

## **Action Item - 34**

**Title:** Contracts with Various Vendors for ESports Clubs After-School Enrichment Programming (\$3,234,000)

**Board of Education Meeting Date:** 10/24/2024

### **Action Under Consideration:**

The Administration recommends that the Board of Education authorize The School District of Philadelphia, through the Superintendent or his designee, to execute and perform a contract, subject to funding, as follows:

**With:**

High School Esports League, Inc  
Insight Public Sector, Inc.

**Purpose:**

Services that support successful implementation of ESports clubs related to the development of the District's after-school enrichment and extracurricular program portfolio

**Start date:** 11/1/2024

**End Date:** 10/31/2027

**Compensation not to exceed:**

\$3,234,000

**Separate Compensation by Contractor:** All entities will be paid out of the aggregate amount not to exceed \$3,234,000

**Location:**

All Schools

**Renewal Option:**

Number of options: 2; Duration of each option: 1 year

**Maximum Compensation authorized per option period:** All vendors will be paid out of an aggregate amount not to exceed:

- Option Year 1: \$3,557,400
- Option Year 2: \$3,913,140

**Description:**

*Why is this contract needed?*

This contract is needed to procure goods and services for a complete and comprehensive ESports offerings, training, and resources for teacher-led clubs and is sought by the Office of Student Life, which supports schools in launching and sustaining well-rounded, enriching extracurricular student activities. Esports are organized, competitive video games that have many similarities to traditional sports, including leagues, teams, and players.

*How will the success of this contract be measured?*

The success of these contracts will be measured through supplier online platform usage reports to demonstrate utilization, number of students participating, measures of access to career exploration, social emotional learning, and college exposure skill-building activities, related to Guardrail 2. Data will be shared with school and district administration.

*If this is the continuation of a contract, how has success been measured in the past, and what specific information do we have to show that it was successful?*

This is a new contract; it is not the continuation of a contract.

*When applicable, is this an evidence-based strategy? If so, what evidence exists to support this approach?*

Research supports the connections between participation in high quality out-of-school time programming or extracurricular activities and student outcomes, including academic achievement, physical and mental health, attendance, promotion, graduation, college enrollment, and civic engagement. This Board action item supports providing students with meaningful, enriching learning experiences beyond the school day.

*When applicable, was a larger community of District community members and/or stakeholders involved in this selection process? If so, what groups and how?*

The selection committee included representatives from the Office of Information Technology, Career and Technical Education, school teaching staff, Climate and Culture, Curriculum and Instruction, Grant Compliance, and Student Life.

**Which Goal and/or Guardrail does this Action Item support?**

Access to ESports opportunities aligns directly with the School District of Philadelphia's Guardrail Two, which aims to allow all students equitable access to well-rounded and enriching experiences. It also aligns to college and career readiness when viewed through a lens of career awareness and exposure. Students, especially in high schools and middle schools, are interested in engaging in ESports in a variety of ways, including as a career focus, as a club to participate in, and as a potentially competitive opportunity to grow their skills and communities.

**Does this Action Item support a specific strategy/intervention identified in the Strategic Plan?**

This action item relates to the connections between participation in high quality out-of-school time programming or extracurricular activities and student outcomes, including academic achievement, physical and mental health, attendance, promotion, graduation, college enrollment, and civic engagement. This board action item supports providing students with meaningful, enriching learning experiences beyond the school day.

**Related resolution(s)/action item(s)**

N/A

**Funding Source(s)**

FY24, FY25, FY26, FY27 Operating and Categorical - School Budgets

**Office Originating Request:**

Academic Services