

Playbook

PLAYVS IS THE HIGH SCHOOL ESPORTS PLATFORM that streamlines your students' game-play. At PlayVS we organize, schedule, and manage all of the logistics that go into an esports league.

Esports is a meaningful new way to engage students and we're glad you're interested in bringing this activity to your school. Getting started is easy and has been boiled down to a five-step process.

1 Find a Faculty Member

A faculty member will be required to oversee and guide the students as they progress. Faculty will be responsible for ensuring student eligibility and keeping school profiles up-to-date, and must be present to oversee on-campus activities. **Reach out to:**

- Advisors for similar clubs (Esports, Gaming, Robotics, Anime)
- Computer, graphics design, or STEM teachers
- IT staff or support members
- Coaches or other sports staff

2 Find Students

Student engagement is the mission of this new program. Many schools have a community of student gamers that are organized and easy to find, but a lot of students are waiting for something like this to exist. **Get the word out:**

- Talk to gaming/technology club
- Hang up flyers
- Morning school announcements
- Club Rush/Club Week activities

3 Equipment

Esports simply requires a one-time purchase approximately every four years. We have established relationships with peripheral and jersey vendors to further reduce the cost to you. **You will need:**

- One computer/laptop per student
 - Personal computers may be used
- One peripherals package per student (mouse, keyboard, headset)
- One jersey per student for events

4 IT Structure

During the initial setup an IT staff member will need to be present to install the games played in our competition. An update plan will need to be put in place if computers require new permissions to edit files. One-time IT concerns will need to be addressed. An IT staff member will already have the tools to make this happen. **IT needs to:**

- Unblock games and associated websites
- Add student computers to network (if needed)
- Be available for maintenance as needed
- Setup separate wifi for esports traffic (recommended)

5 Join PlayVS

The PlayVS platform (playvs.com) is easy to use and navigate. This program is student-driven, but a faculty member should be ready to assist as needed. **Get ready to compete:**

- Have a faculty member sign up on behalf of the school
- Students sign up and pay a \$16 per month participation fee
- Students register for the associated competitive league(s)
- Students form teams, start practicing, and then compete
- Faculty member will oversee students throughout the season and can make adjustments to rosters as needed

"Esports allows schools to redefine their culture, diversify opportunities for student participation, and increase collegiate scholarship pathways."

James O'Hagan, Director of Virtual Learning
Racine Unified School District, Wisconsin