

**AUGUSTA SCHOOL DEPARTMENT
REQUEST FOR STUDENT ORGANIZATION**

Part I: Activity Description

School: Cony Middle and High School Individual Submitting Request: Steve Scoville Date: 11/24/20

Name of Proposed Club or Co-Curricular Activity: ESports

Description:

Cony High School has started an ESports Interest group and have begun playing Rocket League through the MPA this fall. We have 25 students who are involved in the intermural Rocket League competitions. We play games weekly through our school computers, using the PlayVS matchup and tournament platform for both State (MPA) and regional (non-MPA) games. We have 8 teams of 3 involved in the team, with additional players as subs. In addition to the MPA-associated tournament, we also have numerous members who coordinate teams and competitions for other games (including League of Legends, which we hope to enter in the spring MPA tournament).

Student Populations (Grades): High School Grades 9-12

Anticipated Number of Participants: 36

Gender Breakdown: 33 boys and 3 girls

List of Participant's Name: Mr. Scoville has the list.

Activity Goal: The goal of the activity is to win games through the Esports competition, provide the benefits of team competition to kids who are not athletically inclined and to introduce students to the numerous career paths that surround the growing eSports industry.

How does this club or activity support the Augusta School Department Mission and Vision for Students?

This team supports the mission and vision of the school by expanding opportunities for students to excel. Research shows that students who are involved in extra and co-curricular activities have better attendance, grades, and engagement in their learning. We believe that adding an Esports team will have a positive effect on the climate and culture of Cony.

Part II: Cost

Coach or Advisor: Steve Scoville and Kim Silsby

Transportation costs: None

Uniforms: Jerseys funded by students and the Student Activity account

Equipment: School laptops

Facilities Fees: none

Other: None

Revenues: None

Summary costs: The costs for an Esports team is minimal. The registration fee is \$20.20 this year and will increase to \$1,200.00 for future years for access to the PlayVS system, as well as team uniforms. Because we have one to one computers, we will not need student computers. We will play games that work with our system. If we are approved and student/advisor interest occurs with other games, then we will use the library computers.

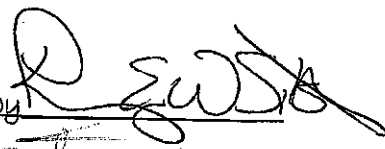
Cost for implementation year one: \$ 20.20 _____ -club budget


Cost for year two: \$ \$1,200.00 _____ -club budget

Cost for year three: \$ \$1,200.00 _____ -proposed cost to district in year three

Part III: Approval Process

Recommended for approval:

Building Principal: Kimberly E. W. Silsby 

Superintendent of Schools 

Chairman, Education Committee: _____