



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 were 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 to meet 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 E-sports 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 a championship event.

Beneficiaries in the 2022-23 School Year:

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

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

No



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5. **State funding history:**

Fiscal Year	Amount Funded	Actual Expenditures
2023	\$250,000	\$250,000
2022	\$250,000	\$250,000

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

Fiscal Year	Number of Schools
2023	10
2022	24

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

This contract was in its second year of inception; therefore, no programmatic changes are addressed at this time.

8. **Program evaluation or evaluation of major findings:**

Highschool.gg reported that 118 students from 46 Washington state schools participated in the competitions in the 2022–23 school year. In the second year of implementation, Highschool.gg reported challenges in its efforts to partner with its targeted school districts to provide professional development and equipment, and the ability to secure a venue with the available power and space needed to accommodate anticipated participation. It sought to expand access to championship events by holding five mini-events at smaller venues and partnering with other E-sports event promoters.

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

The ability to align E-sports competitions with a student leadership structure needed for a Career Technical Student Organization, development of partnerships with the identified school districts, ability to collect student demographic data, and increase expansion into the northern, central, and eastern portions of Washington state were identified as challenges during this contract. Districts required to travel from northern, central, and eastern portions of Washington may have limited access to the competitive events. The technical needs, including available power needed to run large competitions, created a challenge for the contractor. Furthermore, the partnership needed to support professional development, equipment donation, data collection, and academic alignment for CTSO competition were unsustainable.



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10. **Future opportunities:**

Alignment with gaming industry and academic standards, and partnership development with Washington State Scholastic E-sports Association and one or more Career and Technical Student Organizations is an opportunity moving forward. Creating academically aligned Career and Technical Education pathways that support competitive gaming industry careers could increase overall participation and growth of an E-sports 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 to develop the needed structure and provide better alignment throughout the state.

11. **Statutory and/or budget language:**

\$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 cluster 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:**

This proviso was not continued, and the contract was not renewed for the biennium.

13. **Schools/districts receiving assistance:**

[preliminaryfy23state-fundedprovisograntawardsupdated-42823.xlsx \(live.com\)](#)

14. **Program Contact Information:**

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