SCIC6 TERMINOLOGY CHEAT SHEET

Esports: (also known as electronic sports) is a form of competition using video games. Esports often takes the form of organized, multiplayer video game competitions, The most common video game genres associated with esports are multiplayer online battle arena (MOBA)

Educational game: Educational games are games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment, however educational games are games that are designed to help people learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play. Game types include board, card, and video games.

Gamification: Gamification is the strategic attempt to enhance systems, services, organisations, and activities in order to create similar experiences to those experienced when playing games in order to motivate and engage users.

Stream: A live broadcast of game play with or without video of the streamer

Streamer: An online streamer or live streamer is a person who broadcasts themselves online through a live stream

Shoutcaster (aka Caster): Shoutcasting refers to the running commentary of esports matches that is intended to both entertain and inform the viewer, and it is a crucial part of what makes esports so engaging.

Casting: Twitch 'casting' is a definition that can also be used to describe someone casting (aka commentating) an esports match. This has two definitions. In game, it is the period where an ability is being charged up before being used.

Client: Also sometimes called a launcher (and sometimes an app, though that can get confusing), a client is the software on your PC that connects to an online game.

MOBA: Multiplayer Online Battle Area

Twitch: The most popular streaming platform for gamers. Content includes both amateur streamers (see definition) and professional esports events.

Discord: Discord is a VoIP, instant messaging and digital distribution platform designed for creating communities. Users communicate with voice calls, video calls, text messaging, media and files in private chats or as part of communities called "servers".

CTSO: Career and Technical Student Organization - HighSchool.GG is the CTSO around Esports.

F2P: Free to play

FPS: First-person shooter

FGC: Fighting Game Community

LAN: an acronym for Local Area Network, is a common host for major esports tournaments as opposed to playing online via the internet.

MMO or MMORPG
See 'Massively Multiplayer Online Role-Playing Game' definition.

PVP PvP: Player versus player'. PvP refers to a game that has an element of competing against other players online.

POV- Point of view

RTS: Real-Time Strategy (RTS) games, players control entire armies rather than singular characters. RTS games are typically played from a bird's-eye view, allowing the player to have complete oversight of the terrain, buildings and units they control. Most RTS games are war-based, such as StarCraft II and Warcraft 3.

RPG: A single-player game in which players immerse themselves in the role of a single character. These are typically adventure-style games that include an element of character progression. Popular franchises include Fallout, The Witcher and Skyrim.

Side Quest: A quest given to the player that has no direct bearing on the main story/campaign of the game. Completion of a sidequest often results in the acquisition of money or items that are otherwise unavailable, or unlocks another sidequest.

Meta: A common word used across various esports, referring to the most dominant strategies, card combinations, champions/heroes and builds in online multiplayer

games. The 'meta' changes when game developers provide in-game updates and patches.

Skins: Skins are an in-game cosmetic item used to change the appearance of the character you are playing.

WSSEA: Washington State Scholastic Esports Association

NASEF: North America Scholastic Esports Federation

NESEF: (New England Scholastic Esports Federation)

Game Engine: A game engine lays the software framework to build and create video games. They provide features from animation to artificial intelligence. Game engines are responsible for rendering graphics, collision detection, memory management, and many more options.

Game engines provide tools for developers to create numerous gaming applications. Designers often reuse these engines to create other games which makes it a valuable investment.

A game engine contains five components: The main game program which contains the game logic; a rendering engine that can be used to generate 3D animated graphics; an audio engine which consists of algorithms that are related to sounds; a physics engine to implement 'physical' laws within the system; and Artificial intelligence, a module designed to be used by software engineers with a specialist designation.