



# BRITISH ESPORTS

## STUDENT CHAMPS 24/25

FREQUENTLY ASKED QUESTIONS

**BE** A CHAMPION  
**BE** A LEADER  
**BE** THE BEST  
**BE** INSPIRING



# Teacher IT FAQ

## Safeguarding

**Can teachers/tutors have access or oversight of the chat rooms in particular games? Are there differences between different games?**

With permission from both teachers, a teacher can spectate/observe, as well as physically monitor from the classroom. Most games have a chat function where both teams can communicate with each other in the lobby (prior to the start of the game) and in-game itself, although talking is usually limited during gameplay as players are concentrating on game play.

**What is the best way for students to communicate?**

Student communication should be limited to their teammates only, with the exception of in the lobby/in-game when they can communicate with the opposing team to discuss the game details. There is no 'best way', whatever platform they choose is fine, whether that's using a voip program like Discord, or simply talking to the person next to them out loud if they are in the same classroom.

## Networking & Connectivity

**Are there any suggestions or best practice documents for setting up networks/infrastructure to segregate the gaming network from the college network?**

It's entirely up to the college to decide if they wish to implement a specific gaming network for esports provision, or use their existing network.

**Will web filter exceptions be required to allow the games to function?**

Most gaming orgs release their updates late at night, or in the evening, and you can schedule patch downloads to take place at a time of your choosing. Sometimes, the patches can be quite large (3gb), but more often than not, they are smaller hotfixes patches which don't take too long, or require much bandwidth. If downloading patches on a large number of machines at the same time, you could cause bottlenecks on bandwidth and restrict other services while this takes place which is worth considering.

## Cybersecurity

**How secure are the games themselves?**

Games in our competitions are owned / produced by large, multinational companies that take user security very seriously. They are played by millions of people every day around the world. The games we choose to use are driven by what the young people are playing and by age restrictions.

**What firewall exceptions may be required for the games to function?**

There must be port forwarding/firewall exceptions for the games to function properly. We offer advice and guidance on the right ports to forward on the previous page.

**Will the titles need local administrator privileges on the host machines?**

This isn't required. There isn't a need or requirement for any machine to have local admin privileges. The only situation this may apply would be to install the game in the first place, or apply a patch update, but this should all be done by a member of IT staff, not a student or teacher participating in the esports enrichment.

**What are the considerations of bandwidth requirements when gaming and the potential risk of DDoS attacks?**

Every service provider is at risk of DDoS attacks. However, these are major game provider servers our students are playing on, who likely get DDoS every day and have capacity to reduce or completely nullify its effects. In case of an individual college being DDoS'd, it's extremely unlikely that this would happen, but of course would need to be considered as a potential threat.

In the past 3 years at British Esports, we have only heard of 2 DDoS incidents at schools/colleges, both turned out to be entirely unrelated to esports or gaming.

**Q. Could there be guidance offered to colleges about how to secure sponsorship to help fund equipment, etc?**

We offer plenty of generic guidance already on our website, and are always willing to work with individual schools or colleges to help find them local sponsorship opportunities or grants.

We also have a list of our recommended suppliers that have assisted many of our schools and colleges get set up with the right kit to run the titles in the Champs. Email [champs@britishesports.org](mailto:champs@britishesports.org) for more info.