



Digital Technologies & Business	Year 9
Esports	Term 1 – W7 → W10
Project	Unit One – Network Security for Esports

Esports	Year 09	Unit 1
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Assessment task — Project folio

Name:		Teacher:	
Class:	ESP09	Draft Date:	
		Due Date:	

Task

You have been given the role of Esports coordinator at Forest Lake State High School. To get students excited and involved in Esports you decide you will need to run an awesome tournament to find the best students in the school and celebrate their Esports skills in Term 3. It is important when planning this tournament to consider: the hardware components needed, the network requirements for a secure tournament; and the cyber-safety concerns of students playing games online.

Instructions

In Microsoft Word, create tables to list the following:

1. Three key **computer hardware components** and why the hardware makes a difference to game play
2. Two pieces of **software** needed for tournament success and why they are important.
3. Two **network hardware components**, their main job and how they make a difference to gaming on the network, particularly considering security implications.
4. Three ways in which **privacy and security** of user data will be handled during the tournament. This can include how usernames, passwords, account details, contact details or emergency details are accessed and stored.
5. One paragraph on why passwords are important to security and how they help to keep your online presence safe.

Conditions

This assessment must be completed in the form of a project and these key components must be included alongside the written component discussed above.

- Mind map of the tournament requirements – functional and non-functional.
- List of the hardware components needed to run a tournament for League of Legends (10 Students, 2 Casters, 1 Producer).
- Network map
- Cyber-safety plans

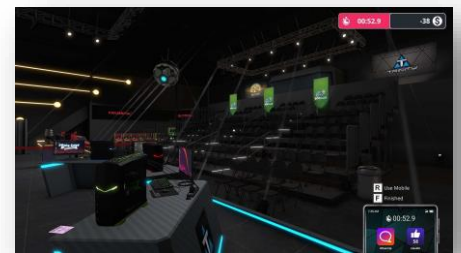


Figure 1: PC Builder Simulator Esport Pack - GOG Gaming

Unit: Network Security for Esports

Student Name: _____

Standard	Knowledge and Understanding	Processes and Production Skills	
A	Comprehensive explanation of the control and management of networked digital systems and the security implications of the interaction between hardware, software and users.	Comprehensive definition and decomposition of complex problems in terms of functional and non-functional requirements.	Comprehensive account of privacy and security requirements when selecting and validating data.
B	Detailed explanation of the control and management of networked digital systems and the security implications of the interaction between hardware, software and users.	Detailed definition and decomposition of complex problems in terms of functional and non-functional requirements.	Detailed account of privacy and security requirements when selecting and validating data.
C	Explain the control and management of networked digital systems and the security implications of the interaction between hardware, software and users	Define and decompose complex problems in terms of functional and non-functional requirements	Take account of privacy and security requirements when selecting and validating data.
D	Limited explanation of the control and management of networked digital systems.	Limited definition of complex problems in terms of functional and non-functional requirements.	Limited account of privacy and security requirements when selecting and validating data.
E	Minimal explanation of the control and management of networked digital systems.	Minimal definition of complex problems in terms of functional and non-functional requirements.	Minimal account of privacy and security requirements when selecting and validating data

Comment: