



**NASEF**  
NORTH AMERICA SCHOLASTIC  
ESPORTS FEDERATION™

## INFORMATIONAL WEBINAR

August 29, 2018

### QUESTIONS & RESPONSES

#### GETTING STARTED

Questions	Answers
What are the general needs to start a club beyond the charter? Are students BYOD, or is there a recommended target for cost of devices?	<p>Once a school or community-based organization activates their Club with NASEF, they receive access to our series of toolkits, including Club Development. These toolkits come at no cost to the students, and will provide the information and resources they need to have a successful esports Club.</p> <p>As for equipment, our hope is that club sites are able to provide space for their students to meet and play. We understand funding may be a factor, and we do advise clubs work with local community organizations for support! Our line of communication is open to delve deeper in providing space for students!</p>
Is there anyone we can talk to on the IT side or contact we can ask a few questions on starting up? Do you have system requirements for participation available?	Once a school or community-based organization activates their Club with NASEF, they receive access to our series of toolkits including helpful documents on the topic of IT. If you encounter specific questions, please email us at <a href="mailto:info@esportsfed.org">info@esportsfed.org</a> !

<p>What type of investment is needed (i.e. technology infrastructure) to support an individual Club?</p>	<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. As games are announced, we provide additional technical requirements for competition.</p> <p>In terms of supporting a Club, investment may vary. It is important to communicate with your students what their hopes with the Clubs are--are they interested in competing, streaming, playing on campus? Supporting a Club takes many shapes and forms.</p> <p>For competing on-site, you will need to provide space and equipment for four to six stations at a minimum, depending on what titles you are interested in participating in and how many students you need to accommodate at a single time. A station likely includes a monitor, PC, keyboard, mouse, headset and sometimes controllers as well.</p>
<p>Can you speak about what starting a club entails in relation to money/funding? What if a school does not have the hardware available? Is the person spearheading the activation responsible for seeking funding for the equipment? Is it the school? Is it NASEF? A combination of all/some of these?</p>	<p>If your Club needs additional funding, the responsibility would lie between the general manager and their site administrator.</p> <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>
<p>Can their funding needs and asks be shared? Would be helpful to get a sense of some of the costs related to club</p>	<p>Yes! We think exchanging budgets and ideas between existing Clubs is absolutely necessary. We can support facilitating these conversations, or you may take initiative as well through our Community Discord.</p>

# COMPETITION

Questions	Answers
<p>Is the Federation still only supporting League of Legends? Or are we able to support more games such as Fortnite or CS:GO? Do games change from year to year?</p>	<p>Our executive committees, comprised of leading educators as well student gamers, discussed which titles to include for the 2018-2019 school year. After reviewing feedback from our pilot year and several lengthy conversations, we achieved consensus that adding Overwatch would meet our mission, goals and objectives. Overwatch offers diverse heroes, a popularity amongst teenagers, significant educational value, and developer support.</p> <p>We are gearing up to announce our spring term title, as well as a series of one-off tournaments for the casual players.</p> <p>After every year, games will be re-evaluated, as times change!</p>
<p>How did the coaches approach skill development within the games? How did they deliberately work on improving the skills needed in the game environment?</p>	<p>There are a variety of concepts the coaches are prepared with, including: observing practices, goal planning, educating on different strategies, and communication. Coaches are near-peer mentors who are some of the best at the game!</p>
<p>Will the federation provide paid games like Overwatch and Rocket League for teams to compete with?</p>	<p>We are looking to announce our titles for the year very soon, but accessibility is a major priority for us. When looking to pay-to-play games, we are also engaging in conversations with the developers to offer free licenses.</p>
<p>Do you have all students that join compete or do they come for fun as well?</p>	<p>Students do not have to be competitors to join the Club! The competitive league we offer is a bonus for students who choose to compete. The esports ecosystem thrives on the Club members who take up different roles in the Club in addition to those who compete.</p>

How does travel work? Or do they play online from school sites?	For competition, all season play will be done remotely.
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## MIDDLE SCHOOL

Questions	Answers
Hello! I'm a K-12 principal and I'm curious if this is just for high school, or can I include my middle school students too?	<p>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 <a href="mailto:info@esportsfed.org">info@esportsfed.org</a> to introduce yourself so we can keep you informed.</p> <p>We encourage individual community-based organizations and school sites to begin conversations with interested communities despite us not explicitly offering programming for them. For example, we have already heard of high schools looking to plan their own tournaments for middle school students!</p>