Esports Learning Expansion Pack

Scenario Summary

Meets Guiding Principle 2







The competitive video game industry is one of the fastest growing sports, with an audience of more than million fans around the world each year. Austin is positioned to be at the center of this growth through its thriving technology and video game industries. The new esports program at Eastside Memorial Early College High School and Austin High School will create engaging, hands-on learning opportunities and high-tech career paths for all students. The program will explore partnerships with businesses is ports organizations and colleges with esports curriculum and teams, and will ensure equity is embedded.

Financial Implications

Academic Program Cost	TBE
Reinvested 2017 Bond Funds	N/A
Deferred Maintenance Savings	N/A
Annual Operations & Maintenance Savings	.N/A

Serving Students

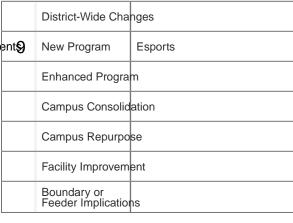
Students who are drawn to gaming can connect their favorite hobby to a lucrative career path. Programs at Eastside Memorial ECHS and Austin High will help develop a community of gamelovers and encourage social interaction in what is sometimes an isolating activity.

Preparing Our Kids To Succeed By

- y Providing high-tech, engaging, hands-on learning.
- y Helping students develop programming skills.
- y Fostering teamwork and collaboration among students

Tapping into growing esports college scholarship opportunities.

Summary of Changes



To give feedback on this scenario visit https://tinyurl.com/AISDScenario

STEAM and Humanities Program at Martin Middle School and Feeder Schools

Martin Middle School students will be able to explore and develop their talents and skills in preparation academies that will invigorate their learning and prepare them to succeed in their feeder high schools. Speci c learning communities will be designed for students interested in the newly modernized Eastside ECHS

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