



NJCAA AE Materials

Starting Esports Explained



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PERSONNEL POSSIBILITIES

Starting an esports program requires supervisory or administrative oversight to ensure the students and development initiatives have reliable support.

Initial Program Leadership Personnel Solutions:

The initial program leadership may be individuals who take on roles to initially define and prove the worth of esports initiatives at an institution. The initial Program Lead does not have to be in a full-time position solely focused on the esports program, but if they are, all esports initiatives will have a stronger presence. It is important to note that pay should coincide with program expectations. For example, if it is the institution's goal to build a highly competitive team, staff pay should reflect that desire.

- Program Lead** - It is common for the initial Program Lead to start at a lower level role and move into a higher level position once the potential esports initiative success has been proven. Esports initiative success may take one or more years to prove, but can be proven earlier.

Program Lead	Coaches / Assistants
<p>Volunteer - No Cost but extremely limited time Additional duties assigned - No Cost Stipend - \$1,000 - \$10,000/yr Graduate Assistant - Follow institutions normal process Student Position - Follow institutions normal process Part-time Position - Generally \$15,000 - \$30,000/yr Full-time Position - Generally \$40,000 - \$80,000/yr</p>	<p>Volunteer - No Cost but extremely limited time Additional duties assigned - No Cost Stipend - \$500 - \$4,000/yr Graduate Assistant - Follow institutions normal process Student Position - Follow institutions normal process Work Study - Follow normal process Part-time Position - Generally \$5,000 - \$20,000/yr Full-time Position - Generally \$30,000 - \$50,000/yr</p>

Suggested Equipment Needs and Costs

COMPUTERS & MONITORS

Recommended	Alternative
<p>General Gaming Computer - \$1,200 - \$1,800/computer</p> <ul style="list-style-type: none"> 3.50GHz 4-8 Core Processor; 8-16GB RAM; 500GB SSD <p>Streaming / Production Computer - \$1,700 - \$3,400/computer</p> <ul style="list-style-type: none"> 3.50GHz 4-8 Core Processor; 8-16GB RAM; 500GB SSD <p>Monitor - \$200 - \$400/monitor</p> <ul style="list-style-type: none"> 144Hz Refresh Rate; 1m/s or less response times; 24" - 27"; 1920 x 1080 Aspect Ratio 	<p>Host a program that initially focuses on students playing from home, dorms, or a separate location.</p> <p>Host a program that initially focuses on students bringing their own equipment to designated spaces.</p> <ul style="list-style-type: none"> Ethernet cords, monitors, USB docks, and peripherals are a positive add-on for a "students bring their own" model.



EQUIPMENT PROTECTION

Recommended	Alternative
<p>Surge Protector / Power Strip - \$25/unit - \$150/unit</p> <ul style="list-style-type: none"> You will want to make sure the surge protector / power strip has a surge protection of at least 1,000 joules. 	<p>There are no alternatives to protecting your equipment from harmful surges.</p>

PERIPHERALS

Recommended	Alternative
<p>USB Docking Station - \$20 - \$50/station</p> <ul style="list-style-type: none"> Note that some equipment does not work well with external USB ports. <p>Gaming Headset - \$50 - \$70/headset</p> <ul style="list-style-type: none"> Input & output channel included <p>Gaming Mouse - \$50 - \$70/mouse</p> <ul style="list-style-type: none"> Pull rate 500 - 1000; DPI 800 - 1600; IPS 200 - 600 <p>Gaming Keyboard - \$30 - \$70</p> <p>USB Compatible Controllers - \$30 - \$70</p> <p>Webcam - \$15 - \$80/webcam</p>	<p>Students who have deeper interests within gaming will own preferred peripherals, and will most likely bring their peripherals with them for personal use. It is suggested to provide a USB docking station for each computer unit to allow students easy access to plug in their own peripherals. If the primary goal is to have students use their own peripherals, the institution should focus on getting lower-end peripherals to have in place.</p>

CONSOLES

Recommended	Alternative
<p>Switch - \$300 - \$400/system</p> <p>PlayStation - \$400 - \$700/system</p> <p>Xbox - \$500 - \$1,000/system</p> <p>Adapters & Cables - \$15 - \$60/cable</p> <p>Extra Controllers - \$40 - \$80/controller</p>	<p>When it comes to consoles, institutions should consider buying at least one of each console for the institution to use for community activity. The designated esports and gaming space can be focused more on having students bring their own equipment and hooking it up to monitors provided for such activity.</p> <p>Many game titles these days are being launched with the capability of being played on multiple consoles and computers. This is known as cross platform capabilities.</p>

FURNITURE

Recommended	Alternative
<p>Desk - \$200 - \$500/desk</p> <p>Chair - \$150 - \$300/chair</p>	<p>While there is gaming focused furniture, it is not required to create successful gaming and esports initiatives on campus. Sourcing furniture from vendors with existing institutional relationships, or even repurposing existing furniture can be done to create a gaming and esports space.</p>



Esports Space Needs

THOUGHTS ON SPACE

Hosting a space on campus is not a requirement for an institution to begin supporting their students through esports and gaming activity. Many esports programs started with a professor or staff member organizing students virtually. Even with this understanding, hosting a physical space at the institution increases initiative notoriety and potential growth. When looking to house an esports and gaming space on campus, the two most important factors to keep in mind are stable access to electricity and internet. If access to either is inhibited or will be expensive to adjust in order to house gaming needs, different spaces should be considered.

POWER

Stable power sources, otherwise known as electricity, to fuel the space operations are important. If a building is known to have electrical issues or easily loses power, this may not be the best space to house an esports and gaming space. Electrical limitations of space being considered for hosting esports and gaming activity should be at the forefront of space conversations. Much like ISPs, the potential need for redundancy should be reviewed, but may already be covered by the institution’s current power systems.

INTERNET SUGGESTIONS

Stable internet to all active equipment within the gaming and esports space is imperative to the health of the space. Gaming and esports spaces on campus should consider ISP redundancy. While all internet service providers do not have to result in the same download speed, all must have stable download speeds. Lack of stability in download speed is one of the factors that can result in lag which may render the esports and gaming space unusable.

- The more reliable and faster internet, the better, but cost may be preventative. While 1gb internet speed is generally preferred, this may not be easily achievable for all institutions.
- It's imperative to note that service stability is paramount. No matter the speed of the internet, if the connection is not stable it will lead to a poor experience for participants due to increased packet loss.

Speed Suggestions	Avoid	Minimum Requirements	Suggested	Maximum Need
Download Speed	5 mbps	20 mbps	300 mbps	1 gig
UploadSpeed	3 mbps	8 mbps	20 mbps	1 gig
Experience for Users	Poor experience for participants which will negatively impact program participation. Not good for Peer to Peer games.	Poor experience which may negatively impact competition. Not good for Peer to Peer games.	Average and stable experience for users.	Best quality experience for users.

***Note that speeds must be stable across all computers and consoles within the institution’s esports and gaming space. Interruptions in service can lead to low student interest.**



WHITELISTED PORTS

Institutions must make sure the following ports are open to lessen the chance of connection issues between opponents and servers.

- <https://www.njcaaesports.org/documents>

FACILITY SECURITY

Esports programs generally perform most of their student-based operations from 5:00 pm - 11:30 pm. Institution's must consider how they will secure the esports facility in a way that supports esports program activity.

- **Esports Facility Hours:** 5:00 pm - 11:30 pm (may rarely go to 12:00 am)
 - The facility must be accessible to students and participants during these times.
- **Facility Security:**
 - Card swipe access; Locked door with keyholder; In-facility management presence; Monitoring Cameras; Computer management platforms.
- **Questions Institutions Should Consider:**
 - Do you want community access, student access, esports student only access, specific competitive team access, or a combination of them?
 - Is the space used as an esports space only, or is it a shared-use space?
 - Can students access non-esports related programs on the computers?

HVAC

Esports and gaming spaces must have reliable HVAC for not only patron health, but to assure all equipment within the space lasts. Electrical equipment within these spaces can put out a considerable amount of heat while also needing to be at a safe temperature range to function correctly. Like server rooms, esports spaces should be kept at a lower temperature for equipment health.

- **Computer Processor (CPU)** - Should not operate above 75 degrees Celsius under intense load. Lower operating temps can help extend processor life.
- Clean dust filters for vents within the esports and gaming space will help to keep equipment operating temps lower by cutting down on dust accumulation.



Potential Space Planning

COMPETITIVE SPACE - STARTER

A condensed room often seen as a starter space focused on servicing only competitive esports needs.

Pros: least expensive to outfit; cheapest to maintain; easiest to secure; easiest to adjust; easy to manage

Cons: extremely limited capabilities; not as impressive for recruiting; not made for revenue generation

Equipment	Computer	Switch	Xbox	PlayStation	Bring Your Own	Production	TV
Units	6+	0+	0+	0+	0+	0+	0 - 1+

Space	Community Space	Broadcasting Desk / Room	Competition Stage	Team Room
Units	0+	0+	0+	1+

GAMING LAB - SMALL

A general gaming space which may be used for club, community and competitive activity.

Pros: outfit to need; cheaper to maintain; easier to adjust; easier to secure; can double as classroom

Cons: some limited capabilities; limited revenue generation capabilities

Equipment	Computer	Switch	Xbox	PlayStation	Bring Your Own	Production	TV
Units	6-12	0+	0+	0+	0 - 4+	0+	0 - 1+

Space	Community Space	Broadcasting Desk / Room	Competition Stage	Team Room
Units	1+	0+	0+	0+

ESPORTS ARENA - MEDIUM - LARGE

Primarily a competitive space focused on the entertainment potential of esports.

Pros: able to serve as a draw for viewers and recruits; builds strong presence

Cons: expensive; revenue limited to competitive initiatives; harder to maintain; harder to operate; harder to secure

Equipment	Computer	Switch	Xbox	PlayStation	Bring Your Own	Production	TV
Units	12+	1+	0+	1+	0+	1+	0 - 4+

Space	Community Space	Broadcasting Desk / Room	Competition Stage	Team Room
Units	0+	0 - 1+	1+	0 - 2+



COMMUNITY GAMING CENTER - MEDIUM - LARGE

A larger gaming space focused on serving communities internal and external to campus through gaming and esports.

Pros: selling point for recruits; builds strong presence; serves local community; revenue generation potential

Cons: expensive; harder to maintain; harder to secure; harder to operate

Equipment	Computer	Switch	Xbox	PlayStation	Bring Your Own	Production	TV
Units	30+	0+	0+	0+	0+	0+	0+

Space	Community Space	Broadcasting Desk / Room	Competition Stage	Team Room
Units	1+	0 - 1+	0+	0 - 4+

HIGH TECH LEARNING CENTER - MEDIUM - LARGE

A larger space focused on serving communities internal and external to campus with technology and education.

Pros: selling point for recruits; builds strong presence; serves local community; revenue generation potential

Cons: expensive; harder to maintain; harder to secure; harder to operate

Equipment	Computer	Switch	Xbox	PlayStation	Bring Your Own	Production	TV
Units	30+	0+	0+	0+	0+	0+	0 - 4+

Space	Community Space	Broadcasting Desk / Room	Competition Stage	Team Room
Units	1+	0+	0+	0 - 4+



Esports Program Booster

Welcome, whether you're a long-time lead for an esports program or brand new to running a program, this program booster is built to give a quick overview of useful tools and information. We suggest that everyone start from the beginning and slowly work through the program booster, even if you're an experienced admin.

