

# Esports Gets Physical



## HADO – an Augmented Reality Esport

Every young person dreams at one time or another about having a superpower, or living in a fantasy-filled world like the ones shown in movies, comics and video games. The young founder and entrepreneur of a Tokyo-based technology company had such a passion. He dreamed of creating a reality where he could challenge rivals, firing off energy balls and raising power shields simply with a wave of his hand – much like being immersed inside a video game, by following in the footsteps of his comic book heroes. In 2014 Hiroshi Fukuda turned his childhood dream into reality - literally *Augmented Reality*- inventing a brand new esport called [HADO](#).

Green Mouse Academy has been invited to exclusively develop an out-of-school HADO Academy experience and launch the official scholastic HADO League, starting in South Florida. With grant funded support, we've already begun piloting the first local HADO programs throughout Palm Beach County. For a glimpse of HADO Academy in action: [YouTube: HADO Academy in Action 2023](#).

## Scholastic Esports

Esports, a \$1B+ industry with explosive growth, already has a strong support base in Florida and scholastic teams are forming in schools and colleges across the country. HADO and other mixed reality games are more likely to engage a wider swath of students, many of whom may not normally be attracted to STEM/STEAM activities or physical sports. With extensive experience reaching underserved and underrepresented students, HADO gameplay is proving to be highly inclusive. We believe it serves as an ideal vehicle to develop project-based-learning content that aligns directly with our community's goals around health and fitness, personal well-being, social and emotional learning, and entrepreneurship outcomes. While HADO gameplay may be the "hook", our future program content and comprehensive project-based-learning experience will be the heart and mind of the program.

## HADO Academy Project Description

Our initial pilot project was designed to be implemented as an academic OST experience, which we're referring to as our *HADO Academy* model. We will build on this model, structuring it as a PBL experience themed around gameplay. This will be accomplished by enabling students collaboratively building their own school-based clubs or leagues (i.e. creating a micro version of the HADO Competition League, which will resemble a professional esports league). We envision a STEAM project as well as an esports career discovery experience.

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The activity outline for the curriculum we will be adapting is inspired by the domain framework created by [NASEF](#) (PBCSD district is already an affiliated member). Here is what we initially envision as a framework:

<b>Title</b>	HADO Academy – Esports Gets Physical!
<b>Subject Area(s)</b>	STEAM/CTE – Technology, Entrepreneurship, Media Arts, Physical Education, ELA
<b>Grade Levels</b>	Starting with 3 <sup>rd</sup> – 8 <sup>th</sup> grade and eventually expanding through 12 <sup>th</sup> grade and college/career)
<b>Description</b>	<p>Students will be introduced to the world of esports through HADO as they collaborate to form and operate their own school-based or community-based HADO Academy League.</p> <p>They will develop skills that introduce them to the careers they will find within the rapidly exploding esports industry and specifically around esports events. They’ll learn new skills while strengthening current skills that align with these careers. They will explore career domains similar to those identified by NASEF: Organizers, Strategists, Content Creators, and Entrepreneurs. They will eventually complete specific assignments or activities that may include: writing, graphic design, video creation/production, event organizing, business outreach, online streaming, website design, event/strategic planning, physical fitness and personal wellness. This project-based-learning experience will culminate in students forming multiple club teams, then designing, organizing and competing in a mini esports (HADO) tournament, similar to an intermural event.</p> <p>Developing content to fully explore all the above will be phased in over a multi-year period. Initial content is focused on game play and physical activity.</p>
<b>Length/Dosage</b>	<p>Dosage and program length will be finalized with input from an advisory team and based on funding requirements. We will allow for flexible adaptations and implementation of content.</p> <p>While we eventually envision an academic program of varied lengths, we started by testing a proof-of-concept <b>OST Enrichment Program</b> version of 4-6 session hours. This is comprised of facilitated gameplay for skills/strategy development, tournament gameplay, and by closely related fitness and skill development off-court activities. We’ve now developed a more complete 9-session experience defined as our HADO Academy Level 1 Course.</p> <p>Anticipated dosage rates and contact hours can be flexible depending on funding goals (i.e. whether to focus on depth of experience over the total number of students/sites reached).</p>
<b>Timing and Funding Needs</b>	<p>We will continue to adapt and expand on this initial program design. Our pilots will continue to address and emphasize quality OST standards and quality program delivery.</p> <p>Program partners for our pilots include:</p> <ul style="list-style-type: none"> <li>▪ Green Mouse Academy</li> <li>▪ Prime Time Palm Beach County</li> <li>▪ Children’s Services Council Palm Beach County</li> <li>▪ Palm Beach County Youth Services Department</li> <li>▪ School District Palm Beach County</li> <li>▪ STEM Education Council Palm Beach County</li> </ul>