HOW TO GET STARTED!

Learn how to leverage esports as a platform for youth engagement, classroom learning and mentorship around STEM interests and social emotional learning (SEL)

esportsfed.org
NASEFedu
NASEFgg
North America Scholastic Esports Federation
WELCOME!

Mark Deppe
Commissioner
North America Scholastic Esports Federation

Director
UCI Esports
Agenda

01 Introduction
02 Curriculum
03 Clubs
04 Coaching
05 Careers
06 Activation

Questions?

Use your GoToWebinar Control Panel to type your questions!

Questions will either be addressed near the end of the webinar or via follow up email.
Moderators

Mark Deppe
Commissioner, NASEF
Director, UCI Esports

Gerald Solomon,
Executive Director, Samueli Foundation

Samantha Anton
Chief Operating Officer, NASEF

Kevin Brown
Esports Program Specialist, OCDE

Katie Salen
Professor, UCI Informatics; co-founder, Connected Camps

Jessamyn Acebes
League Operations Coordinator, NASEF

Justin Jia
Intern, NASEF

Guests

Anthony Saba
Executive Director, Samueli Academy

Adrian Lucero
Assistant Principal, La Quinta High School

Melissa Dela-Xiong
Teacher and General Manager, La Quinta High School

Terry Nguyen
Teacher and General Manager, La Quinta High School

Nick Landry
Coach, Connected Camps

Kathy Chiang
Arena Coordinator, UCI Esports
**At-a-glance**

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<th>August to September</th>
<th><strong>Recommended Activation Period</strong></th>
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<td><strong>September 15</strong></td>
<td><strong>Deadline to Activate For Fall Tournament Eligibility</strong></td>
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<td><strong>October - December</strong></td>
<td><strong>Fall Term Cup Tournaments</strong></td>
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<td><strong>December 15</strong></td>
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<td><strong>January - April</strong></td>
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<td><strong>Monthly</strong></td>
<td><strong>Online Workshops Online Clinics Single-Day Tournaments</strong></td>
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<td><strong>August - June</strong></td>
<td><strong>Year Long UC-Approved ELA Curriculum</strong></td>
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CURRICULUM
WAIT...AN ESPORTS CLASS?

Kevin Brown
Esports Program Specialist
North America Scholastic Esports Federation
Orange County Department of Education
Curriculum Overview

A-G University of California Approved Four Year ELA based Curriculum
- English 9 + Game Design
- English 10 + Entrepreneurship
- English 11 + Marketing
- English 12 + Organizers

Flexibility with Implementation
- Pilot Units
- Adopt Full Curriculum

Diagram Citation:
Hear from those implementing it!

- FULL ADOPTION
- SUCCESSES
- CHALLENGES
- FEEDBACK FROM STUDENTS

Anthony Saba
Executive Director, Samueli Academy
CLUBS: WHERE DO I START?

Samantha Anton
Chief Operating Officer
North America Scholastic Esports Federation
Club Eligibility

Activation is expanding to all of North America, including the United States, its territories, Mexico and Canada are eligible to activate their Club.

Is my specific school or CBO eligible?

Schools
- 9-12 grade or secondary education students
- Recognized by the equivalence of a Board of Education

Community-based organizations
- Public non-profit organization
- 9-12 grade or secondary education students

Not sure? Visit our website for a complete list of eligibility requirements!
Clubs to learn from!

A GM’S ROLE       EXPECTATIONS       MOVING FORWARD
WORKING WITH ADMIN INSPIRING STUDENTS GROWTH

Adrian Lucero
Assistant Principal, La Quinta High School

Melissa Dela-Xiong and Terry Nguyen
General Managers, La Quinta High School

Justin Jia
Intern, NASEF
2018 Graduate, Troy High School
COACHING
PUT ME IN, COACH!

Katie Salen
Professor, UCI Informatics
Co-founder and Chief Designer, Connected Camps
Coaching

All Clubs who opt-in for our season-long Championship Cup tournaments will be offered a virtual coach at no cost.

Why virtual coaching?
- Common in online gaming spaces
- Allows for experts from all over to influence and mentor

Who are the coaches?
- Near-peer mentors who are highly ranked in the appropriate game titles
- Recruited, vetted and trained by our partner, Connected Camps

"The impact that Coach KC has had on our team is priceless. Coach KC has so much knowledge about the game and experience with coaching that he changed the way our team played the game, which ultimately allowed us to win games more cleanly. He gave our team a structure and he recognized the strengths and weaknesses of our team the first day we practiced together."

- High School Esports Club Member

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GM and coach perspectives

WORKING WITH STUDENTS
A COACH’S ROLE
TEAM DEVELOPMENT
CHALLENGES AND REWARDS
GM AND COACH COLLABORATION

Melissa Dela-Xiong and Terry Nguyen
General Managers, La Quinta High School

Nick Landry
2018 Coach in League of Legends
COMPETITION
GAME ON!

Samantha Anton
Chief Operating Officer
North America Scholastic Esports Federation
Competition

What games do we play?
- Games titles are approved by our Advisory Board and Orange County Department of Education
- Game selection criteria include: cost/accessibility, diversity of playership, popularity, approval rating and community

Online Regional Championships
- Fall Term: October to December
- Spring Term: January to April

Live Events
- Based on event sponsorship and number of teams per region
- Regions whose championship will be held at a live event will be notified before season begins

Responsibilities for competition
- Code of Conduct
- Prepare on-campus practice spaces
  - Computers with minimum system requirements
  - Network access to sites
  - Patch software for updates
- Hold practices
- Communicate with virtual coach
- Participate in the coaching clinics

This year, we will allow one team per school unless otherwise determined.
Tournament organizers and collegiate experts

I.T. BEST PRACTICES  TOURNAMENT DO’s

TAking Care of your Team

Mark Deppe
Commissioner, NASEF

Kathy Chiang
Arena Coordinator, UCI Esports

Jessamyn Acebes
League Operations Coordinator, NASEF

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HOW TO ACTIVATE YOUR CLUB
Next Steps: Activating Your Club (it’s easy!)

As an advisor, it helps to find a club or student whose interests are directly in line with esports and gaming!

Review the NASEF guidelines for students, advisors, and clubs!

Identify an adult who will serve as general manager!

Build your club—recruit and empower students and help parents understand what their student is participating in.

For more information, visit: http://esportsfed.org/clubs/season-2/
Q&A
VOTING IS NOW LIVE!

- ESPORTS IN K-12 EDUCATION
- DISTRACTION? EDUCATION! ESPORTS AS A LEARNING TOOL
- MAKE IT THEIRS: DESIGNING HIGH SCHOOL ESPORT CLUBS
- GG, STUDENTS! HOW ESPORTS CHANGES EDUCATION
A Community Working Together

[Diagram showing various organizations connected by dashed lines, including UCI, NASEF, Orange County Department of Education, and others.]

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THANKS FOR JOINING!

Connect with us online!

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