



**NASEF**  
NORTH AMERICA SCHOLASTIC  
ESPORTS FEDERATION™  
*Game. Grow. Learn. Lead.™*

[www.esportsfed.org](http://www.esportsfed.org)

## CHALLENGE #2 WE'RE GOING LIVE: STREAM A CLUB EVENT

Live streams bring your audience in on the action in real-time. Wise digital citizens remember that their actions and behaviors online are reflective of their club, school, and community. When you go live, remember that you don't have the opportunity to edit footage before it goes live. Be sure to be a strong representative for NASEF, your Club, and your school.

**Challenge:** Produce a stream featuring your high school esports Club or team event!

**Award:** Logitech C922 Pro HD Stream Webcam, mentor session with an esports professional/collegiate athlete, and website/social media recognition.

### Challenge Details

- Create a club account for live streaming, such as Twitch or YouTube.
- Download any necessary software to run your stream.
- Identify your event and finalize the date and time.
- Schedule a stream with your club.
- Publicize the event and stream.
- If possible, archive or store your broadcast on Twitch or YouTube.
- Upload the video to your Club's social media and make sure to use the hashtag **#esportsBTG**, so we will be able to locate it.

### Submission Requirements

- **All entries must be submitted at [Beyond the Game Challenges](#) or within your [Club Portal](#) by Friday, May 24, 2019 by 5:00pm PT|6:00pm MT|7:00pm CT|8:00pm ET.**
- There are two parts to submit for this challenge:
  1. Share your archived broadcast via a link (YouTube, Vimeo, Google Folder, etc.) in our submission form.
  2. Respond to the following prompts:
    - Describe your stream. What are the key elements (event, highlights, discussion, etc.) How did you select your event? How did you plan for the stream? What did your plan involve? (200-word limit)
    - How does your experience as a Content Creator (Streamer) contribute to your career aspirations? How does it contribute to your Club? (200-word limit)
- This Challenge can be submitted by an individual or team. Members of the team must all be active NASEF members.

### NASEF How-To Guides (accessible via the Club Portal)

- Esports Ecosystem: Streaming 101