INDEX

AbleGamers, 84
Aboriginal and Torres Strait Islander people, 95
Acceptance, 33
Accessibility, 31–32
Accommodations as universal human rights, 82
Active screen time, 132
Adapting, 33
Adaptive controllers, 84–85
Adjustable furniture, 87–88
Amaze, 72
Animal Crossing, 52–53
Animal Crossing: New Horizons, 60, 94–95
Artificial intelligence (AI), 114
Atari 2600, 1
Attention deficit hyperactivity disorder (ADHD), 10–11, 20, 65, 67–68
Australia, 8, 24, 95
Australian Open, 1–2
Autcraft, 5–6
Autism, 65–67
Autistic identity, 130
Autonomy, 32

Belonging, 30–31
'Big Mac' buttons, 89
Body-sensitive pads, 84–85
Broken Roads, 96
Bullying in schools, 24–25

Case study, 7–8, 44, 47, 72, 75, 88–89, 100, 104, 117, 119
'Casual' games/gamers, 3
Cheat code, 2, 7, 15, 66, 81–82, 110
Children's psychosocial well-being, 129
Chivalry 2, 94
Cisco WebEx, 114
Civilisation 6, 85
Cloud gaming, 1–2
Clover Studios, 99
Clumsy child syndrome, 81–82
Cognitive development, 25–26
Collaborative teamwork, 8–9, 73
Collegiate esports, risks and rewards of, 131
Colonisation, 95–96
Columbine High School shooting, 125
Communication, 93
  cards, 73–74
Community, 93, 96, 98
  mentoring within, 112–114
  of practice, 115
Community Hub, 111–112
Competition, 44
Competitive gaming, 2–3, 54–55, 111
Competitive video gaming, 1–2
Console games, 3
Constructive communication, 9
Conventional controllers, 2–3
Cosy gaming, 52–53
Counter-Strike:Global Offensive (CS:GO) circuit, 58
COVID-19, 6–7, 26, 52–53, 59, 114, 123
Creation of communities, 28–29

Creativity, 13–14, 67–68
Cultural assimilation, 26
Cultural disconnect, 26–27
Cultural dissonance, 26
Cultural diversity in semi-virtual teams, 100
Cultural understanding, 93

Dan, 12–13
Dark Souls, 11
Decolonisation, 22
Digital Australia, 3
Direct messages (DMs), 13
Disability, 21–22, 79
Discord, 114
Diversity and inclusivity, 5
Doom, 123
*Dota*2, 4, 95
Dots per linear inc (DPI), 83
DragonBear Studios, 95–96
Drop Bear Bytes, 96
Dysgraphia, 68–69
Dyslexia, 65, 68
Dyspraxia of childhood, 81–82

Economic disadvantage, 19
Economic inequality in Esports, 38–44
  avoiding microtransaction madness, 39–40
  big gaming rigs with big price points, 41
  broadcasting and video-editing hardware and software, 40
  competition and travel, 44
  costs, 39–40
  managing cost of staffing and ongoing professional development, 42–43
  physical esports spaces on budget, 43
  purchasing games, 39
Educators, 146–147
English Premier League, 1–2
Esports, 1–2, 6, 8–9, 37, 51, 93
  adapting frameworks to esports communities, 33
  challenges of economic inequality in, 38–44
  controversy, 5
  framework for inclusion in, 27–33
  Mushroom Kingdom High School, 44–47
  program, 7–8
  recommendations, 61
  researching, 9–13
  socio-economic disadvantage in esports program, 47
  tournaments, 2–3
Ethnicity and cultural background, 22
Eurocentric bias, 22
Everyone Can Play framework, 80
Everyone Can Play Inclusive Esports Framework, 17, 33–34, 36
Experience points (XP), 123

F1 Esports Series, 58
Familiarity, 84–85
Farming Simulator, 46
Female gamers
  challenging stereotypes of, 54–56
  current challenges, 56–57
  systems of support empowering, 57–58
Female-identifying players, 56
Fête 1 tournaments, 5
Fête 2 tournaments, 5
FIFA/EA FC, 13
Final Cut Pro, 40
Fine motor skills, 81
First Nations cultures, 93
Foot pedals, 84–85

Fortnite, 145–146
Foundational knowledge of esports, 42
Framework, 27–33
Freemium games, 1–2
'From little things big things grow', 115–116
FUSE Cup, The, 8, 59

Game development, 3
GameChanger Girls, 7–8
Gameplan, 115
Gamer girl, 57
Games, 93
Gaming, 1, 6, 51, 58, 65, 79, 93
  colonisation, 95–96
  communities as spaces for neurodivergent players, 69–72
  historical representations of females in, 53–54
  as transcultural phenomenon, 94–95
Gender, 51–58
  diversity, 74
  gender-based toxicity, 51
  identity, 19–20
Geographical isolation, strategies to minimise, 111–117
#GGFORALL initiative, 58–59
Girl gamer, 57
Google, 1–2
Gran Turismo 7, 39, 141
Grand Theft Auto, 123–124
Gross and fine motor needs, 81–82
Gross motor skills, 81

Health points (HP), 123
Healthy video gaming, 72
Hearthstone, 144
Height-adjustable desks, 87
High School Esports League, 146
Hyper magazine, 10
Hyrule College, 59–61

Identity, 18–24
Inclusion, 17–18
  adapting frameworks to esports communities, 33
  challenges, 24–27
  different levels, 27–29
  framework for inclusion in esports, 27–33
  keys to, 29–33
  labels of identity and differing priorities, 18–24
Inclusion, 82–83
Inclusive education, 22
Inclusive esports program
  educators, 146–147
  games, 133–146
  school esports, 125–132
  systems, 133
Indigenous, 23
INDIGINERD, 97–98
Individual needs, 28
Individualised support, 28
Innchanted, 95–96
Interaction, 31
Intersectionality within school communities, 23
Intimidation factor, 85
Involvement, 32–33

Jess, 109
Just Dance series, 46, 81, 137

Labels of identity, 18–24
Last of Us Part II, The, 54
League of Legends, 2–3, 39–40, 69, 83, 100, 129, 142
Legend of Zelda: Ocarina of Time, The, 53
Legend of Zelda: Twilight Princess, The, 86–87
Level 1–1, 28
Level B, 28
Level C, 28
Level D, 28–29
Level playing field, 116
Levels, 27–29

Life skills, 9
Loneliness, 25–26

M5 World Championship, 2–3
Making decisions, 32
Marginalisation, 109
Mario, 13
Mario Kart 8 *Deluxe*, 46, 138
Mass Effect Legendary Edition, 54
Massively multiplayer online games (MMO games), 55
Matt, 11–12
Meaning context, 31
#MeToo movement, 17–18
Metroid series, 53–54
Metropolitan areas, 110
Minecraft, 5–8, 60, 88–89, 139
Minecraft Education Edition, 88–89
Minor neurological dysfunction, 81–82
Motion controls, 86–87
Motu Ta'e'iloa, 97
Mouse and keyboard selection, 83–84
Multi-tiered systems of support (MTSS), 23–24
Multicultural esports team study, 100
Multiculturalism
  and cultural issues in online gaming communities, 98
  recommendations for celebrating multiculturalism through esports, 104
Multiplayer online battle arena (MOBA), 9
Mushroom Kingdom High School, 44–47

Neurodivergent players, 65
  challenges experienced in gaming communities, 70–72
  gaming communities as spaces for, 69–72
Neurodivergent students, 20, 65
Neurodivergent-inclusive esports program, 75
Neurodiversity, 20, 65–66, 69
  ADHD, 67–68
  autism, 66–67
  conditions, 68–69
  dyslexia, 68
Neurological conditions, 65
Neurological differences, 20
New Zealand, 7–8
Next Level Collaboration Gaming Group, 72, 75
Nintendo Entertainment System, 1, 11
Nintendo Tournament Guidelines, 133
Nintendo Wii U gamepad, 86
Non-male players, 51

OBS Studio, 40
Ocarina of Time, 53
Occupational skills, 9
Occupational therapists (OTs), 87
Ōkami, 99
Omerta, 98
Online community users, 71
Online play, 94
Online professional learning, 115
Online toxicity as violence in esports, 129
Open literacy, 79
Organisation for Economic Co-operation and Development (OECD), 7
Overwatch 2, 39–40, 46, 140

Pac-Man, 1, 5
Pallet Town Primary, 100–104
Participation, 12
Participation Model, 29–30
Passive screen time, 132
PC, 41, 83
Peer–peer relationships, 131
Physical abilities, 80–88
Physical accessibility, 31
Physical disability, 81

Physical esports spaces on budget, 43
Physical needs, 79, 89
Play as force for cultural understanding and harmony, 99–100
Play games, 83–87
  adaptive controllers, 84–85
  adjustable furniture, 87–88
  harnessing affordances of touchscreens, 85–86
  motion controls, 86–87
  mouse and keyboard selection, 83–84
PlayStation 5, 41
Player agency, 82–83
Player voice, 82–83
PlayStation, 10–11
PlayStation 2 (PS2), 10
Pokémon Series, 136
Power Gloves, 2–3
Problem-solving skills, 38–39
Professional associations, 42–43
Professional development for educators, 43
Professional sports organisations, 1–2

Queer, 18

Race, 22
Radicalisation through toxic gaming communities, 98–99
Rainbow Six series, 46
'Real' Gamer, 3
Real-time strategy (RTS), 9
Reddit, 99
Regional areas, 110
Regional esports programs, 119
Remote areas, 110
Remote esports programs, 119
Research power-up, 9, 16, 24, 128
Researching esports, 9–13
  gaming for connection, 11–12
  gaming for engagement, 12–13
  special interest to professional pathway, 10–11
Resident Evil, 13
Rocket League, 46, 135–136
Rural areas, 110
Rural esports programs, 119

Safe spaces, 5–6
Salamanca Statement 1994, 22
Sandover Special Development School (SDS), 88–89
School communities, 6–9
School context, 20
School esports, 125–132
  in Australia, 7–8
  programs, 80
  screen time, 132
  social isolation and gaming, 129–130
  violence in games, 125–128
School systems, 6–9
  esports, 8–9
  school esports in Australia, 7–8
Science, technology, engineering and mathematics (STEM), 7–8
Screen time, 132
Sega Master System, 11
Self-regulation, 67
Sense of belonging, 7
Side Quest, 6, 16, 96
Sims, The, 52–53
Smartphones, 1–2
Smash Sisters, 5
Social activity, 13
Social dynamics, 18
Social inclusion, 20
  shifting conversation to, 23–24
Social isolation, 25–26
  and gaming, 129–130
Socio-communicative interaction, 31
Socio-economic disadvantage in esports program, 47
Socio-economic status, 19

Starcraft, 83
Stardew Valley, 52–53
Story of the Old Man Who Made Withered Trees to Flower, The, 99
Storytelling, 95
Strategic thinking, 38–39
Streaming platforms, 114
Street Fighter IV, 86
Student involvement, 32–33
Super Mario Bros, 53
Super Smash Bros, 5, 39, 46, 143
Super Smash Bros. Ultimate, 39, 46

Teacher, 12, 27
Teamwork, 38–39
Teengers/young adults, 3
Telecommunications infrastructure, 116
Tilting monitors, 87
Touchscreens, harnessing affordances of, 85–86
Tourette's syndrome, 20
Tournament fees, 44
Travel, 44
Trolls, 6
Twitch, 1–2
21st century skills, 9

United Nations Convention on the Rights of Persons with Disabilities, 22
United States (US) National Basketball Association, 1–2
  NBA 2K games, 1–2
  2K, 2
Universal support, 28
Untitled Goose Game, 46
Upskilling school technicians, 42

Valorant, 46
Video games, 3, 53
  demographics, 52–53
Video gaming, 129
Violence in games, 125–128
Viridian City School, 100–104

Wellness, 8–9
Where in the world is Carmen San Diego?, 12–13

Xbox, 10–11
Xbox Series X, 41
XSplit, 40

YellowCraft program, 130
YouTube, 1–2

Zebes College, 117–119
Zelda, 11–12, 53, 60