



# Washington Office of Superintendent of **PUBLIC INSTRUCTION**

## *SW Washington E-Sports*

### 1. **Purpose:**

The purpose of this contract is to contract with a nonprofit organization to support team-based E-sports programs to each high school in Battle Ground, Evergreen and Vancouver school districts. HighSchool.GG was contracted to support the implementation of E-Sports within the designated school districts.

### 2. **Description of services provided:**

\$250,000 of the general fund—state appropriation for fiscal year 2022 and \$250,000 of the general fund—state appropriation for fiscal year 2023 are provided solely for the office to contract with a nonprofit organization that specializes in using e-Sports to engage students in seven career clusters to bring team-based, career related e-Sports programs to each high school in the Battle Ground, Evergreen, and Vancouver school districts. Any funding remaining may be used for e-sports programs in the middle schools of the three school districts. These programs were specifically intended for alignment with Career and Technical Education programs, meeting the extended leadership requirement.

### 3. **Criteria for receiving services and/or grants:**

The non-profit was selected as designated in state statute, as HighSchool.GG supports Esports access in the designated school districts. Funds were intended for teacher stipends by school, plans for and approximate dates for teacher professional development, platform development, curriculum development, lab equipment by school, and providing championship event.

#### **Beneficiaries in 2021-22 School Year:**

Number of School Districts:	3
Number of Schools:	10
Number of Students:	N/A
Number of Educators:	N/A
Other:	N/A

**Number of OSPI staff associated with this funding (FTEs): 0**

**Number of contractors/other staff associated with this funding: 1**

<b>FY22 Funding:</b>	State Appropriation:	\$250,000
	Federal Appropriation:	\$0
	Other Fund Sources:	\$0
	<b>TOTAL (FY22)</b>	<b>\$250,000</b>

**4. Are federal or other funds contingent on state funding?**

No

**5. State funding history:**

<b>Fiscal Year</b>	<b>Amount Funded</b>	<b>Actual Expenditures</b>
2022	\$250,000	\$250,000

**6. Number of beneficiaries (e.g., school districts, schools, students, educators, other) history:**

<b>Fiscal Year</b>	<b>Number of Schools</b>
2022	24

**7. Programmatic changes since inception (if any):**

This contract was in it's first of inception, therefore no programmatic changes are addressed at this time.

**8. Evaluations of program/major findings:**

Highschool.gg reported that 350 students from 40 Washington state high schools participated in the HighSchool.GG competition. Awards were given in the following 14 categories Rocket League, Valorant, Smash Bros, Esports Team Logo Design, School Esports Arena Design, Cosplay – Game Characters, Creative Montage, Highlight Compilation, Live Stream Graphics and Assets, Live Stream Production, Casting, Live Stream Production, Full Length, Game Music Production, PC Build, Website Creation.

**9. Major challenges faced by the program:**

The ability to expand into the northern, central, and eastern portions of Washington State was identified as a potential challenge. Districts required to travel from northern, central, and eastern portions of Washington may have limited access to the competitive events. Available power needed to run the competition at the selected venue may need to be increased or a venue with increased capacity identified.

## 10. Future opportunities:

Expansion into other areas of the state is a key opportunity moving forward. Expanding into Middle School level sponsored events would increase overall participation and growth of this program. The funding could be used to develop advanced level curriculum and competition. The required professional development offered to educators may be offered online to allow more districts to have greater access to the training with better alignment throughout the state.

## 11. Statutory and/or budget language:

ESSB 5693, Sec. 522(20) - \$250,000 of the general fund—state appropriation for fiscal year 2022 and \$250,000 of the general fund—state appropriation for fiscal year 2023 are provided solely for the office to contract with a nonprofit organization that specializes in using e-sports to engage students in seven career clusters to bring team-based, career related e-sports programs to each high school in the Battle Ground, Evergreen, and Vancouver school districts. Any funding remaining may be used for e-sports programs in the middle schools of the three school districts.

## 12. Other relevant information:

In the initial contract \$19,000 was targeted for \$1,000 teacher stipends to be awarded at 19 schools in 3 Washington school districts: plus, an additional \$19,000 for lab equipment. Equipment for 3 labs was delivered as identified. The \$19,000 for teacher stipends was diverted to cover costs for Professional Development (\$8,000) and expenses associated with the Championship (\$11,000), Forty Washington schools from 24 school districts participated in an eSports competition in conjunction with students from Oregon high schools.

## 13. Schools/districts receiving assistance:

See [OSPI's grantee list](#).

## 14. Program Contact Information:

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