



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

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

## BEYOND THE GAME CHALLENGES #1

# CLIP IT: SUBMIT VIDEO CLIPS OF YOUR CLUB

### ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Sharing photos and videos of your Club activities is a great way to build interest in your Club and around your campus. Content Creators are asked to develop descriptions and engaging images that showcase games, competitions, communities and more. They must have a strong understanding for composition, cinematography, color, and lighting in visual media and be able to understand and utilize an array of tools and technologies. Savvy STEM learners always practice good digital citizenship by making sure that they have permission to post from everyone in the photos and videos.

#### Challenge

Submit stream clips of your esports Club or team in action!

#### Awards

Scholastic esports scholarship (\$500), (1) Logitech C922 Pro HD Stream Webcam, (1) 15-minute mentor session with an esports professional/collegiate athlete, and website/social media recognition.

#### Challenge Details

- **Research** careers in esports. What do videographers, streamers and graphic designers do in the field of esports?
- **Analyze** video clips from esports Clubs or teams, professional sports Clubs and teams, or collegiate esports Clubs and teams. Identify their strengths and weaknesses.
- **Create** a plan. Before you tackle this Challenge, spend some time thinking about what you will need to do to accomplish it. A few items to think about: what type of technology will you need for your video clips? How will you select your video clips? How will you edit your clips?
- **Capture** 8-10 (15-45 second) video clips using a camera, phone, or stream publisher tool.
  - Video clips should include your Club logo and social media.
- **Upload** the video clips to your Club's social media and make sure to use the hashtag **#esportsBTG**, so we will be able to locate it.
- This Beyond the Game Challenge can only be submitted by an individual student.

#### Judging Criteria

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

- **Impact:** How engaging or interesting are your video clips? Did you generate more interest in your esports Club or team?
- **Innovation:** How creative is your submission? Did you try new techniques or improve upon existing video clips?
- **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?



## BEYOND THE GAME CHALLENGES #1 (CONTINUED)

# CLIP IT: SUBMIT VIDEO CLIPS OF YOUR CLUB

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

### 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:
  1. **Research** about videographers, streamers and graphic designers careers in esports (you may also research other careers in esports). Select one profession in esports based on your research and answer the following:
    - Which career did you select? How did you research the careers? Which websites did you use? What types of skills and education do you need for that career? (200-word limit)
  2. **Analyze** video clips from esports Clubs or teams (professional, collegiate, high school, you decide). Identify their strengths and weaknesses. Select your video clips, conduct your analysis, and answer the following:
    - Which video clips did you review? Provide two links of the video clips you reviewed. For each video clip: (1) describe what you defined as a strength in the videos and (2) describe what you defined as a weakness in the videos. (200-word limit)
  3. **Create** a plan. What steps will you take to complete the Challenge? Be sure to include: the digital media you will use, how you will select the stream clips, and what will you need for editing. Upload your plan as file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
  4. **Share** your 8-10 stream clips. The stream clips can be submitted via a link (YouTube, Vimeo, Google Folder, etc.) in the submission form.
  5. **Assess** your stream clips. What are the key elements of the clips (Club members, events, audio, etc.)? If you were creating another set of video clips, what would you do differently? How did this contribute to your Club and/or campus? How have you or your esports Club utilized your stream clips? (200-word limit)
  6. **Make** the career connection for yourself. How does your experience as a content creator (videographer, streamers, graphic designers, video editor, etc.) 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](#).

