



Locally Developed Courses

Introduction to ESports

For the 2026-2027 School Year

Introduction to the Introduction to ESports Course Sequence

Subject: Career and Technology Studies - Discipline: Information Processing

Esports has emerged as a dynamic and rapidly growing field, integrating elements of technology, strategy, collaboration, and innovation. This course, designed for Alberta high schools, introduces students to the multifaceted world of esports through a comprehensive exploration of its culture, technology, and career opportunities.

Grounded in five carefully sequenced units, the course enables students to:

- Develop foundational knowledge of gaming systems, their components, and the principles guiding effective play.
- Analyze the historical and cultural impact of video games and their role in shaping popular culture.
- Foster physical, mental, and social well-being through lessons on collaboration, teamwork, and player wellness.
- Explore the technological underpinnings of esports, including hardware, software, and ethical considerations.
- Investigate career pathways and educational opportunities within the esports industry, preparing students for future success in a digitally connected world.

This program aligns with Alberta Education's Career and Technology Studies (CTS) framework by fostering 21st-century skills such as critical thinking, collaboration, and technological literacy. By engaging in practical, hands-on activities and reflective learning experiences, students will not only gain technical skills but also cultivate soft skills essential for personal and professional growth.

Designed to appeal to a wide range of interests and abilities, this course provides a structured yet flexible learning environment that empowers students to connect their passions with real-world opportunities. Whether students aspire to become professional gamers, pursue careers in broadcasting or technology, or simply develop transferable skills, this course offers a pathway to success.

Introduction to Esports 25 provides a broad and applied foundation in the fields of competitive gaming and digital media. Students examine the professional infrastructure of the industry, focusing on the technical and managerial roles required to support large-scale events and broadcasts. The course emphasizes the development of professional skills, including project planning, digital content creation, and ethical decision-making within a global industry. By investigating the interconnected nature of media production and event operations, students prepare for diverse professional roles in the digital economy.

Student Need

15: The esports industry is one of the fastest-growing sectors globally, offering diverse opportunities for students to connect their interests with practical applications. Alberta students stand to benefit significantly from an educational program that integrates technology, strategy, and career readiness, addressing a gap in existing curricula.

This course caters to students with a passion for gaming and technology while also appealing to those interested in areas such as broadcasting, event management and software development. By providing a structured, academically rigorous environment, the program enables students to develop critical 21st-century skills such as teamwork, digital literacy, and ethical decision-making.

Incorporating elements of health and wellness, technological fluency, and career exploration, this course addresses the increasing demand for programs that not only engage students but also prepare them for emerging career landscapes. Moreover, esports fosters inclusivity, offering students from diverse backgrounds opportunities to collaborate, compete, and connect in meaningful ways.

As the global influence of esports continues to expand, Alberta students require access to educational opportunities that reflect modern career and societal trends. This course meets that need by bridging the gap between personal interests and professional aspirations, equipping students with the tools to succeed in an increasingly interconnected and digital world.

25: While millions of people engage with digital gaming daily, the professional infrastructure that supports the global

esports industry remains largely invisible to the public. Understanding this industry helps students foster an appreciation for digital media production and develops a perspective of responsible digital citizenship in an increasingly connected world. While extracurricular esports programs focus on competitive gameplay and player performance, this course allows students to broaden their study into the professional fields of broadcast communication, event operations, and game design. The introductory course provides a broad overview of the industry, whereas this course focuses on the application of professional standards in media and management. Students investigate the technical requirements of live streaming and the logistical challenges of organizing digital tournaments to understand how professional roles—such as shoutcasters, technicians, and event coordinators—work together to produce industry-standard content. This foundation bridges student interest with high-demand roles in technology and business, preparing them for post-secondary education and diverse career pathways in the digital economy.

Courses in the Introduction to ESports Course Sequence

Introduction to ESports 15 (LDC1085)

The Introduction to Esports course provides students with an immersive and hands-on exploration of the esports ecosystem. Students will engage in strategic gameplay analysis, examine the role of teamwork and communication in competitive environments, and develop foundational knowledge of the technology that supports esports. Through project-based learning and interactive activities, students will experience key aspects of the industry, including game evaluation, ethical considerations, digital citizenship, and career exploration.

This course fosters critical thinking, problem-solving, and collaboration as students reflect on their gaming experiences and apply their learning to real-world scenarios. With a focus on personal growth and responsible digital engagement, students will develop transferable skills that support future opportunities in gaming, technology, and beyond.

Implementation Requirements

No additional hardware requirements beyond what is typically found within a high school environment.

Prerequisites: None

Versions Available: (Each version must be locally approved by Board Motion prior to offering to students.)

Credit Level	First School Year	Last School Year
5	2025-2026	2028-2029

Introduction to ESports 25 (LDC2085)

Students will engage in applied projects that simulate professional roles within the esports industry. Students will analyze and execute broadcast communication strategies, including live shoutcasting and stream production. They will examine the complexities of event operations by planning and managing digital tournaments, focusing on logistics and stakeholder engagement. Additionally, students will explore the technical aspects of game development and digital content creation, applying advanced design principles to produce industry-standard media. The course emphasizes ethical digital citizenship, collaborative problem-solving, and the use of emerging technologies to prepare students for the professional demands of the digital economy.

The following resources are identified as potential requirements for the effective delivery of Introduction to Esports 25, depending on the school authority's specific instructional approach:

Potential Hardware:

- Computers or laptops with sufficient graphics processing power to support video editing and game development software.
- Broadcasting peripherals, such as USB or XLR microphones, webcams or DSLR cameras, and green screens for content production.
- Stable high-speed internet connectivity to support live streaming and cloud-based collaboration.

Potential Software:

- Digital media suites for video editing and graphic design (e.g., Adobe Creative Cloud, DaVinci Resolve, or Canva).
- Broadcast and streaming software (e.g., OBS Studio or Streamlabs).
- Project management and communication tools (e.g., Trello, Discord, or Microsoft Teams) to simulate professional workflows.
- Game engines or development environments (e.g., Unity or Unreal Engine) for students pursuing the game design strand.

Potential Facilities:

- A standard classroom or computer lab environment.
- Potential access to a dedicated media production area or recording space for broadcasting activities.

Prerequisites:

- All of the following:
 - Introduction to ESports 15 (LDC1085)

Versions Available: (Each version must be locally approved by Board Motion prior to offering to students.)

Credit Level	First School Year	Last School Year
5	2026-2027	2028-2029

Curriculum

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
1	Topic Introduction to Gaming and ESports	✓	
1.1	General Outcome Demonstrate foundational knowledge of esports, including gaming systems, purposeful play, technological systems, and responsible participation in the esports ecosystem.	✓	
1.1.1	Specific Outcome Analyze and explain the key components of gaming systems including hardware, software, user interfaces and network infrastructure - and assess how each supports gameplay performance, teamwork, and competition in esports. Include considerations such as performance optimization, latency, and the specific requirements of competitive gaming networks.	✓	
1.1.2	Specific Outcome Evaluate the role of purposeful play and deliberate practice in skill development and personal improvement in esports, applying structured goal-setting techniques (e.g., SMART goals) to support growth in esports contexts.	✓	
1.1.3	Specific Outcome Examine and interpret foundational elements of the esports industry, including team formation, tournament structures, and the diversity of professional roles within the ecosystem.	✓	
1.1.4	Specific Outcome Demonstrate and justify troubleshooting processes and maintenance strategies for gaming technology, including identifying common technical issues and applying cybersecurity best practices.	✓	
1.1.5	Specific Outcome Assess the impact of ergonomics and gaming environment design on performance and wellness, and propose evidence-based improvements for long-term physical health.	✓	
1.1.6	Specific Outcome Investigate and explain the implications of ethical, safety, and privacy considerations in esports, including digital citizenship and respectful online conduct.	✓	
1.1.7	Specific Outcome Compare and contrast major esports genres, and analyze how game design features affect competitive structure, team dynamics, and skill requirements.	✓	
1.1.8	Specific Outcome Design and justify a team or gaming lab setup proposal, selecting and defending hardware, software, ergonomic, and maintenance choices based on identified needs.	✓	

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
2	Topic Video Games and Popular Culture	✓	
2.1	General Outcome Analyze the influence of video games and esports on popular culture, emerging technologies, and ethical considerations in a rapidly evolving digital world.	✓	
2.1.1	Specific Outcome Trace and explain the significance of major developments in the history of video games and esports, identifying how key moments influenced cultural and industry growth.	✓	
2.1.2	Specific Outcome Evaluate the impact of popular video games on mainstream media, youth culture, and global communities, and support claims with real-world examples.	✓	
2.1.3	Specific Outcome Investigate and assess the applications of artificial intelligence and virtual reality in gaming and esports, and explain their broader implications for training, education, entertainment, and game development processes.	✓	
2.1.4	Specific Outcome Analyze and discuss ethical challenges in gaming culture, including online toxicity, representation, and responsible use of emerging technologies.	✓	
2.1.5	Specific Outcome Compare and critique how various game genres portray cultural values and aesthetics, including the unique visual and audio presentation styles of esports content, and explain how these portrayals may influence player attitudes or worldviews.	✓	
2.1.6	Specific Outcome Predict and defend possible future trends in esports and gaming culture, drawing on current industry data and social patterns, and the evolution of business models and monetization in gaming.	✓	
2.1.7	Specific Outcome Create a multimedia timeline or presentation that highlights major turning points in the evolution of gaming and esports and explains their cultural relevance.	✓	
2.1.8	Specific Outcome Analyze and critique the visual, auditory, and narrative aesthetics of esports content—such as overlays, shoutcasting, in-game cinematics, and streaming presentation—and explain how these influence viewer engagement and brand identity.	✓	
3	Topic Player Collaboration and Player Wellness	✓	

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
3.1	General Outcome Demonstrate understanding of physical and mental wellness, teamwork, and ethical interaction in esports, applying strategies that support healthy, collaborative, and respectful participation.	✓	
3.1.1	Specific Outcome Analyze and explain how physical health—through sleep, nutrition, and exercise—affects gaming performance, and develop a plan to support personal health in esports contexts.	✓	
3.1.2	Specific Outcome Evaluate the effects of screen time, poor ergonomics, and vision strain, and design a wellness strategy that includes practical improvements in digital balance and posture.	✓	
3.1.3	Specific Outcome Identify and explain signs of common mental health challenges in esports (e.g., burnout, anxiety), and propose healthy coping strategies or referral supports.	✓	
3.1.4	Specific Outcome Demonstrate and reflect on strategies for respectful communication, conflict resolution, and collaboration in team-based or competitive gaming scenarios.	✓	
3.1.5	Specific Outcome Investigate and evaluate the roots and consequences of toxic behavior in online environments, and recommend strategies to foster inclusive, safe, and ethical gaming communities.	✓	
3.1.6	Specific Outcome Compare and assess the wellness practices and codes of conduct of professional teams or leagues, and explain how these support player well-being and performance.	✓	
3.1.7	Specific Outcome Create and present a wellness advocacy project or campaign that promotes mental health, physical health, or ethical conduct in esports spaces, and reflect on its potential impact.	✓	
4	Topic Careers in eSports and Educational Opportunities	✓	
4.1	General Outcome Evaluate career pathways and post-secondary opportunities in esports and related industries, and develop a personal plan that connects interests and transferable skills to future goals.	✓	
4.1.1	Specific Outcome Investigate and compare key roles in esports broadcasting, live streaming, and shoutcasting, and explain how these contribute to audience engagement and the unique aesthetics of esports content.	✓	
4.1.2	Specific Outcome Analyze the responsibilities and required skills of coaching and team management roles in competitive esports settings.	✓	

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
4.1.3	Specific Outcome Describe the core stages and specialized positions within game development, including design, systems architecture, and quality assurance (QA), and their impact on the gaming experience.	✓	
4.1.4	Specific Outcome Examine the structure of esports events and the role of event planners, producers, and tournament organizers in delivering large-scale competitions and broadcasts.	✓	
4.1.5	Specific Outcome Assess monetization strategies and business models in the esports ecosystem, including sponsorships, streaming platforms, digital advertising, and content monetization.	✓	
4.1.6	Specific Outcome Compare traditional and emerging career pathways, and evaluate how post-secondary programs or certifications can support each, including those focused on esports business models, sponsorship strategies, and digital content platforms	✓	
4.1.7	Specific Outcome Analyze the skills, qualifications, and personal attributes required for success in esports careers, and assess how these apply to real-world roles, such as content creation, broadcasting, and digital presentation in live streaming or shoutcasting.	✓	
4.1.8	Specific Outcome Assess personal interests, strengths, and values, and explain how these align with specific esports-related roles or career paths.	✓	
4.1.9	Specific Outcome Develop a personalized career and education plan, clearly outlining short- and long-term goals, training options, and actionable next steps.	✓	
4.1.10	Specific Outcome Reflect on and illustrate how transferable skills from esports (e.g., communication, problem-solving, leadership) can support success in diverse industries.	✓	
4.1.11	Specific Outcome Create a final presentation or portfolio that synthesizes knowledge of esports careers and includes a thoughtful reflection on personal growth and future goals.	✓	
4.1.12	Specific Outcome Describe the technical and organizational components involved in broadcasting, live streaming, and event management in esports, and assess how these functions contribute to audience experience, brand growth, and industry sustainability.	✓	
5	Topic ESports Communication & Media		✓

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
5.1	General Outcome How do communication strategies in esports broadcasting and digital media engage audiences and clearly convey game-based information?		✓
5.1.1	Specific Outcome Analyze gameplay mechanics, strategies, and in-game decision-making to identify information that is meaningful to an esports audience.		✓
5.1.2	Specific Outcome Apply play-by-play narration, analytical commentary, and structured storytelling techniques within live esports broadcasts.		✓
5.1.3	Specific Outcome Adapt communication style, tone, and pacing to suit different audiences, platforms, and competitive contexts.		✓
5.1.4	Specific Outcome Collaborate with others to coordinate roles and responsibilities in esports media production environments.		✓
5.1.5	Specific Outcome Demonstrate ethical and professional communication practices by maintaining accuracy, respect for participants, and audience awareness.		✓
6	Topic ESports Events & Operations		✓
6.1	General Outcome How do organizational, logistical, and problem-solving strategies support the planning, management, and evaluation of esports events?		✓
6.1.1	Specific Outcome Analyze the purpose, scope, and audience of an esports event to inform planning decisions.		✓
6.1.2	Specific Outcome Apply event-planning principles of logistics, scheduling, staffing roles, and workflow coordination.		✓
6.1.3	Specific Outcome Examine tournament structures, rulesets, and competition formats used in esports contexts.		✓
6.1.4	Specific Outcome Propose mitigation strategies for technical, safety, and organizational risks associated with esports events.		✓

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
6.1.5	Specific Outcome Evaluate esports events and event plans using feedback, outcomes, and performance criteria to recommend operational improvements.		✓
7	Topic Game Design & Development Foundations		✓
7.1	General Outcome How are the foundational principles of game design and development applied to create, test, and refine interactive game experiences?		✓
7.1.1	Specific Outcome Analyze game mechanics, dynamics, player motivation, and user experience design elements.		✓
7.1.2	Specific Outcome Create concept documents, sketches, and prototypes to communicate interactive game design ideas.		✓
7.1.3	Specific Outcome Apply iterative development, problem-solving, and testing practices to implement gameplay features.		✓
7.1.4	Specific Outcome Integrate visual, audio, and interface assets to support game functionality and design intent.		✓
7.1.5	Specific Outcome Evaluate game prototypes and builds using feedback and observation to identify areas for operational improvement.		✓
8	Topic ESports Content Creation		✓
8.1	General Outcome How are creative, technical, and ethical practices applied to design and produce digital content for online esports environments?		✓
8.1.1	Specific Outcome Analyze esports and gaming audiences to inform content style, format, and platform selection.		✓
8.1.2	Specific Outcome Develop content plans incorporating clear goals, themes, schedules, and branding elements.		✓
8.1.3	Specific Outcome Apply technical skills related to recording, streaming, and editing digital media content.		✓
8.1.4	Specific Outcome Produce esports-related content that demonstrates clarity, pacing, and intentional creative direction.		✓

Curriculum Elements		Introduction to ESports 15-5	Introduction to ESports 25-5
8.1.5	Specific Outcome Apply digital citizenship principles, platform guidelines, and privacy considerations to ensure responsible content creation.		✓
8.1.6	Specific Outcome Evaluate content effectiveness using feedback, engagement indicators, and analytics to inform future improvements.		✓

Statement of Overlap with Existing Programs

Similar / Overlapping Courses	Description of Similarity / Overlap - Rationale
2-D Design 1	DES courses focus on design principles and creative processes applicable to various fields, including digital media used in esports branding and interface design.
	The esports course delves into design applications specific to gaming environments, such as user interface (UI) design for games, team branding, and event staging, which are not extensively covered in general design studies.
3-D Design 1	DES courses focus on design principles and creative processes applicable to various fields, including digital media used in esports branding and interface design.
	The esports course delves into design applications specific to gaming environments, such as user interface (UI) design for games, team branding, and event staging, which are not extensively covered in general design studies.
Animation 1	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
Audio/Video	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
CAD 1	DES courses focus on design principles and creative processes applicable to various fields, including digital media used in esports branding and interface design.
	The esports course delves into design applications specific to gaming environments, such as user interface (UI) design for games, team branding, and event staging, which are not extensively covered in general design studies.

Similar / Overlapping Courses	Description of Similarity / Overlap - Rationale
Client-Side Scripting 1	CSE courses involve programming and software development, skills pertinent to game development and understanding the technical aspects of esports.
	The esports course focuses on the application of computing principles in gaming, including game mechanics, software tools used in esports, and an overview of game development processes, providing practical insights specific to the gaming industry.
Communication Strategies 1	MAM courses address business management and marketing strategies relevant to promoting products and services, paralleling the promotional aspects of esports events and teams.
	The esports course provides targeted insights into the esports industry's business models, sponsorship deals, and marketing strategies unique to gaming audiences, offering a more focused perspective than general MAM courses.
Computer Science 1	CSE courses involve programming and software development, skills pertinent to game development and understanding the technical aspects of esports.
	The esports course focuses on the application of computing principles in gaming, including game mechanics, software tools used in esports, and an overview of game development processes, providing practical insights specific to the gaming industry.
Design – Brand Identity	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
Digital Technology 1	NET courses cover network infrastructure and management, foundational for understanding the online platforms and connectivity essential in esports.
	While NET courses teach general networking principles, the esports course emphasizes network performance optimization, latency issues, and the specific requirements of gaming networks, which are critical for competitive gaming environments.
E-Commerce 1	MAM courses address business management and marketing strategies relevant to promoting

Similar / Overlapping Courses	Description of Similarity / Overlap - Rationale
	products and services, paralleling the promotional aspects of esports events and teams.
	The esports course provides targeted insights into the esports industry's business models, sponsorship deals, and marketing strategies unique to gaming audiences, offering a more focused perspective than general MAM courses.
Managing for Quality	MAM courses address business management and marketing strategies relevant to promoting products and services, paralleling the promotional aspects of esports events and teams.
	The esports course provides targeted insights into the esports industry's business models, sponsorship deals, and marketing strategies unique to gaming audiences, offering a more focused perspective than general MAM courses.
Marketing & Management	MAM courses address business management and marketing strategies relevant to promoting products and services, paralleling the promotional aspects of esports events and teams.
	The esports course provides targeted insights into the esports industry's business models, sponsorship deals, and marketing strategies unique to gaming audiences, offering a more focused perspective than general MAM courses.
Media	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
Network Media & Devices	NET courses cover network infrastructure and management, foundational for understanding the online platforms and connectivity essential in esports.
	While NET courses teach general networking principles, the esports course emphasizes network performance optimization, latency issues, and the specific requirements of gaming networks, which are critical for competitive gaming environments.
Network Structures	NET courses cover network infrastructure and management, foundational for understanding the online platforms and connectivity essential in esports.

Similar / Overlapping Courses	Description of Similarity / Overlap - Rationale
	While NET courses teach general networking principles, the esports course emphasizes network performance optimization, latency issues, and the specific requirements of gaming networks, which are critical for competitive gaming environments.
Photography – Introduction	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
Quality Customer Service	MAM courses address business management and marketing strategies relevant to promoting products and services, paralleling the promotional aspects of esports events and teams.
	The esports course provides targeted insights into the esports industry's business models, sponsorship deals, and marketing strategies unique to gaming audiences, offering a more focused perspective than general MAM courses.
Robotics Programming 1	CSE courses involve programming and software development, skills pertinent to game development and understanding the technical aspects of esports.
	The esports course focuses on the application of computing principles in gaming, including game mechanics, software tools used in esports, and an overview of game development processes, providing practical insights specific to the gaming industry.
Structured Programming 1	CSE courses involve programming and software development, skills pertinent to game development and understanding the technical aspects of esports.
	The esports course focuses on the application of computing principles in gaming, including game mechanics, software tools used in esports, and an overview of game development processes, providing practical insights specific to the gaming industry.
The Design Process	DES courses focus on design principles and creative processes applicable to various fields, including digital media used in esports branding and interface design.
	The esports course delves into design applications specific to gaming environments, such as user

Similar / Overlapping Courses	Description of Similarity / Overlap - Rationale
	interface (UI) design for games, team branding, and event staging, which are not extensively covered in general design studies.
Visual Composition	These courses cover areas such as media production, graphic design, and digital communication, which are relevant to content creation and broadcasting in esports.
	While COM courses provide foundational skills in media and design, the esports course offers specialized knowledge in gaming-specific media production, including live streaming, shoutcasting, and the unique aesthetics of esports content.
Workstation Technology & Operations	NET courses cover network infrastructure and management, foundational for understanding the online platforms and connectivity essential in esports.
	While NET courses teach general networking principles, the esports course emphasizes network performance optimization, latency issues, and the specific requirements of gaming networks, which are critical for competitive gaming environments.