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How to Start an Esports Team

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BC School Sports | GameSeta





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Overview

GameSeta is a Canadian esports platform that is building the infrastructure for youth-centered esports tournaments, player development & talent discovery. They work directly with school districts to build and operate sanctioned leagues across Canada. Through their partnership with BC School Sports, GameSeta is empowering students to compete in esports on behalf of their high school, just like any other BCSS activity..

Follow this step-by-step guide to get an esports program started at your school today!

1. *Getting Started*
2. *Get your Administration's Approval.*
3. *Connect with your IT Department.*
4. *Determine your Program's Capacity.*
5. *Build your Program.*

Registration Steps

1. Getting Started

- Teachers/Coaches sign up for the trial invitational with BCSS by submitting the School Intent to Participate Form
- All Teachers/Coaches will be sent an invite to GameSeta Discord server
- GameSeta will contact the respective schools to help set up the IT environment and list of teams with active and substitute roster.

2. Obtain Administration's Approval

Principals and Athletic Directors can help ensure that esports are recognized, funded and promoted on campus, along with other activities and sports. By filling out the BCSS School Intent to Participate form, administration will provide approval of your Esports team.

3. Connect with Your IT Department

Your IT department can verify which games can run on your school computers. Provide your IT department the IT Checklist which contains the League of Legends Game Download Instructions. GameSeta IT support is available to work with your IT department to complete the necessary requirements for successful game days.

- Provide the school's IP public address to GameSeta.com.





- Unblock the games in the internet filter and firewall. Whitelists are provided in our IT Checklist.
- Download and install games. Refer to the IT Checklist for necessary game and computer specs.

4. Determine Your Program's Capacity

With administrative and IT support, you can determine your program's capacity. There are three main factors that will help you start and scale your esports program: student preferences, IT capabilities, and coach availability.

- *Number of students interested per esports.* Host an interest meeting to determine how many teams you will be able to form.
- League of Legends requires 5 starting players.
- *Number of computers that can run each game* (determined from your IT department). Keep in mind that you can have multiple teams within the same esports so the number of computers is your biggest limiting factor.

5. Build Your Program

Holding practices, events, and tryouts are good next steps for building your program. Coaches can use our Discord channel to organize training sessions. Here are some other suggestions that may help build your program:

- Host tryouts to determine teams and student leaders.
- Make announcements on social media and during morning announcements.
- Display flyers with game information.

6. Sign up Before November 4

The GameSeta Team is made up of skilled professionals, who can help answer any questions you may have regarding esports. Whether you are starting a program from scratch, or have been playing for years, our team can help!

- Provide BCSS with your complete School Intent to Participate Form
- Visit [GameSeta.com](https://www.gameseta.com) to create an account. No commitment necessary.
- Provide a school email and contact information.
- Schedule a call with a GameSeta representative.

Once you have signed up and filled out your appropriate school and contact information, GameSeta will contact you to schedule a brief esports exploration call. During this call, we will





give you all the information you need to know about starting your esports program from team development, coaching resources, and IT support.

Take Your Program to the Next Level

Once started, there are many ways to continually grow your program. Contacting other stakeholders, schools, and media may help provide additional support for your teams. While playing and analyzing games, players can develop skills and camaraderie.

Chat with your administration and teams about opportunities to enhance your program.

- Contact the local media about your new program.
- Encourage local and rival schools to build their own programs.
- Analyze professional gameplay and matches.
- Pair new players with veteran players for mentorship.
- Scrimmage against other schools to practice different strategies.
- Provide an informational session or esports night for parents and the community to learn more.
Check out our Parents Guide!
- Stay connected through our mailing list, Discord and socials for additional resources and webinars!

Esports in Education

Esports requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success. With easy access and a low cost to entry, esports reaches beyond traditional sports to create an all-inclusive environment that breaks barriers, and provides a sense of belonging for kids who may not engagement in co-curricular activities.

Engaged students perform better in school. Esports has the unique ability to appeal to and engage a wider audience. For many players, esports is the first time they've participated in a coached, athletic activity.

Easy Integration

GameSeta manages the schedules, and provides real-time support for coaches. Coaches can add and arrange players to build optimal lineups. Similar to traditional sports.

GameSeta League Overview

- GameSeta and BCSS support.
- Fall Esports Trial Invitational (2 sessions of 4 weeks).
- Matches played after school.
- No travel - all matches are on campus.
- **No additional equipment** - computer labs or libraries already have the equipment needed to participate.

