

V13 Esports Team

Description

This contest will test a team's ability to research and create strategies to effectively compete in a virtual esports competition. Teams will submit a research paper on the provided esports topic, compete in an esports tournament, and create a presentation highlighting strategies used and lessons learned.

- The game played for the middle level teams will be Rocket League.
 - Game play format will require teams of three (3) competitors.
- The game played for the secondary and postsecondary level will be Fortnite.
 - Game play format will be duos and require two (2) competitors.
- NOTE: Teams may consist of 2-4 members, not all members of the team are required to play during the game play round.

Eligibility

- Any Business Professionals of America student member may enter this event.
- A team will consist of 3-4 members.
- There are no restrictions on the number of entries per chapter or per state.

Event Registration

- Advisors register members for the event using the Membership Registration System, accessible at
- <https://register.bpa.org>.
- Click on the "Conferences" tab and then select the "2025 National Virtual Events".
- Event registration can be purchased with your original invoice or with a new invoice after member
- registration.
- Registration deadline is no later than 11:59 p.m. Eastern Time, on December 1, 2024.
- Members participating in competition must be registered for the event prior to the submission deadline to be eligible.

Entry Fee

There will be a \$50 fee for each team (*invoiced during event registration*).

Topic

As competitive video gaming grows in popularity and esports balloons into a multi-billion dollar global phenomenon, a myriad of career opportunities has arisen that extend beyond just playing the games. Research the benefits of, and steps to, starting an esports team, the aptitudes needed by teammates to successfully compete, and the workforce ready skills that are learned by people who participate in competitive gaming. Be sure to consider the role of technology career-readiness and the transferable skills that are developed by participants.

Competencies

- Analyze and troubleshoot strategies for esports related scenarios.
- Analyze game characteristics and game play data to create a strategic plan.

- Compare and contrast the similarities of how esports technology and social media have affected today's culture.
- Create a visualization to demonstration strategy and problem-solving techniques.
- Create goals (short and long-term) for individuals and teams during esports competition.
- Create strategies for efficient game play during esports tournament.
- Define and describe how a player's personality affects team strategy.
- Demonstrate effective technical reading and writing skills.
- Demonstrate effective verbal and non-verbal communication skills.
- Demonstrate healthy gaming concepts and strategies in both local and virtual environments.
- Identify patterns and various play styles of pro players and recognize how application of these skills and patterns improves game play.
- Implement effective time-management skills in relation to esports, academics, and personal life.
- Research game mechanics and other parts (visuals, sound, genre) of the game development process.
- Research the various roles and skills necessary to support the esports ecosystem and industry.
- Summarize the basic concepts of intellectual property laws in esports, including copyright, trademarks,
- DMCA, patents, and the consequences of violating copyright laws.
- Summarize the legal and ethical responsibilities in relation to esports, gaming, and emerging technology fields.

Specifications

- This is a pre-submitted event. See instructions for submissions.
- The research paper must *not* exceed three (3) pages single-sided (excluding the Title Page, Table of Contents, and Works Cited). The report must follow the Report format in the *Style & Reference Manual*.
- Any report submitted beyond the maximum number of pages will be *disqualified*.
- **Submit the URL to the Research Paper, Works Cited, and signed Release Form(s) in a combined PDF file to <https://upload.bpa.org> no later than 11:59 p.m. Eastern Time, on January 15, 2025.**
- Competitors will receive an automated response confirmation at the time of submission.
- Member ID will be required for all submissions.
- Only the team captain should complete the submission.
- Teams who submit the research paper and are not disqualified will be invited to the game play round.
- No exceptions can be made for missed deadlines due to incorrect submission or technical difficulties.
- Materials from non-registered teams and/or those missing a chapter number *cannot* be accepted.
- No changes can be made to the project after the date of submission.
- The length of the presentation will be no more than ten (10) minutes, followed by no more than five (5) minutes of judges' questions.
- It is the policy of Business Professionals of America to comply with state and federal copyright law. Federal law pertaining to copyright, as contained within the United States Code, is available at <https://www.copyright.gov/title17/title17.pdf>. The *Style & Reference Manual*

contains guidelines for Copyright and Fair Use. Participant(s) will be *disqualified* for violations of the guidelines.

- Business Professionals of America grants permission for the use of the copyrighted logo and tagline.

Upload Requirements

What to Submit at https://upload.bpa.org	Saved File Name(s)	Deadline
URL to project files, Works Cited and Release Form(s) in one combined PDF file	V13-TeamID.pdf	January 15, 2025, 5:00 p.m. Eastern Time

Method of evaluation

Technical Scoring Rubric

Gameplay Tournament

Presentation Scoring Rubric

Length of Presentation

No more than three (5) minutes set-up

No more than ten (10) minutes oral presentation

No more than five (5) minutes judges' questions

(V13) Esports Team

Judge Number _____

Team Number _____

Technical Scoring Rubric

Required Elements (If any questions below are checked NO, stop scoring and assign a TOTAL score of 0)	
Team followed topic	<input type="checkbox"/> Y <input type="checkbox"/> N
Team followed Copyright and/or Fair Use Guidelines	<input type="checkbox"/> Y <input type="checkbox"/> N
If no to either question, please stop scoring and provide a brief reason for the <i>disqualification</i> :	

Items to Evaluate RESEARCH PAPER	Below Average	Average	Good	Excellent	Points Awarded
The team submitted the correct information and in the correct format. <ul style="list-style-type: none"> ● Research Paper - PDF format <i>All points or none are awarded by the technical judge.</i>				30	
Introduction/Summary Logical analysis, evidence to support conclusions, compelling summary	1-5	6-10	11-15	16-20	
Comprehension of Topic Demonstrates understanding of subject matter	1-5	6-10	11-15	16-20	
Organization and Expansion of Ideas Logical analysis, evidence to support conclusions	1-5	6-10	11-15	16-20	
Creativity Diverse resources, creative angle on the issue, originality	1-5	6-10	11-15	16-20	
Writing Skills/Mechanics Correct grammar, spelling, punctuation, concise language, sentence structure	1-5	6-10	11-15	16-20	
Overall Effectiveness of Analysis	1-5	6-10	11-15	16-20	
TOTAL TECHNICAL POINTS (150 points maximum)					

ANY REPORT SUBMITTED BEYOND THE MAXIMUM NUMBER OF PAGES (3) EXCLUDING TITLE PAGE, TABLE OF CONTENTS, SUPPORTING DOCUMENTATION, AND WORKS CITED, WILL BE *DISQUALIFIED*

(V13) Esports Team

Judge Number _____

Team Number _____

Presentation Scoring Rubric

Evaluation of Oral Presentation	Below Average	Average	Good	Excellent	Points Awarded
Opening and summary	1-5	6-10	11-15	16-20	
Content of presentation	1-5	6-10	11-15	16-20	
Effectiveness of presentation: Voice projection, transitions, flow, stage presence, etc.	1-5	6-10	11-15	16-20	
Answers to judges' questions	1-5	6-10	11-15	16-20	
All points or none are awarded per item below.					
Setup lasted no longer than three (3) minutes				5	
Presentation lasted no longer than ten (10) minutes				5	
At least two original team members in attendance at time of presentation				10	
TOTAL PRESENTATION POINTS (100 points maximum)					

Props and/or additional items shall not be used as a basis for scoring.

TOTAL MAXIMUM POINTS = 250

PRESENTATION WILL BE STOPPED AT 10 MINUTES