British Esports Championships
2018/2019
The British Esports Championships is a competitive gaming tournament for students aged 11-19 across the UK

Open to all Secondary Schools, Further Education Colleges and Alternative Provision (AP) Schools in the UK

Includes a mix of PC-based games

Team registration for the Champs will open on Monday September 3rd and close on Wednesday September 26th

Fixtures will start in early October, allowing teams all of September to select their best rosters and practise together. Weekly term-time fixtures will run until Easter 2019

Insomnia Gaming Festival to host the Grand Finals at the Birmingham NEC during the Easter holidays

One-off entry fee of approx. £50-£100 per institution

The Championships build on the success of our pilot earlier in 2018. For more information about our pilot, please see our evaluation report (link to follow when complete)

Download our ‘What is esports’ and ‘benefits of esports’ PDFs here
Weekly fixtures

- Played in afternoons/after school during term time
- Matches to start at a convenient time for both teams, likely between 15:30 & 16:15
- Will last a maximum of 60 minutes

Teams and systems

- The Championships will be played on PC (see minimum specifications here)
- Schools/colleges will require a minimum of 14 PCs of appropriate specification to enter a team or teams into all three games
- Schools/colleges may enter multiple teams in any of the three age-appropriate games as long as they have enough PCs
- For 2018/2019 the maximum number of teams per game will be 160 for colleges, or 80 for schools and AP schools

Online safety and safeguarding

- Safety and security is paramount
- Fixtures will be played using a closed community platform
- Only those registered for the Championships will be given access to the platform
- Each team must play together from the same classroom or IT suite whilst being supervised by a member or members of staff
- Students will use generic game accounts created and owned by the school/college
- Individuals cannot play in Champs matches remotely from home or using pre-existing personal game accounts
- Some are worrying about ‘video games addiction’ being recognised by the World Health Organisation, but experts say it’s ‘premature’. Encourage students to play in moderation; for example a couple of hours per day is fine. Esports has many benefits
July 2018
- British Esports Championships announced
- Schools/colleges/AP schools register their interest and start discussions to seek appropriate permissions in their institution

September 2018
- Official entries for the Champs open on Monday September 3rd and close Wednesday September 26th
- As soon as you have completed your official entry you will be sent a ‘Champs handbook’ which has all the operational/logistical details and instructions you need. You will need the support of your IT/Network Manager at this stage.
**League of Legends**
- The most played game in the world
- Multiplayer online battle arena (MOBA) game
- Teams 5v5 on PC
- PEGI Age Rating 12+

**Overwatch – TBC**
- A successful new esport
- Teen-rated, first-person shooter (FPS) game
- Teams of 6v6 on PC
- PEGI Age Rating 12+

**Rocket League – TBC**
- Very popular team esport
- Football with rocket powered cars
- Teams of 3v3 on PC
- PEGI Age Rating 3+
Act as the point of contact for the British Esports Association and organise/facilitate the esports programme in your school/college.

Promote the Championships in your school/college and ideally recruit enough students to enable you to enter teams in each of the three games. You can, however, just enter teams into one or two of the games.

If possible, ensure students have access to computers at other points during the week (e.g. lunchtimes) to enable them to practise together as a team – like any traditional sport.

Ensure the appropriate facilities/hardware/software are available to use. To enter one team in each of the three games will require a minimum of 14 PCs with appropriate specifications.

Ensure appropriate technical specifications and permissions are met in school (e.g. firewalls, access to the games on the school/college system) before the first fixtures are due to start.

Use our Discord to communicate with staff from other schools/colleges as directed by British Esports.

Provide constructive feedback as and when required or requested.

Ensure appropriate rules & regulations are followed before, during and after fixtures and that appropriate standards of behaviour and fair play are maintained. Full ruleset to be published at a later date.

Within reason, do everything possible to ensure you fulfil weekly fixtures as part of the Championships.
## PC REQUIREMENTS

<table>
<thead>
<tr>
<th></th>
<th>League of Legends</th>
<th>Overwatch</th>
<th>Rocket League</th>
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</thead>
<tbody>
<tr>
<td><strong>Min Requirement</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Processor</td>
<td>2 GHz (supporting SSE2 or higher)</td>
<td>3GHz</td>
<td>Intel Core i3 / AMD Phenom X3 8650 or eqv</td>
</tr>
<tr>
<td>Memory</td>
<td>1GB RAM (2GB RAM for Windows Vista or newer)</td>
<td>2GB RAM (4GB for Windows Vista and newer)</td>
<td>4GB RAM</td>
</tr>
<tr>
<td>Storage</td>
<td>8GB Available Hard Disk Space</td>
<td>12GB</td>
<td>30GB</td>
</tr>
<tr>
<td>Graphics</td>
<td>Shader version 2.0 capable video card</td>
<td>Nvidia GeForce 8800 / AMD Radeon HD 5670 or eqv</td>
<td>Nvidia GeForce GTX460 / ATI Radeon HD4850 / Intel HD 4400 or eqv</td>
</tr>
<tr>
<td>OS</td>
<td>Windows 7, 8, 10, XP (service pack 3 only), Vista</td>
<td>Windows XP SP3, Vista</td>
<td>Windows 7,8,10, 64 bit (latest service pack)</td>
</tr>
<tr>
<td>Resolution</td>
<td>1920x1200</td>
<td>1920x1080</td>
<td>1024x768</td>
</tr>
<tr>
<td>Sound</td>
<td>DirectX v9.0c or better</td>
<td>DirectX v9.0c or better</td>
<td>DirectX Version 9.0c</td>
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Twitch Student Program

Twitch is the world’s leading social video website with 15 million daily active users. Viewers can watch esports matches and gamers playing live.

The British Esports Championships will adopt the Twitch Student Program, which helps schools and colleges stream so that friends and parents can watch their matches live, with commentary.

Schools/colleges are invited to create their own Twitch page, access subscription buttons and the chance to earn revenue, Twitch homepage promotions and more.

Raven esports jerseys

We have also partnered with specialist esports apparel design company, Raven, to offer teams in the Championships the opportunity to design their own custom team jersey.

Shirts will cost around £20-25 each, depending on how many you buy.

The jersey pictured was designed by students at Sunderland College, who won the college pilot in both League of Legends and Overwatch.
- Esports engages a wide demographic of young people and is intrinsically a fun, team-building activity that promotes leadership & social skills

- Esports has more than 300m viewers across the world, and it’s now the second most popular sporting activity for boys to watch on screen – behind only football

- Esports can improve:
  - confidence
  - strategic thinking
  - problem solving abilities
  - reading comprehension and phonic skills
  - development of digital and cyber skills

- Skills can be transferred across into physical sports and schoolwork

- See our school pilot report for more info (coming soon)

- British Esports’ library club pilot also found how esports can be a beneficial activity for children

Download our ‘benefits of esports’ PDF here:
One of the colleges in our pilot applied for and received £10,000 from the **National Collaborative Outreach Programme (NCOP)** which they used to upgrade the processors and graphics cards in one of their PC suites.

The NCOP aims to increase the number of young people from underrepresented groups who go into higher education. It brings together 29 partnerships of universities, colleges and other local partners to deliver outreach programmes to young people aged 13-18. Their work is focused on local areas where higher education participation is lower than expected, given GCSE results of the young people who live there.

We believe this could be an opportunity for schools/colleges to apply for funding to upgrade their PCs. The focus of any application for funding should not be esports, but the additional support to academic subjects that having upgraded PCs will give eg: Computer Science, Games Design, Graphics & Design, Art etc. Esports can then be used as the hook to motivate/engage young people.

**Help for AP schools**

One supplier is working with the British Esports Association to help supply systems to AP schools, allowing them to take part in the Championships. AP schools teach young people who, for a variety of possible reasons, are not in mainstream education. This could be for socio-emotional or mental health reasons, physical or mental disabilities or through behaviour which has led to permanent exclusion.

**Contact us for more info:** champs@britishesports.org
Do you have enough PCs with the correct specs in one room, and is it free on a Wednesday after school?

Do you have enough students who want to take part? If you have loads, how will you select a team? Think about holding tryouts in September.

Will you enter one team in each game, or multiple?

Who do you need to speak to at school/college to gain appropriate permission(s) to enter the Championships? What will you need to present to your senior leadership team?

Speak with your IT/Network Manager to let them know about the Championships. Tell them you will need their support in September.

Do you want to be part of the Twitch Student Program?

Be ready to officially register your team(s) in September. Once registered, you will be sent an operational handbook that contains detailed logistics about what you need to set up in your school or college.

If you’re a student and want more info, check out our info page here (coming soon)

CONTACT

If you have any further questions or queries, or you need support speaking with the senior leadership team in your school or college, please do not hesitate to contact us at champs@britishesports.org
The British Esports Association is a not-for-profit organisation established in 2016 to support and promote esports in the UK.

As a national body, we aim to foster future British talent; increase the awareness of esports; provide expertise and advice.

We hope to help educate the masses – including parents, teachers, media and government – around what esports is and its benefits.

Our three goals are to **Promote, Improve and Inspire**:

- **Promote** Esports in the UK and increase its level of awareness
- **Improve** the standard of UK Esports
- **Inspire** future talent

www.britishesports.org