



MARVEL RIVALS

A Comprehensive Academic Esports Curriculum for Grades 6-12



General Information Overview

What is Marvel Rivals?!



Marvel Rivals is a competitive team based PVP shooter in the Marvel Universe. You have to work together in order to achieve objectives and win the game.

Characters in Marvel



ADAM WARLOCK



CLOAK & DAGGER



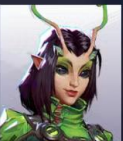
JEFF THE LAND SHARK



LOKI



LUNA SNOW



MANTIS



ROCKET RACCOON

STRATEGIST



BLACK PANTHER



BLACK WIDOW



HAWKEYE



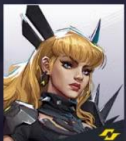
HELA



IRON FIST



IRON MAN



MAGIK



MOON KNIGHT



NAMOR



PSYLOCKE

DUELIST



BRUCE BANNER



CAPTAIN AMERICA



DOCTOR STRANGE



GROOT



MAGNETO



PENI PARKER



THOR



VENOM

VANGUARD

GAMERANT

MARVEL RIVALS: What We Teach



Students build skills in teamwork, strategy, critical thinking and communication while competing in dynamic esports competition through a Game-and-Learn strategy that builds transferable skills which promote workforce readiness.

Chapter	Lesson
1	Rivals Intro & Comp Etiquette
2	Duelist Deep-Dive
3	Vanguard Fundamentals
4	Strategist Support & Ult Economy
5	Map Mastery & Team Paths
6	Advanced Movement & Team-Up Combos
7	Comms & Competitive Mindset
8	Scrims, VOD Review & Tournament Play

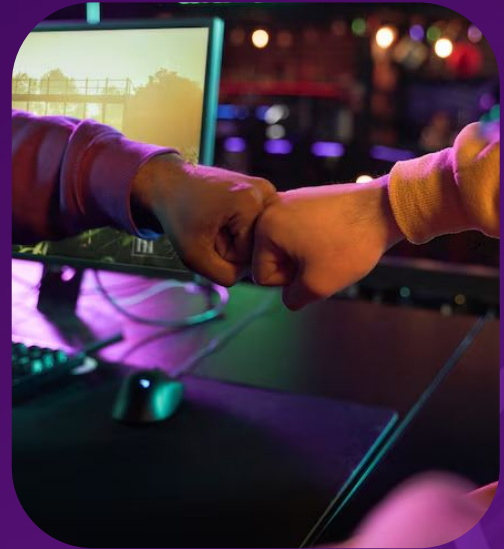


Competitive Etiquette



Even at the highest level of competitive esports, everyone practices **competitive etiquette**.

- In professional competitive esports, players can get fined, kicked, or even banned for practicing **poor etiquette**.
- Saying encouraging words or even just a simple “**good game**” can make a huge difference.



Roles



There are 3 **roles** in the game!

Vanguard is a tank role that takes front line presence and takes **damage**.

Duelist do **damage**, take duels, and eliminate the enemy.

Strategist role is to **heal** and **buff** your team with your abilities.

Hitscan vs Projectile



Can you tell any difference between the two videos above?

Hela is a **hitscan** character. When she uses her primary fire, she does **immediate** damage to where she is aiming.

Namor, however, has to kind of lead his spears because they **take time** to reach the enemy.

Ultimate Economy & Value



Ultimate Economy is the way your team manages their ultimate abilities. Good economy comes from using them efficiently and getting the most value out of each.



Having ultimate abilities every engagement is a good way to get a **snowball effect** going.

Sub Role: Shield Tank



Shield Tanks, at the end of the day, are more stationary **Vanguard** characters that take most of the damage for their team using a **shield**.

They're the reason all the damage does not reach your **strategists** and **duelists**.

They protect and help with their unique abilities.

Why should I know my maps?



It is important to get familiar and understand the maps.

Learning to navigate efficiently will save precious time, and understanding key locations will help you stay tactically prepared.

There are 3 main types of maps in Marvel Rivals:

- **Convoy**
- **Domination**
- **Convergence**



Choke Points



Choke Points are narrow passageways in a map that attacking teams must push through to get to the objective. These are key areas for a defending team to protect.

If you're having trouble pushing through a **choke** you can try switching to a more mobile composition like **Dive** or try to strategize huge **ultimate ability attacks**.



Highground

Controlling the **highground** in most maps is essential for map control.

There is a huge tactical advantage when you can see your enemy more than he can see you.

Why is it important?

- Improved Sightlines
- Harder to Reach / Easy to escape



Spawn Advantage



In certain situations your team or the enemy team can have “**spawn advantage**.”

This means that the fighting is currently happening closer to one team’s spawn point than the other’s. The team with the nearer spawn can bring in reinforcements more quickly, giving them a **spawn advantage**.

Team Ups



There are much more **team ups** in the game and they are all fun to play with.

The team ups mentioned provide a massive advantage when used right within the game.



Although some might not be impactful they may still give you an edge over the enemy team if they're not using a **Team Up**. Don't be afraid to get creative.

Improving at a high level



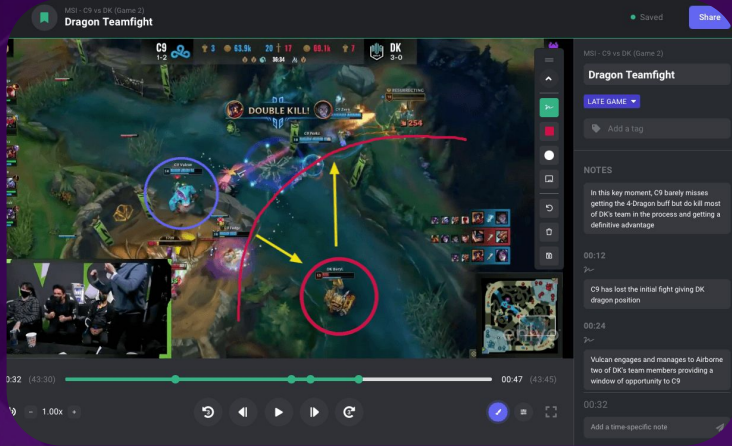
If you have made it to a team and are already **scrimming** you might think to yourself. Man, I must be really good!

And that is true! But even at a high level there is much more to learn.

This is where **VOD reviews** come in.



VOD Review



There are tons of different ways to **VOD review**.

You can even find tools online to help you pause and even highlight areas of importance.

Many games have a *Theater* or *Replay* function in which you can go back and see your own replay.

MARVEL RIVALS - Career Activities

Each of the lessons are connected to an out-of-game activity for students to explore different careers and take their learning to the next level.



Out-of-Game Activities: Career Exploration

Shoutcaster Try-out

Grab a 60-sec replay clip, write a quick play-by-play script, and record an audio track. Focus on clarity & hype.

Hero Designer Sprint

Draft a new hero concept (name, passive, 2 abilities, ultimate). Pitch in 3 slides or a one-pager.

Vanguard Playbook

Build a coordination playbook for each of the types of team comps - shield and dive.

Ultimate Tracking

Act as an ultimate tracker, predicting the outcome of fights based on team resources.

Data Analyst Mini-Lab

Export match stats, graph deaths per fight, and propose one adjustment to reduce team wipes.

Content-Creator Reel

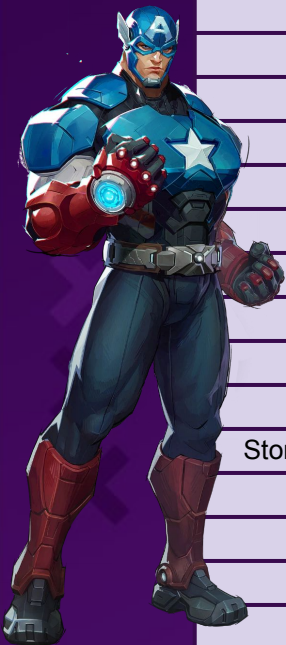
Storyboard and film a 60-sec TikTok tutorial on positioning, rotations, or movement tech (hook jump, wall-bounce, etc.).

Performance-Coach Corner

design a pre-match mental warm-up routine and practice concise three-word callouts

Gameplay Analysis

Review a vod of your own gameplay. Identify misplays and at least three areas of improvements.



We offer custom data dashboards to track school and district-level analytics, allowing us to constantly improve based on program results

- Data dashboards will be **access-controlled** for both school and district-level staff
- Specific data points will be available on-demand based on request – **some examples** included in the images on the right
- The USAEL team will provide a quarterly **Continuous Improvement Plan (CIP)**, with analytics and recommendations,



School-Level Analytics

- Contract & PO Status
- Club Advisor Contact Info
- Total Active Courses
- Total Active Students
- Avg. Students / Course
- Total Learning Hours
- Attendance History
- Total Esports Teams
- Total Esports Players
- Total Matches Played
- Win / Loss Ratio
- Match Chat History

EXAMPLE



District-Level Analytics

- Contract & PO Status (All)
- Club Advisor Info (All)
- PD Module Status (All)
- Avg. Courses / School
- Avg. Students / School
- Avg. Students / Course
- Attendance History
- Avg. Learning Hours
- Avg. Teams / School
- Avg. Players / School
- Avg. Matches / School

EXAMPLE

We provide professional development and certification program for Teachers and Advisors

- Club Advisors will be able to take the training modules **asynchronously** via USAEL's Learning Management System (LMS)
- Upon completion of all four modules (est. 4 hours), Club Advisors will receive a **certification** that includes district name, course name, recipient name, duration of training, and date of completion
- Training completion progress and certification data will be tracked and accessible by district-level staff



Introduction to Esports

EST. 1HR

An introduction to esports, its significance in and out of the classroom, and how to create a balanced understanding of the value of gaming and esports for your students.



Leading an Esports Club

EST. 1HR

The basics of what an esports after-school club should look like, how it will operate, how to create the best experience for your students, and what your role is as an Esports Club Advisor.



Creating Your Classroom

EST. 1HR

A walkthrough of how the Learning Management System (LMS) works and how to create your first classroom, roster your students, prepare course materials, and use platform tools like grading and attendance.



Running Your Esports Team

EST. 1HR

A walkthrough of how the Play Platform works and how to select students for your team, create your team on the platform, schedule matches, prepare your students, and play matches.



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For more information, please visit:
www.usacademicesports.com