



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

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

## BEYOND THE GAME CHALLENGES #14

### PUT ME IN, COACH!

# ANALYZE GAME PLAY WITH VOD REVIEWS

#### ESPORTS CAREER EXPLORATION: STRATEGISTS & ORGANIZERS

In most esports matches, a peak moment can mean thrilling victory or stunning defeat, based on timing, player locations and actions and a host of other major and minor factors. In the heat of the moment, the details are sometimes lost, and it's up to a coach or analyst to rewind time and look at that peak moment with microscopic precision to help teams learn, adapt and improve.

#### Challenge

Review a pivotal game sequence, detail what happened, what it meant for both teams, and what the non-dominant team could have done to counteract the superior tactic.

#### 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 strategists, analysts, and coaches do in the field of esports and gaming?
- **Select** a competitive game (League of Legends, Fortnite, Rocket League, Smash Ultimate or similar) to evaluate.
- **Using** the game's published videos or Twitch stream recordings, isolate a game play segment of no longer than five (5) minutes and consider the following questions:
  - What was the scenario immediately prior to the peak moment?
  - What were ALL of the factors that changed or snowballed gameplay?
  - What did the non-dominant team do / not do to allow for the change?
  - What could the non-dominant team have done to reverse the change?
- 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 #14 (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 interesting or creative is your analysis? Did you generate more interest in your esports Club or team?
- **Innovation:** How innovative is your submission? Did you try new techniques or improve upon existing analysis?
- **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 strategists, analysts and coaches do in esports. Select one career, and answer the following:
    - Which career 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** the sequence. Tell us which game and sequence you selected, and respond to the following prompts:
    - As an **analyst**, describe how the dominant team achieved its success. (200-word limit)
    - As a **coach**, discuss **in detail** how the non-dominant team could have better organized to either avoid the scenario or turn the tide. (300-word limit)
  - **Share** a link to the video or stream you evaluated via a link in the submission form.
  - **Assess** your analysis. Would you have changed your game selection? What would you change about your research and analysis process as an analyst or coach? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your analysis? (200-word limit)
  - **Make** the career connection for yourself. How does your experience as a strategist, analyst, or coach contribute to your career aspirations? Has this experience changed your thinking about a career in the esports industry? (500-word limit)

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