



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION™

INFORMATIONAL WEBINAR

August 8, 2018

QUESTIONS & RESPONSES

GETTING STARTED

Questions	Answers
Is there grant/research funding available that can help scale, expand, and measure impact over time?	<p>The Samueli Foundation will be supporting ongoing assessment and evaluations, both formative and programmatic. Our external evaluator will be reaching out to participating Clubs for the research study shortly. Our intent is to share the results with broadly and help inform the overall gaming and learning fields.</p> <p>As to the scaling of the program, this is an education-based program, thus, the cost of embedding the curriculum into the school is nominal. The only cost is the Professional Learning/Professional Development for the teacher and at this time the Foundation will be covering that. All other operations are free to schools and students since public education is free in the US.</p>
What equipment is needed?	<p>When a Club activates, we provide general technical requirements. In addition, we have developed an IT specific toolkit for high schools because of school and school district requirements. When the games are announced, we will provide additional technical requirements for competition.</p>

Is there an age limit for participation?	<p>For Club participation, students must be in 9th - 12th grade, or their region's equivalence of high school/secondary education.</p> <p>For competitions, we follow the ESRB rating system of the game title. For example, if the game title is rated "T" for teen, the student must be at least 13 years old to participate. Please review Student Eligibility.</p>
--	--

PARTNERSHIPS AND SPONSORSHIPS

Questions	Answers
Will NASEF be supporting local leagues?	<p>Definitely! That is why the name indicates "North America," but we know everything starts local. All high school and community-based organizations in the United States, U.S. Territories, Canada and Mexico are eligible to participate. Once a Club is activated, we provide tool kits, workshops, clinics, competition opportunities, coaching and more. Activate your Club today!</p>
Will you integrate/collaborate with existing high school esports organizations like the High School Star League and Play VS?	<p>Remember, our program first and foremost is all about learning and education. Esports is a fantastic vehicle to engage in project-based immersive experiential learning. Education is free in this country, and a right for all students. NASEF's value structure is focused on the curriculum and learning. We do not discourage Clubs from being involved in existing high school esports organizations.</p>
Are sponsorships meant to be secured locally or will NASEF bring in sponsors on a national level?	<p>As we know, education is local. NASEF offers a unique opportunity for each school or community-based organization to define and optimize its relationships with its community, through sponsorships, business support, grants, etc. Its approach is similar to a school's baseball team where the team and school secure jersey names, placards with business names on fences, and the like. The additional benefit here is the education and learning piece which opens up a new funding area to foundations to support.</p>

CURRICULUM

Questions	Answers
Aligning English and gaming is an amazing combination. Will critical thinking be introduced in 9th grade, or early on, to help students understand the power of the decisions they make as they grow in esports?	The core “21st century skills” that you refer to are threaded throughout the curriculum, and the workshops. Remember that this is a learning platform first and foremost, and not solely about a game to play. Esports is simply the experiential project-based platform to connect learning with the real world.

COMPETITION

Questions	Answers
Do we know what games will be played for Fall and Spring? Will games be added more quickly in future?	This is an ongoing process, and we will keep everyone informed in a timely manner. Remember that we use an advisory committee comprised of the chancellors, deans and superintendents of schools, along with student input, to make that decision.
Have companies been particular about using their games in organized leagues?	Game developers are mainly concerned when organizations use their game to make a profit. Because NASEF is a non-profit, we haven't had any issues so far with providing a league for these games.
For titles that require you to purchase the license, how can schools receive enough copies to install on our computers?	This is part of the role and responsibility of NASEF to help coordinate licensing for schools and community-based organizations who activate their Clubs with us.
In your esports "League" do you split into conferences based on school enrollment in	NASEF is a curriculum learning based platform, using the Club as the focal point for community-building and play, connecting learning with the real world. Clubs have the option to compete, or not. This is

order to facilitate fair play as is done with other sports?	about student learning first and foremost.
Do you have different tournaments / Seasons for JV and Varsity?	Currently, we are structured to accommodate varsity teams only. While the limit is set to one team per school and community-based organization, the roster size limit is doubled this year. Therefore, students who would otherwise be on a JV team can still be added to the roster of the varsity team. If we receive feedback throughout the season that calls for an additional JV league, we will do our best to accommodate those needs.
Do you only do Tournaments or do you have a "Season" more like traditional sports?	We have a regular season in both Fall and Spring. Each season is roughly 7 weeks long with a few weeks of playoffs at the end. We are also looking to host monthly one-off tournaments with different game titles.
As this is to focus on the student, how do you plan to support small schools with smaller talent pools and lose continually to larger schools with larger talent pools and causes students in smaller schools to quit the program due to low morale?	Remember, NASEF is about the learning and educating of our students ensuring they are the STEM, ELA and SEL skills needed to thrive and grow. The size of the school has less to do with this outcome, than the quality of the education and the teacher. The "play" is simply the vehicle used to provide the nexus between learning and the real world.

MIDDLE SCHOOL

Questions	Answers
How can middle schools get involved?	We hear you! We know that there is interest from middle school students, their teachers, and parents. With our focus to expand NASEF this year across North America, we will prioritize high school engagement in the next few months. That being said, we are exploring ways to engage middle school into NASEF. Please email us at info@esportsfed.org to introduce yourself so we can keep you informed.

