players are needed.	- <i>LFG Deadmines.</i> - <i>LF3M Scarlet Monastery.</i>
<b>Noob / n00b / newb</b>	A player who is new at a game. Sometimes used to describe players who are performing poorly, regardless of their experience level.	<i>Stop being such a noob and get out of the fire.</i>
<b>OHKO</b>	"One-Hit Knock-Out." A term often used in fighting games, which refers to a single attack that entirely depletes an opponent's health.	<i>If you can perfect it, Jigglypuff's pound is OP. OHKO city.</i>

<b>OOM / OOR</b>	“Out of Mana / Resource.” When your mana or primary resource is depleted so you can’t cast abilities. Much faster to type during intense boss fights.	<i>Wait up, I’m oom.</i>
<b>OP / Imba</b>	“Over Powered” / “Imbalanced.” Used to refer to items or characters that are too strong compared to other things in the game.	<i>Miss Fortune is OP atm.</i>
<b>OTW</b>	“On the Way.” Save some time typing with these three letters.	<i>OTW, wait for me.</i>
<b>PK</b>	“Player Kill.” To kill another character controlled by a player. Used as a verb.	<i>Let’s go PK some noobs.</i>
<b>PUG</b>	“Pick-Up Group.” A group composed of random strangers looking to complete the same objective, such as a dungeon.	<i>PUGs are so frustrating. No one knows how to play!</i>
<b>QQ</b>	How you type the crying emoji without emojis. The circular part of the Q resembles eyes and the dash, tears.	<i>Stop QQing and git gud (get good).</i>
<b>Rekt / Owned / Pwned</b>	“Wrecked.” Players usually drop this one after a one-sided match. It can also be used when you outplay another player.	<i>Ya’ll just got rekt.</i>
<b>Rez</b>	“Resurrect.” Request a rez if the healer doesn’t realize that someone has died.	<i>Hey... rez plz?</i>
<b>Salty</b>	“Upset” or “bitter.” Dying too much or having someone complain the whole game can make you salty. Don’t let your saltiness evolve into toxic behavior.	<i>You salty bruh?</i>
<b>Smurf</b>	An experienced player who makes a new character or account to play against lower-leveled players.	<i>Why’re you smurfing in Bronze?</i>
<b>Toxic</b>	Used to describe a person’s attitude and behavior. When a player starts complaining and cursing at others, he or she is being toxic.	<i>Keep being toxic and you’ll get banned.</i>
<b>WTB / WTT / WTS</b>	“Wants to Buy / Trade / Sell.” In trade chat, users will use these to denote their intentions followed by an item or service.	<i>[WTB] 10 x Gold Ingots. [WTT] Potato for Tomato.</i>
<b>Xpac</b>	“Expansion Pack.” A substantial package of new content for a game that wasn’t part of the initial release and usually costs money. As of 2017, World of Warcraft has released seven expansion packs.	<i>Are you picking up the new xpac?</i>



## Miscellaneous Terms

<b>Triple-A (AAA)</b>	Games that have a big budget, a lot of backing, and generally get a lot of praise from fans and critics. Your CoDs Battlefields, and such.
<b>Bug</b>	Coding error with unintended results. Can be good or bad. Some bugs let you duplicate items, while others can break the game.
<b>DLC</b>	“Downloadable Content.” Ranges from small updates like a few new weapons to a full-blown campaign. Sometimes sold in groups as “Season Passes,” which are purchased in expectation of future content rather than after all of it is available.
<b>DRM</b>	“Digital Rights Management.” When a game has some form of DRM, that means there is software built into it that is intended to protect it from pirates.
<b>Easter Egg</b>	Hidden feature within the game left by a developer that usually takes effort to find. (E.g. <i>Diablo II</i> ’s Secret Cow Level.)
<b>F2P</b>	“Free to Play.” Refers to games that are free to play and make money off ads, micro-transactions, or other means.
<b>LAN</b>	“Local Area Network.” Your home network. Some games will have the option for LAN play, so you can play with whoever’s connected to your home network.
<b>P2P</b>	“Pay to Play.” Games that you need to purchase to play. Can also include micro-transactions.
<b>P2W</b>	“Pay to Win.” Games with micro-transactions that give buyers an upper hand over regular players. (e.g. the ability to buy stronger weapons, additional stat points, etc.)
<b>VoIP</b>	“Voice over IP.” A program that lets you chat with others online. Some games have VOIP built-in. Players may also opt to use alternatives, like Discord, Ventrillo, Mumble, TeamSpeak, etc.

# Top Esports Games:

All game descriptions have been provided through the Varsity Esports Foundation

## Counter-Strike: Global Offensive (CS:GO)

Counter-Strike: Global Offensive is a team based action game where players can manage their economy while battling to maximize their chance of success.

HSEL Supported Platforms

- PC



## Fortnite

Fortnite is an animated battle royale featuring 100 total players. Competitors search for loot attempting to survive the storm circle and combat from others throughout the map.

HSEL Supported Platforms

- PC
- Playstation
- Xbox
- Nintendo Switch
- Mobile



## Hearthstone

Hearthstone is a head-to-head turn based card game that involves spells, weapons, and minions to battle on the users behalf.

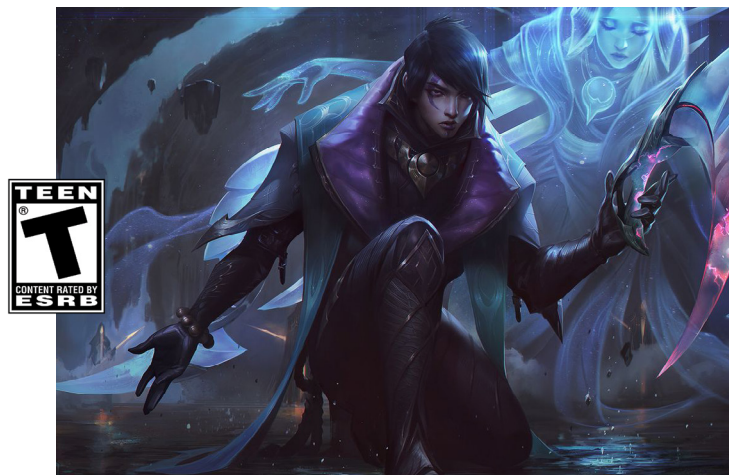
HSEL Supported Platforms

- PC
- Mobile (Hearthstone App)



## League of Legends (LoL)

League of Legends is a team-based strategy game where two teams of five compete to eliminate opponents and destroy their bases.



## Madden

Madden is an American Football simulation game that features the National Football League(NFL). Players have the ability to control their entire team and face off against one opponent.

HSEL Supported Platforms

- PC
- Playstation
- Xbox





## Minecraft: Survival Games

A fantasy battle royale hosted within the Minecraft world where players must decide to loot and battle or test their luck surviving in the wild.

HSEL Supported Platforms

- PC (Java version)



## NBA 2K

NBA 2K is a basketball simulation game based on the National Basketball Association (NBA). Each competitor controls their whole team that they desire and face off against one other player.

HSEL Supported Platforms

- Playstation
- Xbox



## Overwatch

Overwatch consists of two teams of six battling to secure and defend control points or escorting money across the unique maps.

HSEL Supported Platforms

- PC



## Rocket League

Soccer and cars collide in Rocket League as two teams of three choose from a variety of customizable vehicles to fly through the air and compete.

HSEL Supported Platform

- PC
- Playstation
- Xbox
- Nintendo Switch



## Tom Clancy's Rainbow Six: Siege

Rainbow 6: Siege is a game where players choose their operators for an intense match up between two teams of five set to eliminate each other.

HSEL Supported Platforms

- PC
- Playstation
- Xbox

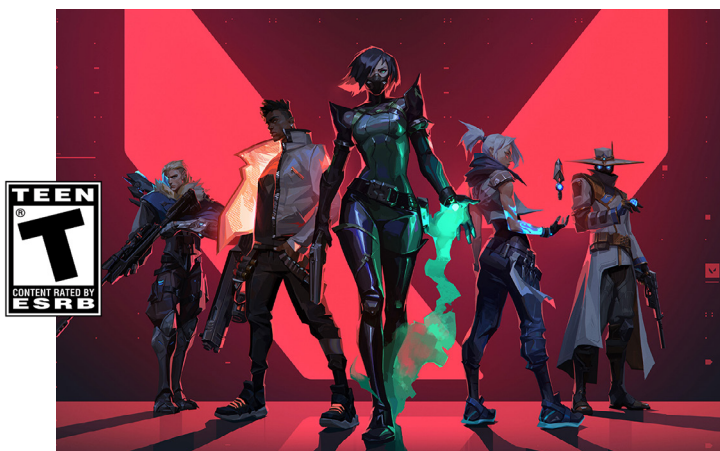


## Valorant

Valorant features a five versus five tactical battle where characters have weapons, hyper-natural powers, and abilities to eliminate each other.

HSEL Supported Platforms

- PC



## Citations:

- [The Extreme-eCampus News Worldwide Esports Survey](#)
- [ESPN - List of varsity esports programs spans North America](#)
- [Anatomy of an Esports Arena](#)
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