***Q4 - You are tasked with creating a new high school course or student club.  Tell us the name of the course or student club, the description, and why you chose to create it.  Be creative. (350 words)***

The class would be named “VALORANT: The Art of Winning” and it is a class that aims to teach students about intermediate and advanced knowledge of the video game VALORANT. As a result, this class requires students to have at least a basic understanding of the game, such as individual mechanical skills, common terminology, etc. This class is designed to improve students’ chances of winning in the game while helping them develop their individual and collaborative skills.

The first part of the course will cover team composition and the roles that each agent plays. Students will be allowed to experiment with different types of team compositions and the types of play styles that they may have. It will also cover roles that certain agents have due to their abilities. This helps students to advance their critical thinking and strategic planning skills.

The second part of the course will focus on map strategies and the team’s positioning. Students will be given a top-down view of a scenario in the game where they have to develop their own solutions and learn how to quickly lead their team into a position that may increase their chances of success. This will evolve their leadership and critical thinking skills.

The final part of the course will be about developing the students’ communication skills.  Although it may be difficult to talk to strangers online, it is of utmost importance to quickly befriend your new teammates, as bad team chemistry can result in a lack of communication between team members. This can lead to lackluster strategies, team coordination, and internal conflict. Thus, communication can be a key aspect of increasing a student’s chances of winning a VALORANT game.

In conclusion, this course will cover three key aspects of the game that can be said to be a large factor in determining one’s success in the game of VALORANT. Going through each of the parts of the course will work on specific skills that students can not only use in the game of VALORANT but in other aspects of their life such as in academics and sports.

Notes:

Since the prompt wants to bring out your creative side, it’s good to think outside the box in the items I pointed out above. This is a pre-existing game, so there will probably be many interested in this club. But that being said, it also means there’s a chance your ideas aren’t really something new or original. You have an opportunity to expand your creativity on the personal aspects of the game, such as why you created it and how you can achieve your objectives in unconventional ways.

For example, I like how you point out that skills used in the game can benefit other aspects of your life as well. You can expand on that. Show why you’re passionate about the game and relate it to other aspects of your life.

All the best!