



USAEL CHECKLIST & EVENT GUIDES

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The purpose of this document is to explain how USAEL Coaches can host local events and earn rewards.

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More Events Coming Soon – We'll be adding new event guides on a regular basis, so check back frequently!

INTRODUCTION

USAEL EVENT CHECKLIST

KEY BENEFITS

- **Engage Early:** Introduce your school to the excitement of esports without the immediate pressure of competition
- **Interactive Sessions:** Engage your students to think critically about esports, from game strategy to career opportunities
- **Discussion-Based:** Bolster knowledge retention with discussion questions provided by USAEL



The **USAEL Watch Party** Initiative offers students and educators a unique opportunity to watch and learn from competitive esports within the USAEL ecosystem. This communal experience bridges the gap between onboarding and competition, fostering a deeper connection and enthusiasm for esports.

Whether or not your school is ready to compete in regular USAEL competitions, USAEL Watch Parties allow your class to experience competitive esports and elevate your school's engagement with the USAEL in a different way!

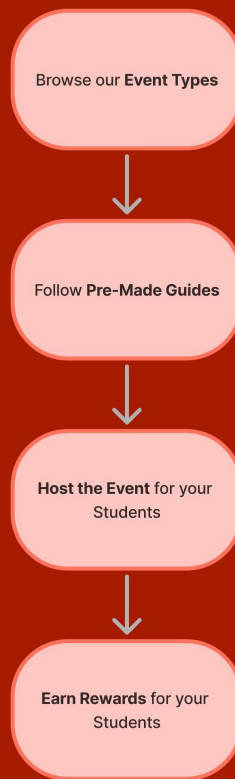
STEP-BY-STEP GUIDE →

The **USAEL Event Checklist** is a new program intended to help you host events for your students. The general idea is very simple:

1. Pick an event to host
2. Follow the steps in the guide to host the event
3. Send an update to David after the event has concluded
4. Earn rewards as you host events

NOT SURE WHERE TO START?

Schedule a [call with David](#) for advice on what event to host for your students first.



As you host more events, David will send your school rewards that you can share with your students.

- **1 Event** – \$20 Amazon Gift Card
- **3 Events** – Free Coaching Session
- **5 Events** – Welcome Kit
- **7 Events** – \$20 Amazon Gift Card
- **10 Events** – \$20 Amazon Gift Card

IMPORTANT NOTE

While we recommend hosting different types of events, you're welcome to host multiple of the same event to earn rewards.

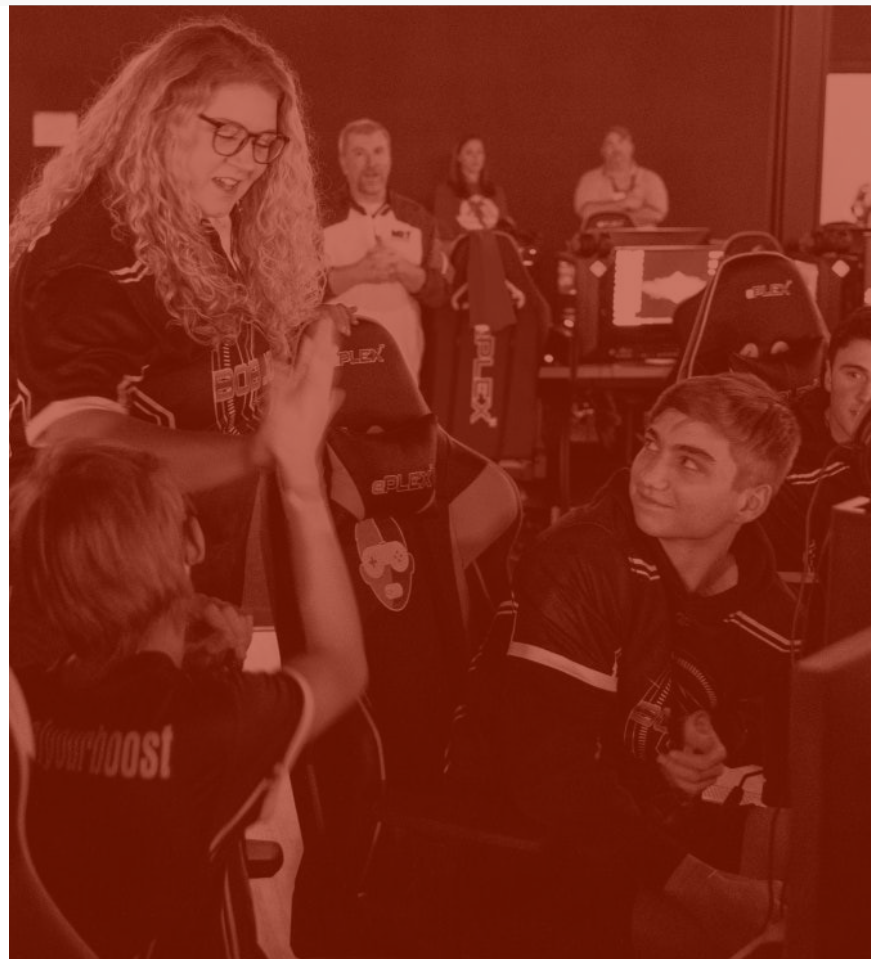


To verify an event that you've hosted, please send David an email with **either** of the following:

- A photo of the event
- A 3-4 sentence description of the event and how it went

IMPORTANT NOTE

While photos are great for verification, we understand that student photos usually require consent, and if you choose to send us photos, we'll delete them immediately after verifying that the event happened.



EVENT GUIDE

HOSTING A WATCH PARTY

KEY BENEFITS

- **Engage Early:** Introduce your school to the excitement of esports without the immediate pressure of competition
- **Interactive Sessions:** Engage your students to think critically about esports, from game strategy to career opportunities
- **Discussion-Based:** Bolster knowledge retention with discussion questions provided by USAEL



Hosting a **Watch Party** is one of the easiest ways to engage students in one of their areas of interest, and can help bridge the gap between starting an esports club and registering to compete.

Our recommended content types are **Esports Watch Parties** and **Career Watch Parties**, but this event type can be replicated with any form of content that your students find interesting!

STEP-BY-STEP GUIDE →



2A

Pick a video from our
[Recommended Video Library](#)

2B

Download the video and any
related discussion questions

IMPORTANT NOTE

If you're unsure what video to pick, try asking your students what content type they're most interested in. If we don't have a recommended video that fits your needs, feel free to ask us!

- ✓ What will students be watching?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will they watch the video?
- ✓ Why should they care?
- ✓ What are they learning?

Hosting a Watch Party

**2C**

Schedule a time for the Watch Party. Make sure you take into account how long the video is.

2D

Make sure you have a TV or projector ready on the day of the event

IMPORTANT NOTE

If you'd like your students to provide written answers to discussion questions, you can either print out discussion questions ahead of time or ask them to bring a notebook.

- ✓ What will students be watching?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will they watch the video?
- ✓ Why should they care?
- ✓ What are they learning?



2E

On the day of the Watch Party, use the provided [Video Introduction](#) to explain the purpose of the video to your students. Then, play the video on your TV or projector.

IMPORTANT NOTE

If you're providing the discussion questions as a handout, hand them to your students before the video plays so that they know what questions to look out for while they watch.

- ✓ What will students be watching?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will they watch the video?
- ✓ Why should they care?
- ✓ What are they learning?



2F

After the video ends, you can either read the discussion questions aloud to your class or provide handouts for them to read and answer.

IMPORTANT NOTE

Don't forget to take photos or write down a summary of the event before the session ends.

- ✓ What will students be watching?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will they watch the video?
- ✓ Why should they care?
- ✓ What are they learning?



COACH TIPS

- Entice your students to attend using a raffle
- Take a picture during the watch party and share it with parents (or with us) to show how you're engaging students' interests
- Ask students what kinds of games they'd like to see and let us know so we can plan future Watch Parties

EVENT GUIDE

HOSTING A LAN TOURNAMENT

KEY BENEFITS

- **Lower Commitment:** A LAN tournament can be self-hosted and requires no external support, perfect for students that want to try competing with their classmates in a lower-stakes environment.
- **Competitive Thrill:** Hosting a tournament provides a taste of competitive stakes without any repercussions for losing.
- **Flexible:** LAN parties are fully customizable in terms of duration, format, competitiveness, and more.



Hosting a **LAN** (Local Area Network) **Tournament** means hosting an in-person esports tournament where your students will compete against each other, with some students being eliminated and some students rising to the top.

Hosting tournaments can be complex, but we've created some simple, pre-made formats that you can run for your students, which we'll walk you through in this guide.

STEP-BY-STEP GUIDE →



3A

Pick a pre-made tournament template from our [Tournament Template Library](#).

SUGGESTION

If you're unsure what game to pick, you can ask your students what game they're most interested in.

You can also host a tournament that isn't covered in our [Tournament Library](#), but this guide will specifically focus on one of our templates as an example.

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



3B

Pick a date and time for your LAN tournament (for a minimum of 30-60 minutes)

SUGGESTION

We recommend 30-60 minutes because our [templates](#) are designed for schools with a minimum amount of gaming hardware, but if you have more Nintendo Switches (or less players) you can play more matches at a time, which allows for either a shorter event duration or a higher number of players.

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?

3C

Decide how you want to handle sign-ups for the tournament

PRE-REGISTRATION METHOD

This is what we recommend for all of our [templates](#). Ensures that you don't exceed the recommended player limit, minimizing the chances of running over time.

ON-SITE REGISTRATION METHOD

If you choose to allow on-site signups, we highly recommend having an excess of Nintendo Switches OR a flexible time frame for the tournament.

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



3D

Announce the LAN tournament to students that are interested in playing

SUGGESTION

If you're just announcing it to a small group of students (i.e. a club), you can do so in class and potentially start taking sign-ups at the same time.

If you'd like to announce it to the wider student body, you may want to use our **LAN Tournament Flyer** template to print out flyers and post them around campus.

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



3E

Prepare the hardware and equipment you'll need for the day of the tournament.

HARDWARE PREP CHECKLIST

- Make sure you have Nintendo Switches prepared, alongside their accessories (charging cables, Switch ports)
- If you're planning on connecting your Switches to TV's, make sure you have TV's and HDMI cables ready
- Make sure you have tables and chairs
- Print out your tournament bracket

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



3F

On the day of the tournament, make sure you and your students have all your equipment and furniture set up and ready

DAY-OF CHECKLIST

- Set up your gaming stations (tables with TV's, Nintendo Switches, chairs, and a nearby power outlet)
- Connect your Nintendo Switches and TV's to power (and to each other)
- Set up chairs for students who aren't playing to sit, watch, and wait

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



3G

Finally, once your players have arrived, follow the instructions in the [Tournament Template](#) to run the tournament

- ✓ What game will students play?
- ✓ Where is the event?
- ✓ When is the event?
- ✓ How will students sign up?
- ✓ How will the event be announced?
- ✓ How will students play?
- ✓ How can you prepare?
- ✓ How will the event run?



COACH TIPS

- Any teams you create can be used for the official **USAEL League**, and vice versa
- You can create teams with **Placeholder Accounts** for your students if you want to run everything yourself, or you can designate a student as a **Team Captain** and they can run it themselves

EVENT GUIDE

HOSTING TEAM TRYOUTS

KEY BENEFITS

- **Start an Esports Team:** Tryouts are standard first step towards creating an esports team, which will allow your students to officially compete in our USAEL competitive leagues.
- **Equitable Selection:** Hosting an official tryout allows all students a fair chance to fight for a team spot.
- **Team Tiering:** Tryouts can help you gauge the spread of skill levels amongst your students, which can lead to multiple teams at different skill levels.



Hosting **Team Tryouts** is an important first step towards organizing your students into esports teams that can compete against other schools.

In our **Pathway Esports** curriculum, we cover how to work with your students to host Team Tryouts in detail, so this guide will cover how you can set up a Pathway Esports classroom for your students, as well as additional resources.

STEP-BY-STEP GUIDE →



4A

Use the [Learn Platform Guide](#) to create a classroom for Pathway Esports (PES)

IMPORTANT NOTE

If you need help setting up a classroom, feel free to [schedule a call](#) with David.

- ✓ Create a PES classroom
- ✓ Invite your students
- ✓ Head to Unit 3.1.6
- ✓ Take the unit with your students
- ✓ Run the classroom together
- ✓ Host your own Team Tryouts
- ✓ Review our Coach Tips

Hosting Team Tryouts



4B

If you'd like to skip straight to **Hosting Team Tryouts** (3.1.6), you can skip Units 1 & 2 and go straight to Unit 3, Chapter 1, Section 6. Otherwise, you can run the classroom normally until you reach Unit 3.

IMPORTANT NOTE

If you need help updating the classroom to skip straight to Unit 3, also feel free to [**schedule a call**](#) with David.

- ✓ Create a PES classroom
- ✓ Invite your students
- ✓ Head to Unit 3.1.6
- ✓ Take the unit with your students
- ✓ Run the classroom together
- ✓ Host your own Team Tryouts
- ✓ Review our Coach Tips

COACH TIPS

- If you only have a few students, your Team Tryouts can be simple as a show of hands for who wants to play on a team. You really only need tryouts if you have an uneven number of students or if you want teams of different skill levels.
- It can be helpful to use a online (or paper) form to gauge interest. You can include questions like **what games they're interested in** and **what skill level they are** to help you make a decision on whether tryouts are necessary and how they should be run.

- ✓ Create a PES classroom
- ✓ Invite your students
- ✓ Head to Unit 3.1.6
- ✓ Take the unit with your students
- ✓ Run the classroom together
- ✓ Host your own Team Tryouts
- ✓ Review our Coach Tips



GOOD LUCK & HAVE FUN

Questions? Email us at support@usacademicsports.com