

Esports Advisory Committee Meeting
Wednesday, August 7, 2019
10:00 a.m., AIA Office; 7007 N. 18th St., Phoenix, AZ 85020

Meeting Minutes

Committee Members Present:

- Rod Huston (Mesquite)
- Eric Magana (Chandler)
- Tonya Lee (Westview)
- Angel Ortiz (Glendale)
- Roman Nelson (Northwest Christian)
- Michael Marmolejo (Carl Hayden)
- Kurtis Nielsen (River Valley)

Committee Members Unable to Attend:

- Erika Peinado (Xavier)

Guest in Attendance:

- JD Healy
- Shawn Rustad

Chairperson(s) named:

- Michael Marmolejo & Angel Ortiz named Co-Chairs

Open Discussion:

- Esports is classified as an activity
- ESRB Rating of games considered T for Teen or lower
- Build confidence with School Boards on allowing schools to play recommended games
 - Allow it to be a school by school decision on what games they eventually play, i.e., football is available, but not all schools play football
- Use of a Shoutcaster. You need to have someone explaining how the game is working, who is leading, etc. Hard for some that is unfamiliar with the game to know who is winning and losing.
- Misconception of who an esports kid is...it is everybody...it is an athlete, it is a student that doesn't play sports, it is everyone.

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Season Structure:

- Two seasons, fall and spring, in which a team can qualify for state through the fall or spring season through the same game
 - Gives opportunity for kids competing in sports in the fall to qualify in the spring, etc.
 - Teams that qualify in fall or spring will compete in state
- During the regular season, teams will compete from their own computer labs (no travel necessary unless they are competing in a LAN invitational)
 - Understood that in the beginning, schools might not have the need infrastructure so kids may compete on the same team from home, but the long-term objective is to bring students into a team setting.
- A student may compete in multiple games but may not be on more than one team in the same game
- Each game would ultimately have its own Championship Team

Recommendation of Games to Be Played (in no particular order):

The committee discussed and recommended four core games to be a part of AIA Esports, knowing that agreements between the AIA and the game publisher would have to be completed prior to competition:

- League of Legends:
 - NFHS approved game, played in five to six other states in 2018/2019
 - Lot of college scholarship opportunities, the premier game
 - Most established esports programs
 - Free to play, inexpensive outlay
 - Very cartoon like, no first person, characters don't die but get sent back to starting point
 - Critical thinking, huge on communication and teamwork
- Overwatch:
 - Scholarship opportunities and heavily represented in college
 - Critical thinking, huge on communication and teamwork, very dynamic
 - Every match is objective based...not based on kills, it is based on completing an objective.
 - Pro team has offered to be available at events
 - One state association ran Overwatch in 2018/2019

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- Super Smash Bros
 - NFHS approved game, played in five to six other states in 2018/2019
 - \$300 device as opposed to a major outlay of expense
 - Many can play it at once off of one device
 - Can do one v one, two v two, three v three, four v four
 - Inexpensive outlay, consistent hardware, only one port on the LAN
 - Easy network capabilities
 - Easy to understand and it's in demand
 - No realistic violence

- Rocket League:
 - It is soccer with cars, 3v3 team based
 - Easy to explain and understand
 - Being played in universities