BEYOND THE GAME CHALLENGES #13
BLOCKS ROCK:
CREATE AN ESPORTS MAP USING MINECRAFT
ESPORTS CAREER EXPLORATION: CONTENT CREATORS

Have a favorite map but would like to implement changes of your own? You can take this on using Minecraft, the popular open-world action adventure game enjoyed by gamers of all ages, including our NASEF esports Club members.

Challenge
Create an esports map using Minecraft.

Award
Scholastic esports scholarship ($500), (1) Western Digital SSD, (1) 15-minute mentoring session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details
- **Research** careers in esports. What do software developers do in the field of esports (tournament, game, and event software development, etc.)?
- **Select** a competitive video game genre, such as:
    - Multiplayer online battle arena (MOBA)
    - Fighting
    - Battle royale
- **Create** a map on Minecraft under the following conditions:
    - Mode: Creative
    - Map size: minimum 100x100 blocks
    - Player capacity: minimum four players
- **Develop** a list of questions for feedback and invite your fellow Club members for a playtest.
- Upload your Beyond the Game Challenge idea to your Club's social media and make sure to use the hashtag **#esportsBTG**, so we will be able to locate it.
- This Challenge can only be submitted by an individual student.

BEYOND THE GAME CHALLENGES #13 (CONTINUED)
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Judging Criteria

A panel of NASEF team members, affiliates and partners will review submissions based on the following criteria:

- **Impact**: How creative or interesting was your map? Did you generate more interest in your esports Club or team?
- **Innovation**: How innovative is your submission? Did you try new map or build off an existing map?
- **Technology:** What types of technology did you utilize? Did you try a new technology, program or platform?
- **Management**: How did you manage your project? What types of tools did you use?
- **Contribution**: How does your project contribute to your esports Club and/or broader community? How much did your project benefit your esports Club and broader community on campus?

Submission Requirements

- **All entries must be submitted at [Beyond the Game Challenges](#) or within your [Club Portal](#) by Friday, May 8, 2020 by 5:00 pm PT|6:00 pm MT|7:00 pm CT|8:00 pm ET.**
- Please complete the following components of this Beyond the Game Challenge in our submission portal:
  - **Research** about what software designers do in esports, and answer the following:
    - What type of software designer did you select? How did you research the career? Which websites did you use? What type of skills and education do you need for that career? (200-word limit)
  - **Describe** your map. What competitive video game genre did you re-create? What kind of world did you create? (200-word limit)
  - **Develop** a list of questions for feedback and invite your fellow Club members for a playtest. Upload your list of questions as a file (Word, PDF, link to Google Folder, etc.)
  - **Test** your map. After testing the map, what feedback did your Club members provide to you? How did you implement their feedback? (200-word limit)
  - **Create** a how-to guide on how to implement a Discord Bot for future Club members and upload in the submission form (Google doc, Word, PDF accepted). The how-to guide should include screenshots and steps on how you implemented the Discord Bot.
  - **Upload** 4-6 screenshots at different angles of your new map. (PDF, JPG, allowed)
  - **Assess** your map project. What did you like about your map project? Tell us about your successes? Tell us what type of map you would like to create next. How does it contribute to your Club? How have you or your esports Club utilized your map? How does it contribute to your Club and/or campus? (200-word limit)
  - **Make** the career connection for yourself. How does your experience as a software developer contribute to your career aspirations? How have you or your esports Club utilized your Bot? (500-word limit)

Questions? For any questions, email us at info@esportsfed.org or via [NASEF Community Discord](#).