



The Florida Senate

Local Funding Initiative Request

Fiscal Year 2021-2022

LFIR # 2118

1. Project Title

2. Senate Sponsor

3. Date of Request

4. Project/Program Description

This project proposes to fund Academic Esports Learning Laboratories in Walton County High Schools along with the Ohana Institute. The Academic Esports Learning program will provide students with Career Technical Education skills to promote, market, host and manage culminating hands-on projects. Each program will offer industry certifications in a focused, high expectation setting. An annual Esports Tournament will be held in Walton County to showcase the students' projects and competition during the 2021-2022 school year.

5. State Agency to receive requested funds

State Agency contacted?

6. Amount of the Nonrecurring Request for Fiscal Year 2021-2022

Type of Funding	Amount
Operations	498,300
Fixed Capital Outlay	0
Total State Funds Requested	498,300

7. Total Project Cost for Fiscal Year 2021-2022 (including matching funds available for this project)

Type of Funding	Amount	Percentage
Total State Funds Requested (from question #6)	498,300	100%
Matching Funds		
Federal	0	0%
State (excluding the amount of this request)	0	0%
Local	0	0%
Other	0	0%
Total Project Costs for Fiscal Year 2021-2022	498,300	100%

8. Has this project previously received state funding?

Fiscal Year (yyyy-yy)	Amount		Specific Appropriation #	Vetoed
	Recurring	Nonrecurring		

9. Is future funding likely to be requested?

a. If yes, indicate nonrecurring amount per year.

b. Describe the source of funding that can be used in lieu of state funding.

10. Has the entity requesting this project received any federal assistance related to the COVID-19 pandemic?



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If yes, indicate the amount of funds received and what the funds were used for.

Walton County Public Schools has received federal funding as part of the Coronavirus Aid, Relief, and Economic Security (CARES) Act.

11. Details on how the requested state funds will be expended

Spending Category	Description	Amount
Administrative Costs:		
Executive Director/Project Head Salary and Benefits		0
Other Salary and Benefits		0
Expense/Equipment/Travel/Supplies/Other		0
Consultants/Contracted Services/Study		0
Operational Costs: Other		
Salary and Benefits		0
Expense/Equipment/Travel/Supplies/Other	Each school would receive: <ul style="list-style-type: none"> • 25 esports gaming stations • 25 Reverb headsets to add virtual reality instruction in the lab • Victory XR 3-year subscription for instructional VR content to use in the lab • 2-days of on-site professional development Cost per school: \$88,1502 @ 2 Schools= \$176,300 Broadcast switches/webcams/cameras/Promethean 80" display for livestreaming (\$20k per school) – \$47,000 Furniture for new labs (\$40k per school)- \$80,000	303,300
Consultants/Contracted Services/Study	Esports webinar, mentoring and tournament- \$60,000 Efficacy Study- \$40,000 On-site Installation/Setup of New Labs (\$25k per school)- \$50,000 Project Management Services- \$45,000	195,000
Fixed Capital Construction/Major Renovation:		
Construction/Renovation/Land/Planning Engineering		0
Total State Funds Requested (must equal total from question #6)		498,300

12. Program Performance

a. What specific purpose or goal will be achieved by the funds requested?

This project proposes to bring together esports and edtech veterans, along with industry-leading solutions to help make esports efforts a springboard to academic growth. An effective program can heighten enrollment in Career and Technical Education (CTE) areas of study, break gender gaps for STEM instruction, reinforce character development, help young people explore a wealth of new emerging careers across the esports industry and give young people an advantage when applying to colleges.

b. What activities and services will be provided to meet the intended purpose of these funds?

This project proposes to:

1. Provide foundational training and ongoing mentoring for pilot school esports advisors to understand the principles of coaching esports and the CTE career opportunities
2. Assist the pilot schools take part in an initial 12-week development program, culminating in a multi-school Smash Brothers tournament – with prizes – that will be streamed via twitch, the most popular streamline platform for esports. Leveraging Smash Brothers will allow the schools to leverage existing equipment and use the Nintendo Switch consoles owned by students
3. Equip each of the two pilot schools with a complete gaming lab/arena with PCs designed not only for gaming but for a wider array of STEAM related learning activities. With the addition of select accessories and software, these stations can be leveraged not only for esports, but Virtual Reality, CAD, video and audio production, animation and 3D design.



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c. What direct services will be provided to citizens by the appropriation project?

This region is one of the fastest growing in the state. To meet the growing need for a readily available talent supply, rigorous courses in communications, engineering pathways, and business/IT will be provided along with preparation for appropriate industry certification for students.

d. Who is the target population served by this project? How many individuals are expected to be served?

The target population(s) to be served by this project include secondary (9-12) STEAM students. The project expects that 100 individuals will be served in the first year of operation, with that number increasing each subsequent year.

e. What is the expected benefit or outcome of this project? What is the methodology by which this outcome will be measured?

The primary benefit of the project is the development of talent to meet the growing labor force demands of the region. Talent development will include connecting college and career ready students with business and industry along with re-skilling and up-skilling of the current labor force and support for entrepreneurship in the area. STS Education will partner with Dr. Michael Heithaus, Dean of the College of Florida International University's College of Arts, Sciences and Education (<https://case.fiu.edu/about/directory/profiles/heithaus-michael.html>) to conduct pre-pilot and post pilot surveys and assessments to determine the level of impact to CTE studies as a result of involvement in esports activities.

f. What are the suggested penalties that the contracting agency may consider in addition to its standard penalties for failing to meet deliverables or performance measures provided for the contract?

Proposed penalties for failure to meet deliverables or performance measures provided for in the contract include: withholding of funds.

13. The owners of the facility to receive, directly or indirectly, any fixed capital outlay funding. Include the relationship between the owners of the facility and the entity.

n/a



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14. Requestor Contact Information

a. First Name Last Name

b. Organization

c. E-mail Address

d. Phone Number Ext.

15. Recipient Contact Information

a. Organization

b. Municipality and County

c. Organization Type

- ☐ For Profit Entity
- ☐ Non Profit 501(c)(3)
- ☐ Non Profit 501(c)(4)
- ☒ Local Entity
- ☐ University or College
- ☐ Other (please specify)

d. First Name Last Name

e. E-mail Address

f. Phone Number

16. Lobbyist Contact Information

a. Name

b. Firm Name

c. E-mail Address

d. Phone Number