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NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION

SPRING 2020 BEYOND THE GAME CHALLENGES

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For any questions, please contact us at info@esportsfed.org or read more about the [Beyond the Game Challenges](#) on our website at www.esportsfed.org.



NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION BEYOND THE GAME CHALLENGES

OVERVIEW

About

Introducing the North America Scholastic Esports Federation (NASEF) Spring 2020 Beyond the Game Challenges, where esports Clubs across North America are recognized for excellence in scholastic esports. We challenge and celebrate students with interests in a variety of roles within the [Esports Ecosystem](#) (Content Creators, Entrepreneurs, Strategists and Organizers). Students are encouraged to learn new skills, expand their knowledge, and gain real experience in potential future career opportunities. Beyond the Game Challenges are open to all active members in activated NASEF Clubs.

We want to see students' passion for esports and their Clubs come alive this spring! Use those creativity, curiosity, problem-solving, and critical thinking skills to take on one or more challenges.

How It Works

Review the list of Beyond the Game Challenges. Determine which Challenge you would like to take on. Plan your project and timeline accordingly, and submit your Challenge submission online at [Beyond the Game Challenges](#) or within your [Club Portal](#). NASEF Members can submit entries for more than one Challenge. Members can also submit as individuals or as teams. See guidelines for submission details for each and review each Challenge as their awards and requirements are specific to each Challenge.

Eligibility

All students who submit a Beyond the Game Challenge must:

- Be an active member of a Club activated in the North America Scholastic Esports Federation in the United States or Canada.
 - Active Member for a student means completion of student and parent/guardian forms and student has met eligibility requirements. See Student Eligibility for more information.
 - Active Club means complete activation with the North America Scholastic Esports Federation. See [Getting Started](#) for more information.
- **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.**

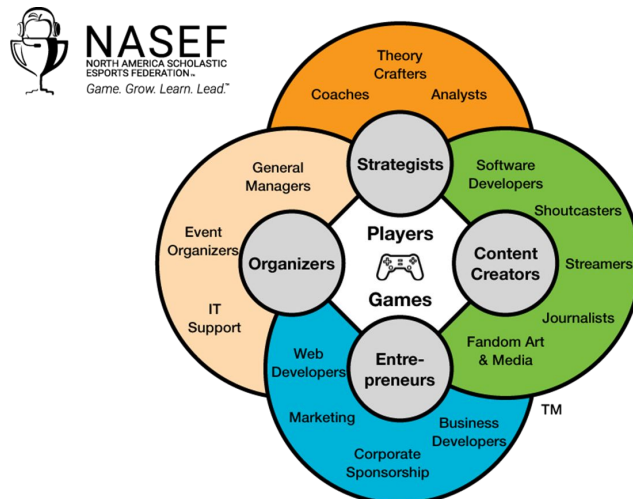


Diagram Citation: Anderson, Tsaasan, Reitman, Lee, Wu, Steele, Turner & Steinkuehler (2018)



NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION BEYOND THE GAME CHALLENGES

GUIDELINES AND ELIGIBILITY

Scholastic Esports Awards

High school students can compete in the NASEF Spring Beyond the Game Challenges for the following scholastic esports awards:

- \$500 individual scholarships or esports Club grants
- Each winner (individual or team entry) will receive a mentoring session with an esports industry professional or an esports collegiate leader
- Copic Markers 12-Piece Basic Set
- Western Digital SSD Storage
- \$50 Amazon Gift Card
- Logitech C922 Pro HD Stream Webcam
- 1-year Discord Nitro subscription
- Pizza party for your Club (up to \$100)
- Recognition on the NASEF website and social media

* Please note some awards will be awarded to an individual student or team, depending on the award and entry type. See each Beyond the Game Challenge for award details.

Guidelines

- Students are required to identify their participating high school or community-based organization with activated Club status with NASEF.
- Students are required to identify their Club general manager name.
- Students must create their own original content (Example: video, blog post, emotes, stream, etc.).
 - No inappropriate subject matter will be accepted.
- Students can apply for more than one Beyond the Game Challenge.
- Students can submit as individuals or teams. Please review each award to determine the individual or team submission guidelines and award details.
- All links to Google, DropBox, OneDrive Folders, or similar file sharing folders must give permission to info@esportsfed.org to view the document, image, folder, etc. Please double check all permissions of links. Unfortunately, submissions with locked permissions will be considered incomplete entries for the Challenge.
- **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.**

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All participating NASEF students can complete any of the challenges below to learn new skills, practice their craft, and gain real experience for future career opportunities!

SPRING BEYOND THE GAME CHALLENGES

***Get a head start! All challenges are due
Friday, May 8, 2020!***

Clip It: Submit Video Clips of Your Club

We're Going Live: Stream a Club Event

Time to Party: Host a Viewing Party

When I Grow Up: Interview an Esports Professional

Bring the Game to Life: Create Digital Fan Art

Getting in Character: Create a Cosplay Costume

Characters Come Alive: Create Fine Art Fan Art

Making Money Moves: Host a Fundraiser

Let's Get Hype: Create a Club or Team Video

Achieve Peak Performance: Create a Healthy Gaming Plan

Fix the Meta: Develop a Better Game Patch

Adopt a Bot: Implement a Bot in Your Discord Server

Blocks Rock: Create an Esports Map using Minecraft

Put Me In Coach: Analyze Game Play with VOD Reviews

For challenge and award details, visit www.esportsfed.org.



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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)

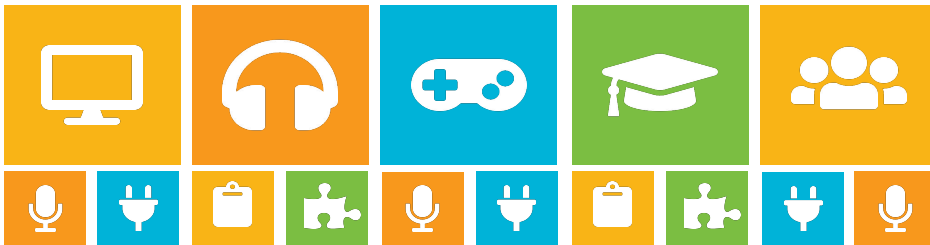
CLIP IT: SUBMIT VIDEO CLIPS OF YOUR CLUB

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)

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BEYOND THE GAME CHALLENGES #2 WE'RE GOING LIVE: STREAM A CLUB EVENT

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

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. 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.

Challenge

Produce a stream featuring your esports Club or team event!

Award

Scholastic esports scholarship (\$500) or grant for your esports Club (\$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** streams 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 stream? How will you select your event to stream? How will you stream the event? Who do you need to collaborate with for the stream and event? In addition, make sure to:
 - **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.
- **Stream** your Club event.
 - 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.
- This Beyond the Game Challenge can be submitted by an individual or team. Members of the team must all be active NASEF members.



BEYOND THE GAME CHALLENGES #2 (CONTINUED) WE'RE GOING LIVE: STREAM A CLUB EVENT

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Judging Criteria

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

- **Impact:** How engaging or interesting was your stream? 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 other streaming events?
- **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?

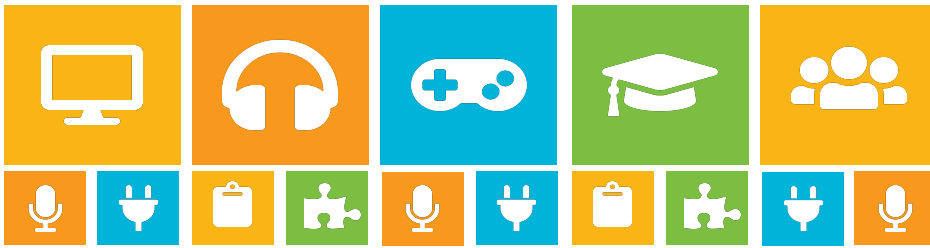
Submission Requirements

- 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 videographer, streamer and graphic designer careers (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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** live streams from esports Clubs or teams (professional, collegiate, high school, etc.). Identify their strengths and weaknesses. Review a few streams, conduct your analysis, and answer the following:
 - Which streams did you review? Provide two links of the streams you reviewed (if they are archived). For each stream: (1) describe what you defined as a strength in the videos and (2) describe what you defined as a weakness in the streams. (200-word limit)
 - **Create** a streaming plan. Don't forget to include: digital media and technology required for your stream, criteria for the event you're planning to stream, key elements that you're going to be looking for, marketing plans, and graphical needs for the stream. Please include which technology platform or program you plan to use, criteria that you will use to select the stream clips, and any additional planning information for your streaming clips. Upload your plan as file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Share** your archived broadcast via a link (YouTube, Vimeo, Google Folder, etc.) in our submission form. Also, let us know the event you were streaming in the submission form.
 - **Assess** your stream. What are the key elements of the stream (Club members, event, audio, etc.)? What worked well during your stream? What issues came up during your stream? How did this contribute to your Club and/or campus? How have you or your esports Club utilized your stream? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a Content Creator (streamers, videographers, streamers, graphic designers, video editors, etc.) contribute to your career aspirations? Has this experience changed your thinking about a career in the esports industry? (500-word limit)

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

- Esports Ecosystem: Streaming 101

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BEYOND THE GAME CHALLENGES #3 TIME TO PARTY: HOST A VIEWING PARTY

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Event organizers provide service and training to internal and external operators of tournaments and events. They forge meaningful relationships with their community to gather feedback, identify needs and message guidelines to participants, guests and attendees. They identify event and tournament best practices and look for opportunities for improvement. What better way to get the entire Club together than to host a viewing party to support your esports team or watch a major esports event and test out your event organizing skills? Develop your plan, grab the popcorn, include activities, and enjoy the show!

Challenge

Host a viewing party on your high school or community-based organization's campus.

Award

Scholastic esports scholarship (\$500) or a grant for your esports Club (\$500), (1) Pizza party for your Club (up to \$100), (1) 15-minute mentor session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details

- **Research** careers in esports. What do general managers, event organizers and IT support do in the field of esports?
- **Analyze** viewing parties from esports Clubs or teams, other campus Clubs or community events. 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. Be sure to:
 - **Gather** your Club members and Executive Board.
 - **Identify** your event and finalize the date and time.
 - **Make** necessary reservations for space equipment, food and anything else you need for the viewing party.
 - **Reach out** to game developers or community figures and ask for support.
 - **Host** a fundraiser to raise money for equipment, food, etc.
- **Publicize** the viewing party to all Club social media accounts.
- **Develop** an event page to track attendances.
- **Take** photo/video of the event for social media.
- **Upload** the photo/video 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 be submitted by an individual or team. Members of the team must all be active NASEF members.



BEYOND THE GAME CHALLENGES #3 (CONTINUED)

TIME TO PARTY: HOST A VIEWING PARTY

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Judging Criteria

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

- **Impact:** How engaging or interesting was your viewing party? 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 other viewing party or events?
- **Technology:** What types of technology or digital media 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 general managers, event organizers and IT support (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** viewing parties from esports Clubs or teams, other campus Clubs or community events. Review a few streams, conduct your analysis, and answer the following:
 - Which viewing parties did you review? Provide two examples with information about the viewing party (who hosted, when, for whom). Describe what you defined as a strength in their viewing party. Describe what you defined as a weakness in their viewing party. (200-word limit)
 - **Create** a plan. Don't forget to include: meeting dates for your Club and Executive Board, key dates for activities leading up to the viewing party, reservations necessary for food, space, equipment, or anything you may need, outreach to game developers, marketing needs and anything else for your viewing party. Upload your plan as file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Publicize** the viewing party to all Club social media accounts. Provide two examples of the your publicity (flyers, graphics on social media, posters, etc.). Upload your examples as a PDF, image, screenshot in our submission form.
 - **Share** photos or videos of the event for social media. Upload 3-5 photos from your viewing party. Upload your examples as PDFs, images, or screenshots in our submission form.
 - **Assess** your viewing party. What are the key elements of the viewing party (Club members, event, audio, etc.)? What worked well during your viewing party? What issues came up during your viewing party? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your stream? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as an Organizer (general managers, event organizers, IT support, 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #4

WHEN I GROW UP:

INTERVIEW AN ESPORTS PROFESSIONAL

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Journalists write and edit articles that are featured on blogs and websites. They research current events in esports to uncover topics for future articles. They also conduct interviews, both online and in person, to obtain relevant insights from the esports community. STEM learners are always striving to learn more about the career opportunities that await them. Identify an esports professional and dig into what interests you related to their career and try out your journalistic skills!

Challenge

Select someone working in the esports industry and interview them! Learn more about what they do, ask questions about what they recommend for you, and document your findings.

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 journalists, streamers, and shoutcaster do in the field of esports?
- **Analyze** blogs, articles, websites and streams with interviews of esports professionals. 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. Don't forget to include your list of esports professionals you would like to interview, your questions, type of technology or media you will use to capture your conversation and notes, date and time for the interview!
- **Reach** out to an esports professional through their email or social media. Remember, it can be a streamer, shoutcaster, general manager, IT support, and not just athletes. We encourage you to be creative.
 - **Request** if you may interview them through email, text, video chat, stream, in-person, or call.
- If you are unable to reach out to an esports professional, make sure to view one of our esports professionals discussing their career pathways in our library located at [Beyond the Game Challenges](#) or within your [Club Portal](#).
- **Share** highlights from your interview via a video, stream or blog.
- **Upload** the video, broadcast or blog 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.



BEYOND THE GAME CHALLENGES #4 (CONTINUED)

WHEN I GROW UP: INTERVIEW AN ESPORTS PROFESSIONAL

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Judging Criteria

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

- **Impact:** How engaging or interesting was your interview and article or video? 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 other interviews?
- **Technology:** What types of technology or digital media 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 journalists, streamers, and shoutcasters (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** blogs, articles, websites and streams with interviews of esports professionals. Identify their strengths and weaknesses. Review a few interviews, conduct your analysis, and answer the following:
 - Which interviews did you review? Provide 1-2 examples. Describe what you defined as a strength in the interview. Describe what you defined as a weakness in the interview. (200-word limit)
 - **Create** a plan. Be sure to include: your list of esports professionals you would like to interview, your questions, type of technology or media you will use to capture your conversation and notes, plus date and time for the interview. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Reach** out to an esports professional through their email or social media. Remember, it can be a streamer, shoutcaster, general manager, IT support, and not just athletes. We encourage you to be creative.
 - **Request** if you may interview them through email, text, video chat, stream, in-person, or call.
 - If you are unable to reach out to an esports professional, make sure to view one of our esports professionals discussing their career pathways in our library located at [Beyond the Game Challenges](#) or within your [Club Portal](#).
 - **Write** a blog post (a minimum 500 words submitted in the submission form (you can copy and paste from a Word or Google document). The blog post must include the following information: Who you interviewed (name, title, organization or affiliation), photos, videos or images from the interview, and what you learned from the interview (provide 2-3 examples). (500-word minimum)
 - **Assess** your interview. What are the key elements of the interview (Club members, event, audio, etc.? What worked well during your interview? What issues came up during your interview? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your interview? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a Content Creator (general managers, event organizers, IT support, 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #5

BRING THE GAME TO LIFE: CREATE DIGITAL FAN ART

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Creating fan art requires you to build on the existing lore, characters, and worlds that exist within the esports realm. Character concept artists and costume designers help bring characters and creatures to life. They draw inspiration from as little as a napkin sketch or as much as a full-blown narrative concept and generate ideas and craft designs that are compelling and iconic. Respectful digital citizens honor the intellectual property of others and give credit where credit is due.

Challenge

Create digital fan art inspired by your favorite game!

Award

Scholastic esports scholarship (\$500), (1) Copic Markers 12-Piece Basic Set, (1) 15-minute mentoring session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details

- **Research** careers in esports. What do graphic designers, character concept artists, video game concept artists and other art-focused careers in esports and gaming do in the field of esports?
- **Analyze** fan art of games or characters you admire. 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. Don't forget to include your selection criteria, your preferred medium, and timeline.
- **Create** artwork inspired by one of your favorite games using your preferred medium for digital art.
 - This artwork should be digital art - art, graphics, or 3D models created and presented on digital technology (i.e. Adobe Creative Suite, Canva, etc.)
- **Upload** a photo of your fan art 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 is your artwork? 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 techniques?
- **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 #5 (CONTINUED) BRING THE GAME TO LIFE: CREATE DIGITAL FAN ART

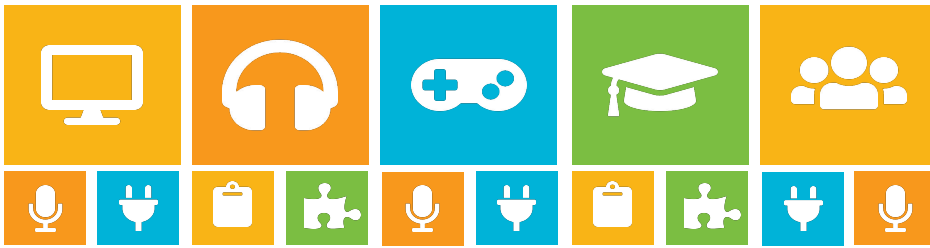
ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Submission Guidelines

- 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 graphic designers, character concept artists, video game concept artists and other art-focused careers (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** fan art of games or characters you admire. Review a few artwork pieces, conduct your analysis, and answer the following:
 - Which fan art did you review? Provide two examples. Describe what you defined as a strength in the artwork. Describe the two pieces of artwork (name, artist, etc.). Describe what you defined as a weakness in the artwork. In other words, what did you like or not like in the artwork? (200-word limit)
 - **Create** a plan. Be sure to include your selection criteria, your preferred medium, and timeline. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Create** artwork inspired by one of your favorite games using your preferred medium for digital art. This artwork should be digital art - art, graphics, or 3D models created and presented on digital technology (i.e. Adobe Creative Suite, Canva, etc.) Upload your artwork as a file (JPG, PNG, PDF, or Screenshot image accepted) and answer the following prompts:
 - Describe your artwork. Tell us the name of the game and character you selected. Why did you select the character? Tell us about the design process. How long did it take you to create the design? What types of techniques did you use? Do you have a title for the artwork? (200-word limit)
 - **Assess** your artwork. Answer the following prompts:
 - What are the key elements of the artwork? What do you like about the artwork? What would you change in your next iteration of your artwork? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your artwork? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a Content Creator (graphic designers, character concept artists, video game concept artists and other art-focused careers in esports and gaming) 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #6

GETTING INTO CHARACTER: CREATE A COSPLAY COSTUME

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Creating fan art requires you to build on the existing lore, characters, and worlds that exist within the esports realm. Character concept artists and costume designers help bring characters and creatures to life. They draw inspiration from as little as a napkin sketch or as much as a full-blown narrative concept and generate ideas and craft designs that are compelling and iconic. Respectful digital citizens honor the intellectual property of others and give credit where credit is due.

Challenge

Create a cosplay costume inspired by your favorite game!

Award

Scholastic esports scholarship (\$500), (1) Copic Markers 12-Piece Basic Set, (1) 15-minute mentoring session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details

- **Research** careers in esports. What do costume designers, character concept artists, video game concept artists and other art-focused careers in esports and gaming do in the fields of esports and gaming?
- **Analyze** fan art of games or characters you admire. 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. Don't forget to think about how you will select your game or character, your preferred materials, design work, production and overall timeline.
- **Create** and wear a attire inspired by one of your favorite games.
- **Upload** a photo of your fan art 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 is your costume? 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 techniques?
- **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 #6 (CONTINUED)

GETTING INTO CHARACTER: CREATE A COSPLAY COSTUME

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Submission Guidelines

- 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 costume designers, character concept artists, video game concept artists and other art-focused careers (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** fan art of games or characters you admire. Review a few artwork pieces, conduct your analysis, and answer the following:
 - Which fan art did you review? Provide two examples. Describe what you defined as a strength in the artwork. Describe the two pieces of artwork (name, artist, etc.). Describe what you defined as a weakness in the artwork. In other words, what did you like or not like in the artwork? (200-word limit)
 - **Create** a plan. Be sure to include your selection criteria, your preferred medium, list of materials, and timeline. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Create** artwork inspired by one of your favorite games using your preferred medium for costume design and production. Create and wear attire to represent a character in real life. Upload your artwork as a file (Word, PDF, JPG, PNG, Screenshot image accepted) and answer the following prompts:
 - Describe your costume. Tell us the name of the game and character you selected. Why did you select the character? Tell us about the design and production process. How long did it take you to create the design and produce the costume? What types of techniques did you use? Do you have a title for the costume? (200-word limit)
 - **Assess** your design and production. What are the key elements of the costume? What do you like about the artwork? What would you change in your next iteration of your costume? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your artwork? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a Content Creator (costume designers, graphic designers, character concept artists, video game concept artists and other art-focused careers in esports and gaming) 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #7 CHARACTERS COME ALIVE: CREATE FINE ART FAN ART

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Creating fan art requires you to build on the existing lore, characters, and worlds that exist within the esports realm. Character concept artists and costume designers help bring characters and creatures to life. They draw inspiration from as little as a napkin sketch or as much as a full-blown narrative concept and generate ideas and craft designs that are compelling and iconic. Respectful digital citizens honor the intellectual property of others and give credit where credit is due.

Challenge

Create fine art fan art inspired by your favorite game!

Award

Scholastic esports scholarship (\$500), (1) Copic Markers 12-Piece Basic Set, (1) 15-minute mentoring session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details

- **Research** careers in esports. What do artists, character concept artists, video game concept artists and other art-focused careers in esports and gaming do in the fields of esports and gaming?
- **Analyze** fan art of games or characters you admire. 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. Don't forget to think about your selection criteria, your preferred medium, list of materials, and timeline.
- **Create** artwork inspired by one of your favorite games using your preferred medium for fine art.
 - This artwork should be traditional art mediums, including painting, sculpture, and drawing.
- **Upload** a photo of your fan art 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 is your artwork? 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 techniques?
- **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 #7 (CONTINUED)

CHARACTERS COME ALIVE: CREATE FINE ART FAN ART

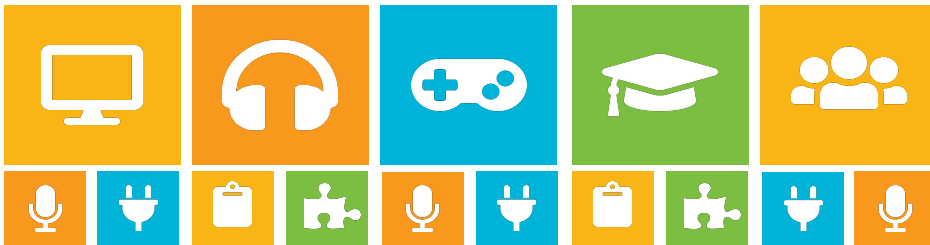
ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Submission Guidelines

- 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 graphic designers, character concept artists, video game concept artists and other art-focused careers (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** fan art of games or characters you admire. Review a few artwork pieces, conduct your analysis, and answer the following:
 - Which fan art did you review? Provide two examples. Describe what you defined as a strength in the artwork. Describe the two pieces of artwork (name, artist, etc.). Describe what you defined as a weakness in the artwork.(200-word limit)
 - **Create** a plan to create your fan art. Be sure to include your selection criteria, your preferred medium, list of materials, and timeline. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - **Create** artwork inspired by one of your favorite games using your preferred medium for fine art. This artwork should be fine art - traditional art mediums, including painting, sculpture, and drawing. Upload an image of your artwork as a file (Word, PDF, JPG, PNG, Screenshot image accepted) and answer the following prompts:
 - Describe your fan art. Tell us the name of the game and character you selected. Why did you select the character? Tell us about the design and creation process. How long did it take you to create the design and create the piece of artwork? What types of techniques did you use? Do you have a title for the artwork? (200-word limit)
 - **Assess** your artwork. What are the key elements of the artwork? What do you like about the artwork? What would you change in your next iteration of your artwork? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your artwork? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a Content Creator (graphic designers, character concept artists, video game concept artists and other art-focused careers in esports and gaming) 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #8 MAKING MONEY MOVES: HOST A FUNDRAISER

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Channel your inner entrepreneur! Entrepreneurs in esports must be multi-talented. They establish, maintain, and plan the overall goals and plans for the Club, team and events. They develop and maintain relationships, market activities and events, and manage the overall budget. Collaborating with your peers, think of new ways to engage member of your Clubs and host a fundraiser. Be sure to consider all the elements of event planning: budget, timeline, promotions, etc!

Challenge

Designate a specific cause for your NASEF Esports Club and host an event to raise money!

Award

Scholastic esports scholarship (\$500) or a grant for your esports Club (\$500), (1) pizza party for your Club (up to \$100), (1) 15-minute mentor session with an esports professional/collegiate athlete, and website/social media recognition.

Challenge Details

- **Research** careers in esports. What do entrepreneurs, general managers, and event organizers do in the field of esports?
- **Assess** issues or causes that are important to your Club, campus and broader community. Talk with your General Manager and ask questions about how you can hold a fundraiser and collect money to support your esports Club.
- **Create** a plan. Before you tackle this Challenge, spend some time thinking about what you will need to do to accomplish it. Don't forget to think about:
 - **Gather** your Club members and Executive Board.
 - **Identify** your cause, event and finalize the date and time.
 - **Make** necessary reservations for space equipment, food and anything else you need for the viewing party.
 - **Reach out** to game developers or community figures and ask for support.
 - **Host** a fundraiser to raise money for equipment, food, etc.
- **Publicize** the fundraiser to all Club social media accounts.
- **Develop** an event page to track attendances and money raised.
- **Take** photo/video of the event for social media.
- **Upload** the photo/video 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 be submitted by an individual or team. Members of the team must all be active NASEF members.



BEYOND THE GAME CHALLENGES #8 (CONTINUED)

MAKING MONEY MOVES: HOST A FUNDRAISER

ESPORTS CAREER EXPLORATION: CONTENT CREATORS, ENTREPRENEURS & ORGANIZERS

Judging Criteria

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

- **Impact:** How engaging or impacting was your fundraiser? Did you generate more interest in your esports Club, team or cause?
- **Innovation:** How creative is your submission? Did you try new techniques or improve upon existing techniques?
- **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 general managers, event organizers and fundraisers (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** fundraisers from esports Clubs or teams, other campus Clubs or community events. Review a few fundraisers, conduct your analysis, and answer the following:
 - Which fundraisers did you review? Provide one example. Describe what you defined as a strength in their fundraiser. Describe what you defined as a weakness in their fundraiser. (200-word limit)
 - **Create** a plan. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. Be sure to include meeting dates for your Club and Executive Board, key dates for activities leading up to the fundraiser, reservations necessary for food, space, equipment, or anything you may need, outreach to game developers, marketing needs and anything else for your fundraiser. (200-word limit)
 - **Publicize** the fundraiser to all Club social media accounts. Provide two examples of the your publicity (flyers, graphics, posters, social media posts, etc.). Upload Word Doc, PDF, JPG, PNG, Screenshots in the submission form.
 - **Share** photos or videos of the event for social media. Upload 3-5 photos from your fundraiser. Upload Word Doc, PDF, JPG, PNG, Screenshots in the submission form.
 - **Assess** your fundraiser. What are the key elements of the fundraiser (Club members, event, audio, etc.? What were you raising funds for (issue or cause)? How much did you raise? What worked well during your fundraisers? What issues came up during your fundraisers? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your fundraiser? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as an Organizer (general managers, event organizers, entrepreneur, 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 or via [NASEF Community Discord](#).



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BEYOND THE GAME CHALLENGES #9 LET'S GET HYPE: CREATE A CLUB OR TEAM VIDEO

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

Have you ever watched a video and felt extra motivated or excited? 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. Using digital media such as video and audio, you can get your peers excited about your esports Club or team! 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

Create a hype video featuring your esports Club or team!

Award

Scholastic esports scholarship (\$500) or grant for your esports Club (\$500), (1) Logitech C922 Pro HD Stream Webcam, (1) 15-minute mentor session with an esports professional/collegiate athlete, and website/social media recognition. If submitting as a team, the webcam will be awarded to your Club.

Challenge Details

- **Research** careers in esports. What do videographers, streamers and graphic designers do in the field of esports?
- **Analyze** hype videos 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. Don't forget to think about: technology required for your hype video, criteria for your hype video, key elements that you're going to be looking for, and editing requirements.
- **Capture** video clips using a camera, phone, or stream publisher tool.
- **Produce** your hype video using editing software. Optional but highly recommended: add music, text, Club logos and social media.
- **Upload** your hype video 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 be submitted by an individual or team. Members of the team, must all be active NASEF members.

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 #9 (CONTINUED)

LET'S GET HYPE: CREATE A CLUB OR TEAM VIDEO

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

Submission Requirements

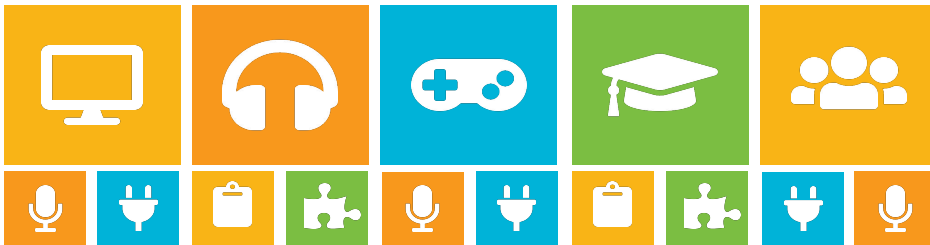
- All entries must be submitted at [Beyond the Game Challenges](#) or within your [Club Portal](#) by Friday, May 8, 2020 by 5:00 pm PT|6:00 pm MT|7:00 pm CT|8:00 pm ET.
- Please complete the following components of this Beyond the Game Challenge in our submission portal:
 - **Research** about videographers, streamers and graphic designers careers (you may also research other careers in esports) 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 type of skills and education do you need for that career? (200-word limit)
 - **Analyze** hype videos from esports Clubs or teams (professional, collegiate, high school, etc.) Identify their strengths and weaknesses. Select your hype videos, conduct your analysis, and answer the following:
 - Which hype videos did you review? Provide two examples. Describe what you defined as a strength in the videos. Describe what you defined as a weakness in the videos. In other words, what did you like or not like in the videos you reviewed? Provide the links (YouTube, Vimeo, Google Folder, etc.) to the two hype videos and answers the questions above in the submission form. (200-word limit)
 - **Create** a plan. Be sure to include: digital media required for your hype videos, criteria for your video clips, key elements that you're going to be looking for, and editing requirements. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan. (200-word limit)
 - Please include which technology platform or program you plan to use, criteria that you will use to select the clips, music, logos, graphics, and any additional planning information for your hype video.
 - **Share** your hype video. The hype video can be submitted via a link (YouTube, Vimeo, Google Folder, etc.) in the submission form.
 - **Assess** your hype video. What are the key elements of the hype video (Club members, events, audio, etc.)? What were the goals of your video? Did you achieve your goals? What type of digital media did you use to produce your hype video? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your hype video? (200-word limit)
 - **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)

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

Club Development: Making a Team Video

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





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BEYOND THE GAME CHALLENGES #10 ACHIEVE PEAK PERFORMANCE: CREATE A HEALTHY GAMING PLAN

ESPORTS CAREER EXPLORATION: STRATEGISTS & ORGANIZERS

Professional and collegiate esports players' daily regimens vary from strategy and analysis discussions to practices, however it also includes a good fitness routine in order to maintain those demands. At UCI Esports, scholarship players follow a fitness program established by their exercise physiologist to help counter the strain on certain muscles caused during gaming. The fitness program includes aerobic fitness, strength and stretches plus nutrition. General managers and coaches encourage consistency in fitness and nutrition for their players to help their players maintain their performance levels.

Challenge

Submit a healthy gaming plan for your team and Club.

Award

Scholastic esports scholarship (\$500), (1) \$50 Amazon Gift Card, (1) 15-minute mentor session with an esports professional/collegiate athlete, and website/social media recognition. If submitting as a team, the Gift Card will be awarded to your Club.

Challenge Details

- **Research** about physiologists, doctors, and trainers careers in esports. Your research can include those careers in all sports (football, basketball, volleyball, etc.).
- **Review** blogs, articles and websites about the practicing and maintaining healthy practices for gaming and esports.
- **Create** a healthy gaming plan, which should include:
 - A short physical routine that all members of the Club can complete at the beginning of each Club meeting. Include photos or videos of your exercises.
 - A list of healthy gaming strategies for you to share with your Club. The healthy strategies can include fitness and nutrition.
 - Research fitness and nutrition and its impact on players performance.
- 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 #10 (CONTINUED)

ACHIEVE PEAK PERFORMANCE: CREATE A HEALTHY GAMING PLAN

ESPORTS CAREER EXPLORATION: STRATEGISTS & ORGANIZERS

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 healthy gaming plan? 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 healthy gaming practices?
- **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 physiologists, doctors, and trainers careers in esports. Your research can include those careers in all sports (football, basketball, volleyball, etc.). Select one profession (videographers, streamers, graphic designers, etc.), and answer the following:
 - Which career did you select? How did you research the careers? Which websites did you use? What type of skills and education do you need for that career? (200-word limit)
 - **Review** blogs, articles and websites about the practicing and maintaining healthy practices for gaming and esports. Identify their strengths and weaknesses. Select your articles, conduct your review, and answer the following:
 - Which articles, blogs or websites did you review? Provide two examples with titles and links. Describe 2-3 new strategies, facts or practices you learned. (200-word limit)
 - **Create** a healthy gaming plan including the components below. Upload your plan as a file (Word, PDF, Excel Spreadsheet, or Screenshot image accepted) and describe your plan.
 - Research fitness and nutrition and its impact on players performance. (100-word minimum)
 - A short physical routine that all members of the Club can complete at the beginning of each Club meeting. Include photos of your exercises. (One-page minimum)
 - A list of healthy gaming strategies for you to share with your Club. The healthy strategies can include fitness and nutrition. Include photos of your exercises or nutrition practices (One-page minimum)
 - **Assess** your healthy gaming plan. Did you implement your plan or try out some of your healthy gaming strategies? How would you modify your plan moving forward? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your healthy gaming plan? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a physiologist, doctor, and trainer 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 or via [NASEF Community Discord](#).





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BEYOND THE GAME CHALLENGES #11

ADOPT A BOT: IMPLEMENT A BOT IN YOUR DISCORD SERVER

ESPORTS CAREER EXPLORATION: STRATEGISTS, CONTENT CREATORS, & ORGANIZERS

Software developers solve deep technical problems and build innovative solutions. They can look at the big picture from both business and technology perspective and can possess strong analytical, design, and problem solving skills. Try out your skill as a software developer! Bots on Discord can be really helpful for performing automatic functions such as role assignment. To do their jobs, bots generally follow algorithms, or a sequence of steps designed to accomplish a specific task. Working collaboratively with your fellow Club members, identify an area of need, plan out your algorithm and implement it in Discord. Then, sit back and enjoy while your bot does the needed actions for you!

Challenge

Create a Discord Server and implement a Bot!

Award

Scholastic esports scholarship (\$500), (1) one-year Discord Nitro subscription, (1) 15-minute mentor 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.)?
- **Set up** your Club's Discord Server or be added as an admin.
- **Identify** what you would like to automate in your Club's Discord Server. Examples include:
 - Polling your Club in an organized manner,
 - Implementing automatic server moderation (banning, muting, etc.)
 - Automatically assigning Roles as people join your Club's Discord Server,
 - Automatically sending a welcome message as people join your Club's Discord Server
- **Select** a Discord Bot to implement into your Club's Discord Server.
- **Add and authorize** the Bot to your Club's Discord Server
- **Customize** the Bot, troubleshooting any issues or errors.
- **Create** a step-by-step guide on how to implement a Discord Bot for future Club members.
- **Communicate** with your Club on the addition of the Bot and how to use the Bot.
- 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 #11

ADOPT A BOT: IMPLEMENT A BOT IN YOUR DISCORD SERVER

ESPORTS CAREER EXPLORATION: STRATEGISTS, CONTENT CREATORS, & ORGANIZERS

Judging Criteria

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

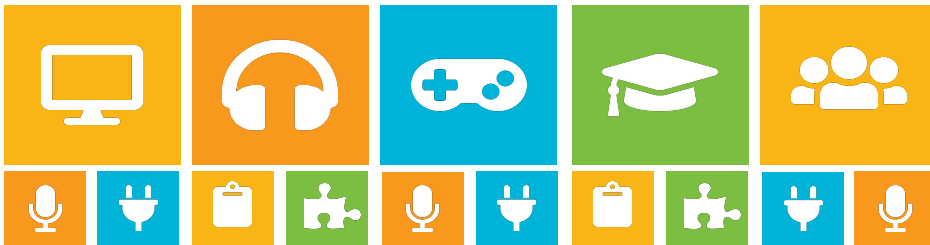
- **Impact:** How impactful is your Bot? Did you help solve a problem for your Club?
- **Innovation:** How innovative is your submission? Did you try new Bot or build off an existing Bot?
- **Technology:** What types of technology did you utilize? Did you try a new technology, program or platform?
- **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 (you can also select another career in esports):
 - 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 Discord Bot. What problems were you trying to solve? How did you research how to implement your Bot? How did you implement the Bot? (200-word limit)
 - **Create** a step-by-step guide on how to implement a Discord Bot for future Club members and upload in the submission form (Google doc, Word, PDF accepted). The step-by-step guide should include screenshots and steps on how you implemented the Discord Bot. (one-page minimum). Describe your guide. (200-word limit)
 - **Upload** two screenshots of your new Bot in the Club's Discord Server in the submission form.
 - **Assess** your Bot project. What did you like about your Bot project? Tell us about your successes? Tell us what type of Bot you would like to implement next. How does it contribute to your Club and/or campus? How have you or your esports Club utilized your Bot? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a software developer contribute to your career aspirations? Has this experience changed your thinking about a career in the esports industry? (500-word limit)

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BEYOND THE GAME CHALLENGES #12

FIX THE META: DEVELOP A BETTER GAME PATCH

ESPORTS CAREER EXPLORATION: STRATEGISTS & CONTENT CREATORS

Your favorite game came out with a new patch and now it feels like you are playing a brand new game—and you ask yourself, “how has the meta shifted?” The meta (short for metagame) in competitive video games refers to the game within the game, including the strength of characters, cards/decks, or any other decisions that influence the way you play the game to win.

Challenge

Fix the meta for a game of your choice.

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 theorycrafters do in the field of esports and gaming?
- **Select** a competitive game (League of Legends, Fortnite, MTG Arena, Smash Ultimate or similar) to evaluate its most recent patch:
 - In-game characters’ strengths and weaknesses
 - Items’ rarities and abilities
- **Using resources** such as game’s published patch notes, videos, Twitch streams and your own experience, consider the following questions:
 - What is the current meta of the game you selected?
 - As a developer, what changes would you make to the game? How would it shift the meta?
- **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.

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?



BEYOND THE GAME CHALLENGES #12 (CONTINUED)

FIX THE META: DEVELOP A BETTER GAME PATCH

ESPORTS CAREER EXPLORATION: STRATEGISTS & CONTENT CREATORS

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 theory crafters do in esports. Select one career, and answer the following (you may select another esports career):
 - 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 game's current meta. Tell us which game you selected. How would you describe the current meta of the game you selected? (200-word limit)
 - **Analyze** the patch. What are three changes you would make to the current meta? How do you think each change would shift the meta? (200-word limit)
 - **Upload** two screenshots to the resources you used for your analysis (JPG, PNG, Images will be accepted.)
 - **Assess** your project. Would you have changed your game selection? What would you change about your research and analysis process? How does it contribute to your Club and/or campus? How have you or your esports Club utilized your stream clips? (200-word limit)
 - **Make** the career connection for yourself. How does your experience as a strategist, analyst, or theorycrafter 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 or via [NASEF Community Discord](#).



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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

BLOCKS ROCK:

CREATE AN ESPORTS MAP USING MINECRAFT

ESPORTS CAREER EXPLORATION: CONTENT CREATORS

Judging Criteria

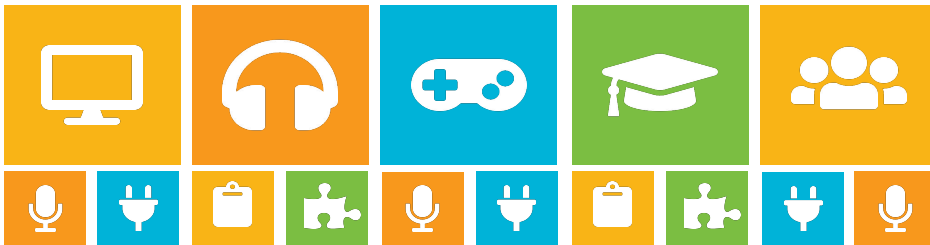
A panel of NASEF team members, affiliates and partners will review submissions based on the following criteria:

- **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)

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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)

PUT ME IN, COACH!

ANALYZE GAME PLAY WITH VOD REVIEWS

ESPORTS CAREER EXPLORATION: STRATEGISTS & ORGANIZERS

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 or via [NASEF Community Discord](#).





BEYOND THE GAME CHALLENGES LEARNING STANDARDS

Clip It: **Submit Video Clips of Your Club In Action**

- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

We're Going Live: **Stream a Club Event**

- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

Time to Party: **Host a Viewing Party**

- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- ISTE 6d: Publish or present content that customizes the message and medium for their intended audiences.

When I Grow Up: **Interview an Esports Professional**

- ISTE 3d: Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.
- NGSS SEP/Asking Questions: Ask questions that arise from careful observation of phenomena, or unexpected results, to clarify and/or seek additional information.

Bring the Game to Life: **Create Digital Fan Art**

- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ISTE 2c: Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- ISTE 6b: Create original works or responsibly repurpose or remix digital resources into new creations

Getting in Character: **Create a Cosplay Costume**

- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ISTE 2c: Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- ISTE 6b: Create original works or responsibly repurpose or remix digital resources into new creations.

Characters Come Alive: **Create Fine Art Fan Art**

- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ISTE 2c: Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- ISTE 6b: Create original works or responsibly repurpose or remix digital resources into new creations.





BEYOND THE GAME CHALLENGES (CONTINUED) LEARNING STANDARDS

Making Money Moves: **Host a Fundraiser**

- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- ISTE 4b: Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

Let's Get Hype: **Create a Club or Team Video**

- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ELA-SL.6: Adapt speech to a variety of contexts and tasks, demonstrating a command of formal English when indicated or appropriate.
- ELA-L.6: Acquire and accurately use general academic and domain-specific words and phrases, sufficient for reading, writing, speaking and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when considering a word or phrase important to comprehension or expression.

Achieve Peak Performance: **Create a Healthy Gaming Plan**

- PE: 1.9 Create or modify practice/training plans based on evaluative feedback of skill acquisition and performance in aquatic, rhythms/dance, and individual and dual activities.
- PE: 2.7 Develop and implement a one-month personal physical fitness plan.

Fix the Meta: **Develop a Better Game Patch**

- ELA-W.2: Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.
- ELA-W.7: Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.

Adopt a Bot: **Implement a Bot in Your Discord Server**

- CS: 9-12S.AP.11 Implement an algorithm that uses artificial intelligence to overcome a simple challenge. (P3.1, P5.3)
- CS: 9-12S.AP.17 Construct solutions to problems using student-created components, such as procedures, modules, and/or objects. (P4.3, P5.2)
- ISTE 5d: Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

Blocks Rock: **Create an Esports Map Using Minecraft**

- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- ISTE 1c: Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
- ISTE 5d: Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

Put Me In, Coach! **Analyze Game Play (VOD Review & Analysis)**

- ELA-W.2: Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.
- ELA-W.7: Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.