



BC SCHOOL SPORTS ESPORTS TRIAL INVITATIONAL

2020-2021

INTRODUCTION

After an indication of interest from the membership last year and discussion with the Board of Directors, BCSS is moving forward with an exploratory trial in Esports. The purpose is simply a trial to better inform ourselves and our membership about the possibilities, advantages and potential issues of having Esports within BCSS. Any desire to move forward with Esports in BC high schools, in an official capacity will require a membership vote.

With Esports exploding in popularity it is important to understand the potential benefit it can have to our schools and its participants. Not only is there potential for personal growth, it also exposes students to career paths in engineering, art, design, or computer programming disciplines that are sought after in the working world. While we recognize there are arguments on why BCSS shouldn't participate in Esports, there are considerations for its inclusion as well.

- It engages an entirely different subset of students from traditional school athletics and allows them to create a sense of belonging and identity within a school community, which research proves is highly beneficial to the student
- While it may not be a sport in the traditional sense, the team-based strategy games do provide educational opportunities for the development and understanding of teamwork, communication, handling pressure, and many of the other character traits we believe that any sport or co-curricular activity provides
- BCSS already has an existing infrastructure for interschool competition. While E-sports would likely operate with slight modifications, it still would fit within the current operating structure
- Esports is already here, and exists in some schools already in a very informal and unregulated way. Should BCSS take the lead, then the interscholastic competition can be driven in a responsible way with educators making decisions, rather than a for-profit 3rd party who is not grounded in the educational aspects of co-curricular activities
- While not as common in Canada, the majority of school sport governing bodies in the states include interschool activities outside of traditional sports, a model that has proven quite successful

BCSS E-SPORTS TRIAL PARTNER: GAMESETA

BCSS has partnered with a BC-based business with experience in interscholastic esports, GameSeta, to help facilitate this trial. GameSeta focuses on student-engagement and teamwork while giving students across British Columbia the opportunity to compete in interscholastic Esports. Supported by Simon Fraser University and many Esports professionals, GameSeta is working to become one of Canada's leading interscholastic Esports providers. BCSS looks forward to this partnership while supporting the growth of a local British Columbia company.



To learn more about GameSeta as an organization you can visit <https://gameseta.com/>

TIMELINE

The Esports trial season will be running in two sessions consisting of 4 weeks in each session. Session 1 will run between November 16 and December 18, 2020. Session 2 will run between January 11 and February 5, 2021. The following timeline is anticipated;

School Intent to Participate Submission Deadline- **November 4**

Student Registration week - **November 16 - November 20**

Session 1 Start – **Week of November 23**

Session 1 End - **Week of December 14**

HOLIDAY BREAK

Session 2 Start- **Week of January 11**

Session 2 End - **Week of February 1**

TECHNICAL

The Game

After careful consideration of available game titles, BCSS has chosen **League of Legends** as the game of play for the trial season. League of Legends is one of the world's most popular video games featuring 5v5 team-based competitive play based on strategy and tactics. This game is rated 'T' for Teens and is more appropriate than 'M' for Mature games. League of Legends encourages teamwork, fast paced thinking, and adaptability within teams. Teams must complete a variety of tasks with the goal of powering up their champion (character), the stronger the champions the more control the team has over the virtual map.

Review the [League of Legends Guide](#) for more information

IT Requirements

The IT requirements are intentionally low to reduce barriers to participation in interscholastic Esports. Most schools will have the required equipment already. The game is played in a computer lab and the only peripherals required are a keyboard and mouse.

Review the [IT Checklist](#) for more information on IT requirements

REGISTRATION AND COST

Any member school that wishes to participate in the Esports trial can register a team which requires a minimum of 5 players per team (as per League of Legends requirements). For the sake of this trial any school can field more than one team should they have the numbers to do so. All practices and games must be played on school property, not in students' homes. Similar to that of our current BCSS activities, each team must have a coach/ teacher sponsor at the school, schools must acknowledge the team as a school activity. We will not require STARS registration for this trial. Community coaches are permitted with school permission and will be verified by GameSeta prior to being able to register a team.

The cost to participate in the trial invitational will be \$29.99 CAD per student. This includes all rights to the fully unlocked game (no added fees to unlock game features) as well as the GameSeta platform and registration costs for both session 1 and session 2 of the trial. Invoicing to schools will be done through the BCSS office. It should be noted that as all contests are played in the school, there are no other costs to participating in this trial (travel, TOC's etc).

To register your school you must complete and submit the [School Intent to Participation Form](#) by November 4, 2020 to Manager of Sport, Breanne Whyte at bwhyte@bcschoolsports.ca. Once your form is submitted and approved by BCSS staff, GameSeta will send an email with the registration link to the coach on record prior to the student registration week on November 16, 2020

Learn more by reading through the [How to Start an Esports Team](#) document

CONCLUSION

This is an exploratory trial with the purpose of determining the potential for interscholastic Esport in BC. It will allow us to gauge the response from the membership with the intent of investigating moving forward with a Esports as an official BCSS activity. We encourage schools to participate in the trial in order to get the best understanding of the potential for Esports in British Columbia high schools as well as provide feedback on the experience.

* This Trial Invitational is not presented, supported, or sponsored by Riot Games*