ESports for GCHS

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Why Bring Esports to Gallatin?

Bring Esports to your high school today!

Details about Esports in Kentucky

- Recognized and Regulated by KHSAA.
- Organized by PlayVS.
- Two seasons (Spring and Fall).

As of Spring 2020

- Over 62 schools are currently participating in Esports.
- Teams per game.
  - League of Legends - 76
  - Rocket League - 70
  - SMITE - 68
- Carroll, Boone, Dayton Ind, Pendleton and Beechwood are currently competing.

Meeting with Students

- Meeting on February 13th in Auditorium.
    - Roughly 50 students attended. Estimated since no official count was made.
    - Students were given an Esports information document.
    - Students were asked to respond to another survey to narrow down interest levels.
    - Grade levels were 9th - 11th. Upcoming Freshman were not included but could be later.

Which game would you be MOST interested in?

20 responses

45%

45%

10%

- League of Legends
- Rocket League
- Smite
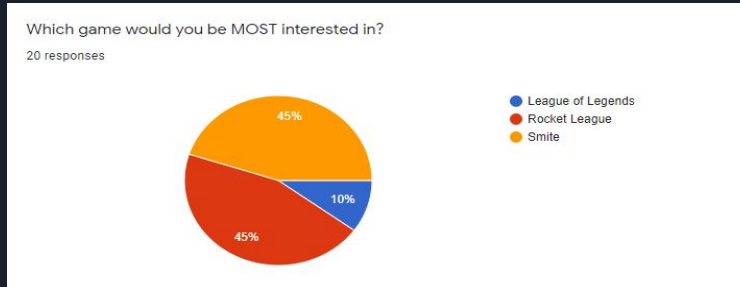
Popularity

- Esports popularity is growing every year and has already exceeded a net worth of the Movie and Music industry combined.
- The NALCS (North American League Championship Series) is ranked 3rd most popular sport to spectate while its Academy League (Minor League) is ranked 9th. (Ages 18-34).
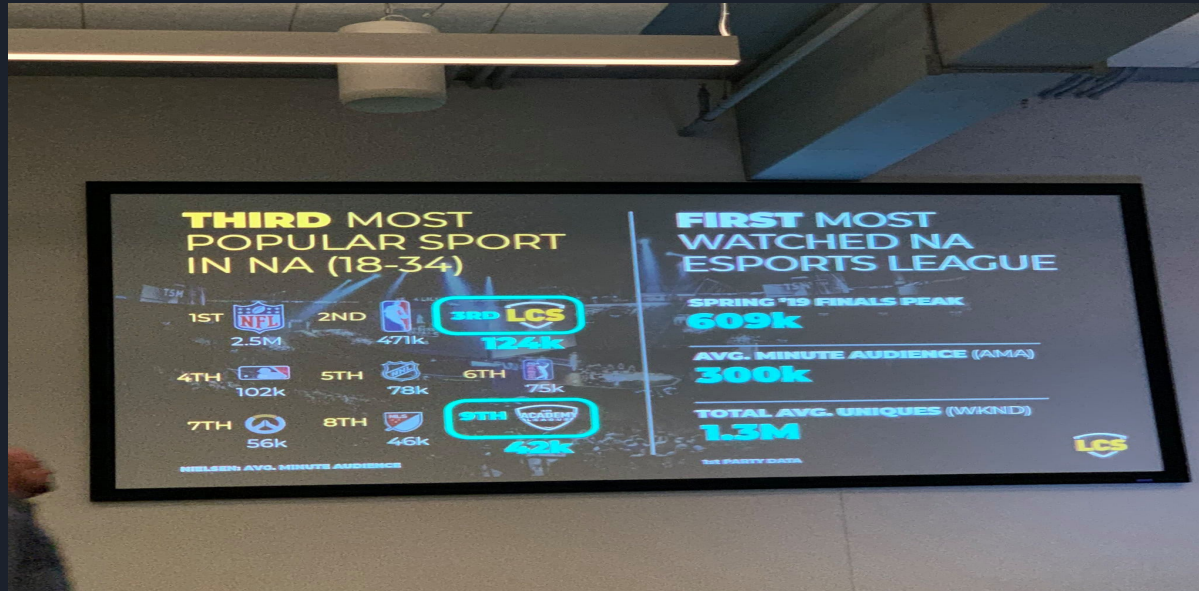
Scholarship and Career Path Information

- Like traditional sports, Esports offers scholarship opportunities.
    - WKU, Xavier, OSU, Campbellsville University, University of the Cumberlands and many others.
    - Full lists here:
        - https://members.nacesports.org/af_memberdirectory.asp
        - https://www.playvs.com/why-esports
- Esports can also offer career opportunities outside of just competing in the game. Many of which are STEM related.
    - Art, Engineering, Game Design, Product Management, Sportscasting and many others.

League of Legends

- Teams of 5 starters with 2 substitutes.
- Matches can last anywhere from 15 minutes to over an hour. Best of 2 series.
- Requires vast knowledge of every Champion and Item in the game. Some roles require creative pathing and use of abilities to assist teammates while others require perfect positioning to outplay the opponent. Teamwork and communication skills are key when setting up objectives.
- Most popular team ESport in the world.
- PlayVS Link for League of Legends: https://playvs.zendesk.com/hc/en-us/articles/360035925573-What-is-League-of-Legends-
- League of Legends Professional Link: https://nexus.leagueoflegends.com/en-us/esports/
- League of Legends Professional Stream: https://www.twitch.tv/lcs

Rocket League

- Teams of 3 starters with 2 substitutes.
- Match is 5 minutes long. Normally best of 5 series.
- Players use teamwork and knowledge of physics to predict opponents plays and make their own. The game requires accurate game knowledge to properly rotate from offense to defense and strategically keep the other team from collecting boost to help push the ball back to the other side of the field.
- PlayVS Link for Rocket League: https://playvs.zendesk.com/hc/en-us/articles/360035439114-What-is-Rocket-League-
- Rocket League Professional Link: https://www.rocketleagueesports.com/
- Rocket League Professional Stream: https://www.twitch.tv/rocketleague/

SMITE

- Teams of 5 starters with 2 substitutes.
- Matches can last on average of 25-35 minutes but can go longer. Best of 2 series.
- Like League of Legends, the game requires a vast amount of knowledge of the champions and items in the game. Some roles are better suited for setting up plays and positioning is still a big issue. This game is very similar overall except the "3rd Person" perspective.
- PlayVS link for SMITE: https://playvs.zendesk.com/hc/en-us/articles/360035438274-What-is-SMITE-
- SMITE Professional Link: https://esports.smitegame.com/
- SMITE Professional Stream: https://www.youtube.com/channel/UCDBofwsppusJeitUyKpkB5g

Tryouts!

- As noted previously each team has a limited amount of space. Just like any other sport, if there are too many students interested a tryout system will have to be implemented.
- Tryouts would be scheduled and performance would be assessed on individual and team effort.
- Things to look for during a tryout.
    - Global Rank (each game has a ranking system built in).
    - Communication/Shotcalling.
    - Game Knowledge and Mechanics.
- Here is a link to what PlayVS recommends as a starting point: https://docs.google.com/document/d/1RZZcG-EJeE2FUxNQxa-XPKyRr0qTD-CSJjJWZ8FJ708/edit
- NOTE --- We can have more than 1 team in each category. We are limited by Hardware, not by KHSAA or PlayVS when it comes to the number of teams.

Example of Tryout Guide.

playvs

Tryouts - League of Legends

TOP	JNG	MID	ADC	SUP
Name:	Name:	Name:	Name:	Name:
Summoner Name:	Summoner Name:	Summoner Name:	Summoner Name:	Summoner Name:
Rank:	Rank:	Rank:	Rank:	Rank:
CS: Elims: Other outstanding stats:	CS: Elims: Other outstanding stats:	CS: Elims: Other outstanding stats:	CS: Elims: Other outstanding stats:	Vision Score: Assists: Other outstanding stats:
☐ Leader ☐ Shotcaller ☐ Communicator ☐ Overall game knowledge	☐ Leader ☐ Shotcaller ☐ Communicator ☐ Overall game knowledge	☐ Leader ☐ Shotcaller ☐ Communicator ☐ Overall game knowledge	☐ Leader ☐ Shotcaller ☐ Communicator ☐ Overall game knowledge	☐ Leader ☐ Shotcaller ☐ Communicator ☐ Overall game knowledge
Notes:	Notes:	Notes:	Notes:	Notes:

Notes about team dynamic:

Coaching Responsibilities

- Practice, Practice and more Practice!
    - Incorporate tryouts for the team.
    - Scrimmage other schools.
    - Practice in game skills/mechanics.
    - Use practice time to work on leadership and communication.
    - Go over game film if possible.
    - Scout next week's opponents. (Example of my League of Legends profile on next slide).
    - Go over draft strategies (League of Legends/SMITE).
- Be present and on site during games.
- Verify eligibility of players throughout the year.
    - Help struggling students find the resources to improve academically when needed.
- Possibly shoutcast the stream if applicable.
    - Could also be assigned to students who want to be involved. Possible broadcasting experience for STEM/STLP.
- Other duties that may arise.
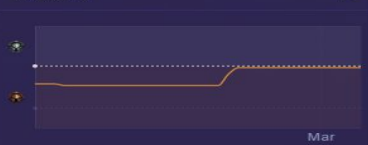
Scouting Example

Epic Riddle

Refresh data   Compare with

Bronze 1 · Ranked Solo
96 LP · 12 W 11 L · 52.2%

LP GRAPH

Mar

SUPPORT

PRIMARY ROLE OVERVIEW

Champion	Games	WR	K/D/A		CS/M	KP
Support	23	52.2%	2.2 / 5.7 / 12.3	(2.60)	1.2	52.6%
Nautilus	8	50.0%	2.0 / 7.0 / 12.9	(2.10)	1.3	49.2%
Braum	7	42.9%	2.1 / 5.0 / 13.3	(3.10)	1.0	54.9%
Blitzcrank	5	60.0%	1.0 / 5.6 / 9.4	(1.90)	1.1	52.9%
Brand	2	50.0%	6.0 / 4.5 / 15.5	(4.80)	2.1	58.1%
Leona	1	100.0%	2.0 / 2.0 / 10.0	(6.00)	1.4	50.0%

PERFORMANCE OVERVIEW

+217.0	**40.3**	**3.0**	**0.2**	**1.4**	Leaderboard Coming soon
GD@15	Vision Score	Control Wards	Solo Deaths	Ganks	

OVERVIEW   CHAMPIONS

All queues

Champion...

ROLE DISTRIBUTION

1	0	6	4	31
0%	0%	16.7%	75.0%	54.8%
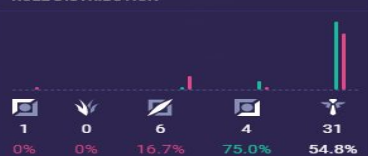
RECENT SUMMARY   RECENT 10 GAMES

5W 5L · 50.0%	3.8 / 5.5 / 9.0	2W 1L · 66.7%	2W 1L · 66.7%	3W 1L · 75.0%
	2.33 KDA	2.21 · 34.3% KP	2.65 · 55.0% KP	2.39 · 37.2% KP

5 / 4 / 7	1 / 2 / 2	3 / 9 / 17	1 / 5 / 8	3 / 6 / 21	4 / 8 / 5	3 / 4 / 16	5 / 4 / 3	1 / 7 / 4	12 / 6 / 7
10 days ago	10 days ago	13 days ago	13 days ago	13 days ago	13 days ago	15 days ago	15 days ago	16 days ago	22 days ago

Startup Requirement/Cost

- Minimum of 6 gaming level PCs.
    - Each will need a Headset with Microphone, Mouse, Keyboard, Monitor and Wired Xbox Controller (for Rocket League).
    - Cost Per Unit is estimated at $1,050.00. Custom Built.
    - Checking pre-built with vendors at KySTE March 11-13.
    - Total cost for equipment is estimated at $6,300.00. Custom Built.
    - Coaches Salary is in line with all other Head Coach Positions. Varies by School. Most start between $1,000 - $1,500. (Carroll, Wolfe, Pendleton and Dayton Ind. used to verify).
- Season Pass will be needed for each student wanting to participate on the teams.
    - Pass is $64.00 per student per season (2 per year). $128.00 annually.
    - The cost covers the cost of the game. Unlocks all Champions for that game (if applicable).
- No travel cost (Unless competing in the Championship game).
    - Games are hosted locally
- Students must comply with all KHSAA and Local policies.
- A place to play.
    - Esports PCs purchased for the soul purpose of competition will need to be online daily but cannot be used for other activity. This reduces wear on the machines allowing for longevity.

Personal Perspective

- League is the easiest game to startup but most challenging to master.
  - Standalone client. Can be played on almost any computer build.
  - Constant changes requires progressive learning and adapting.
  - One of the oldest and most popular Esports.
  - Most colleges with an Esports team will have League of Legends scholarship opportunities.
- Rocket League is the most popular in our school.
  - Easiest game to understand but hard to master. (low floor but high ceiling).
  - No real changes are made outside of additional car types being added. Patches usually fix bugs in the game. The game is purely mechanics and game knowledge.
  - Like League of Legends, most colleges who have an Esports team will have a Rocket League team.
- SMITE while seemingly popular locally, is one of the least popular Esports globally.
  - Constant changes are similar to League of Legends in terms of constant adaptation.
  - Requires the most in terms of hardware to run effectively.
  - Least amount of scholarship opportunities.

Q&A Time