



SCOUTMASTER BUCKY

Competitive Gaming Merit Badge Workbook

ScoutmasterBucky.com or ScoutmasterBucky@yahoo.com or 612-483-0665

PLEASE NOTE THERE IS NO COMPETITIVE GAMING MERIT BADGE PAMPHLET

Scouts participating in a Scoutmaster Bucky merit badge opportunity, whether online or in person, should consider using the Competitive Gaming merit badge class preparation pages for clarifications, insights, and expectations. These resources are available here:

<https://scoutmasterbucky.com/merit-badges/competitive-gaming/>

REQUIREMENTS 2 AND 4C REQUIRE PARENT / GUARDIAN PERMISSION.

REQUIREMENT 1a: Create a timeline showing how video gaming has evolved since 1958. Include at least one significant event from each decade.

1950s:

1960s:

1970s:

1980s:

1990s:

2000s:

2010s:

2020s:



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REQUIREMENT 1b: Identify and define five major video game genres. Provide an example for each.

GENRE #1:

Genre and Definition:

Example Game:

GENRE #2:

Genre and Definition:

Example Game:

GENRE #3:

Genre and Definition:

Example Game:

GENRE #4:

Genre and Definition:

Example Game:

GENRE #5:

Genre and Definition:

Example Game:



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REQUIREMENT 1c: Explain the difference between video gaming and esports. Include how esports incorporates elements of organized competition such as teams, tournaments, rules, coaching, and spectatorship. Provide two examples of games that are commonly played casually as video games but are also used in organized esports competition.

Difference between video gaming and esports:

Casual Example #1:

Casual Example #2:

Competitive Example #1:

Competitive Example #2:



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REQUIREMENT 1d: Identify and define five major moments in the development of esports as an industry since 1990. Include key tournaments, technological advances, and organizations that helped shape competitive gaming globally. Discuss your findings with your counselor.

Moment #1:

Moment #2:

Moment #3:

Moment #4:

Moment #5:

Notes:

REQUIREMENT 2: Living the Scout Oath and Law Online. View the Personal Safety Awareness "Digital Safety" video (with your parent or guardian's permission).

PARENT / GUARDIAN PERMISSION: IS REQUIRED.

Parent's / Guardian's Name

Phone or Email

Parent's / Guardian's Signature

Date

☐

permission



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REQUIREMENT 2a: Define the term "toxicity in gaming." Describe a real or hypothetical example of toxic behavior in online play and outline how the situation could be prevented or resolved by applying the Scout Oath and Law.

Definition of "toxicity in gaming":

Example of toxic behavior:

How it could be prevented or resolved by applying the Scout Oath and Law:



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REQUIREMENT 2b: List five strategies for handling negative online gaming experiences. Describe how each strategy reflects a point of the Scout Oath or Law.

STRATEGY #1:

Strategy:

Point of the Scout Oath or Law it reflects:

STRATEGY #2:

Strategy:

Point of the Scout Oath or Law it reflects:

STRATEGY #3:

Strategy:

Point of the Scout Oath or Law it reflects:

STRATEGY #4:

Strategy:

Point of the Scout Oath or Law it reflects:

STRATEGY #5:

Strategy:

Point of the Scout Oath or Law it reflects:



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REQUIREMENT 2c: Research the Entertainment Software Rating Board (ESRB) rating system. Record the ratings of the video games you own and compare them to your age group. Explain to your counselor whether you agree with the ESRB descriptions.

Games You Own:

Game	ESRB Rating	Appropriate for my age group?	Do you agree with the ESRB description? Why?

Notes:



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REQUIREMENT 2d: List five ways to create a positive online gaming environment for yourself and others. Demonstrate one of these methods with your troop, patrol, or family.

Way #1:

Way #2:

Way #3:

Way #4:

Way #5:

Method demonstrated, with whom (troop, patrol, or family), and date:



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REQUIREMENT 3a: Read two credible articles describing positive aspects of video gaming and two describing negative aspects. Create a chart showing where the articles agree or disagree.

Positive Article #1 (title and source):

Positive Article #2 (title and source):

Negative Article #1 (title and source):

Negative Article #2 (title and source):

Where the Articles Agree or Disagree:

Topic	What the positive articles say	What the negative articles say	Agree / Disagree



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REQUIREMENT 3b: Track the amount of gaming you do each day for two weeks. Record and summarize your results.

REQUIREMENT 3c: Track your daily physical activity for the same two weeks. Compare your results to the CDC recommendation of one hour of moderate-to-vigorous activity per day for youth ages 6-17.

REQUIREMENT 3d: Track your daily sleep for the same two weeks. Compare your results to the CDC recommendation of 9-12 hours for ages 6-12 and 8-10 hours for ages 13-18.

14-Day Log (use for Requirements 3b, 3c, and 3d):

Day	Date	Gaming (minutes)	Physical Activity (minutes)	Sleep (hours)
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

3b Summary - Gaming:



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3c Summary - Physical activity compared to the CDC recommendation (60 minutes per day):

3d Summary - Sleep compared to the CDC recommendation (9-12 hours ages 6-12; 8-10 hours ages 13-18):

REQUIREMENT 3e: After completing 3(b), 3(c), and 3(d), create a one-week balanced schedule that includes healthy sleep, physical activity, and agreed-upon gaming time. Follow this schedule and summarize your results.

One-Week Balanced Schedule:

Day	Sleep	Physical Activity	Gaming Time	Followed? (Y/N)
Sunday				
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				

Summary of Results:



REQUIREMENT 4a: Explain the benefits and risks of gaming online.

Benefits:

Risks:



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REQUIREMENT 4b: Research and list ten ways to stay safe when playing video games online.

Safety Tip #1:

Safety Tip #2:

Safety Tip #3:

Safety Tip #4:

Safety Tip #5:

Safety Tip #6:

Safety Tip #7:

Safety Tip #8:

Safety Tip #9:

Safety Tip #10:

REQUIREMENT 4c: Play one of your favorite games with your parent or guardian for at least 30 minutes. Demonstrate how to use privacy and safety settings, explain what you enjoy about the game, and let them play for part of the session.

PARENT / GUARDIAN PERMISSION: IS REQUIRED.

Parent's / Guardian's Name

Phone or Email

Parent's / Guardian's Signature

Date

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permission



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Game Played and Date:

Privacy and safety settings demonstrated:

What you enjoy about the game:

REQUIREMENT 4d: Play an online or local multiplayer game with another Scout, friend, or community member in a cooperative or team-based setting. The match may be casual or competitive. During play, demonstrate positive communication, teamwork, and sportsmanship. Afterward, review the experience with your counselor and describe how cooperation and communication influenced your team's performance and overall enjoyment of the game.

Game, Who You Played With, and Date:

Positive communication, teamwork, and sportsmanship you demonstrated, and your reflection:



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REQUIREMENT 5a: Explain the difference between console gaming and PC gaming. List the advantages and disadvantages of each.

Console Gaming - Advantages and Disadvantages:

PC Gaming - Advantages and Disadvantages:

REQUIREMENT 5b: Play the same game on at least two different platforms. Describe the similarities and differences in gameplay and performance. NOTE: Any game may be used, including free games, on any platform (phone, tablet, PC, laptop, console, etc.).

Game and Platforms Used:

Similarities:

Differences in gameplay and performance:



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REQUIREMENT 5c: Visit a PC builder website such as PCPartPicker or Micro Center. Design your ideal gaming PC and create a parts list that includes: central processing unit (CPU), motherboard, random access memory (RAM), hard drive, power supply, graphics card, fans, case. Discuss your selections with your counselor.

Your Ideal Gaming PC - Parts List:

Component	Part Selected	Price
Central Processing Unit (CPU)		
Motherboard		
Random Access Memory (RAM)		
Hard Drive		
Power Supply		
Graphics Card		
Fans		
Case		
TOTAL		

Notes:

DO ONE OF THE FOLLOWING (6A, 6B, or 6C) FOR REQUIREMENT 6

REQUIREMENT 6a: Teach your troop, patrol, or a group of younger Scouts or family members about online gaming safety or digital citizenship.

Group Taught and Date:

Topic and what you taught:



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REQUIREMENT 6b: Attend or view a live-streamed esports event online, such as a professional tournament, collegiate match, or school-level competition. Take notes on how the broadcast team presents the event, how players communicate, and how the audience interacts digitally. Share with your counselor what you learned about the structure and presentation of online esports competition.

Event Viewed and Date:

Notes (broadcast team, player communication, audience interaction):

REQUIREMENT 6c: Attend an esports tournament, convention, or community event that includes a competitive gaming activity or demonstration. Attend with another Scout, troop member, or family member. Afterward, share with your counselor what you learned about the atmosphere of live esports events and how the experience changed your understanding of playing games competitively in front of an audience.

Event, Location, Date, and Who Attended With You:

Notes:



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REQUIREMENT 7a: Research two colleges that offer varsity esports programs. Record the following information for each: availability and amount of gaming scholarships, offered gaming or IT-related degrees, games played by the esports team, league or association in which the team competes.

COLLEGE #1:

College Name:

Gaming Scholarships (availability and amount):

Gaming or IT-Related Degrees Offered:

Games Played by the Esports Team:

League or Association:

COLLEGE #2:

College Name:

Gaming Scholarships (availability and amount):

Gaming or IT-Related Degrees Offered:

Games Played by the Esports Team:

League or Association:



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REQUIREMENT 7b: Research three gaming-adjacent careers that support or connect to the esports industry but are not esports athlete roles. Examples may include: game designer or developer, shoutcaster or broadcast producer, data analyst or statistician, marketing or event coordinator, IT or network support specialist. For each career, identify the main responsibilities, education or training requirements, and how the role contributes to the success of the gaming or esports ecosystem.

CAREER #1:

Career:

How it supports or connects to the esports industry:

CAREER #2:

Career:

How it supports or connects to the esports industry:



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CAREER #3:

Career:

How it supports or connects to the esports industry:

REQUIREMENT 7c: Visit the "Careers" or "Jobs" page of a major game publisher (such as Blizzard, Riot, Epic or Nintendo). Choose three jobs that interest you. For each, identify the required education, skills, and experience.

Game Publisher:

JOB #1:

Job Title:

Required Education:

Required Skills:

Required Experience:



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JOB #2:

Job Title:

Required Education:

Required Skills:

Required Experience:

JOB #3:

Job Title:

Required Education:

Required Skills:

Required Experience: