eSports | *We Know The Game.*

PLANNING QUESTIONNAIRE

GENERAL

Will this be an extracurricular (club) or tied to a curriculum? _____

How will your staff and manage your program? _____

What sources of funding do you have access to (STEM or PLTW (project lead the way)) budgets?

_____

Is there a committee working to form a budget for this project? If so, will there be a separate budget for Furniture and Technology?

[ ]

What is your timeline (construction, installation, program live date)?   Is your timeline tied to funding?

_____   [ ] YES   [ ] NO

Are you going to solicit sponsorships or donors?   [ ] YES   [ ] NO   _____

ROOM DESIGN

Is there an existing space to remodel, or will this be new construction?   If existing are their CAD plans or existing drawings?   [ ] YES   [ ] NO

_____

If not, when is a good time to schedule field verification measurements and evaluate the space for feasibility? _____

What are your program goals for the space (arena, classroom, clubbing or all the above)? _____

Will you need a spectator area for current or future competitions?   [ ] YES   [ ] NO   If so, for how many seats? _____

Will you need a coach's office?   [ ] YES   [ ] NO   Will you need a team meeting room?   [ ] YES   [ ] NO   If so, how many seats? _____

How many gaming stations? (6 is the recommended minimum.) _____

Do you have furniture you can repurpose, or do you need to buy new? What other functionality would you like to explore with furniture (branding, mobility).

[ ] YES   [ ] NO   _____

Do you need surface power for other devices that may need charging (phones, personal fans, personal lighting)?   [ ] YES   [ ] NO

Storage for backup equipment (consoles, monitors, headsets, etc.)? _____

Where will you house the server? _____

What power, networking, and charging needs will your equipment have and how will you accommodate this?

[ ]

Will you provide a live stream of your competitions?   [ ] YES   [ ] NO

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CURRICULUM

Will you use esports to support instruction in specific curriculum areas or build out an esports curriculum? ☐ YES ☐ NO

_____

Do you have an existing CTE curriculum that can support esports content & skill development? ☐ YES ☐ NO

How will you connect to STEM/STEAM and the opportunities that esports can bring to students?

_____

How do you use esports to develop specific college- and career-ready skills?

_____

What are the esports experiences & requirements for students to qualify for scholarships?

_____

TECHNOLOGY

Which games do you want to invest/compete in? _____

Do you have an adequate network to support gaming - the bandwidth to host high-definition competitive play, hardwired to a dedicated circuit, or is it wireless?

☐ YES ☐ NO _____

Can you; do you have a way to bypass/exempt firewall policies? ☐ YES ☐ NO

Do you have the necessary hardware (high refresh monitors, gaming CPU's, headphones)? ☐ YES ☐ NO

    If so, may we have a copy of the specs for all? Monitors: _____ Gaming CPUs: _____ Headphones: _____

    If not, do you know what your equipment list is or should be? ☐ YES ☐ NO

Have you addressed the power needs for each player? ☐ YES ☐ NO

    If so, may we have a copy of the electrical plan? _____

Where would you prefer to display/house the gaming CPU's (worksurface), floor, hung under surface)?

_____

How many monitors will you need in the Gamer zone (for each player)? How many will you need in the Spectator zone?

    Player Monitors: _____

    Spectator Monitors: _____

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