

Frequently Asked Questions (FAQ).

Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2021

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COVID-19: Social distancing & adhering to government guidelines

Please note that the below information is not prescriptive for you, your students, or your institution. Potential solutions to questions you may have, are provided below and whether you choose to act on this information is purely optional. Solutions provided are recommendations only. The participating institution (i.e. school or college) is solely responsible for delivering the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle safely, in adherence with [government guidelines](#).

We understand that implementing social distancing measures during the tournament will be a new experience and we thank you for your careful consideration when doing so.

1. How do I deliver school heats with social distancing measures in place?

- a. Source one member of staff from each bubble to supervise the tournament. Within the free [Esports Tournament Starter Pack](#), teachers and students are provided with details of how to run this stage of the tournament in-house.
 - i. Each bubble hosts their own knockouts, respectively.

- ii. Winning teams (of each bubble) play each other for the title of School Champion;
 - iii. Schools/colleges may wish to make use of larger onsite venues with multiple entrances, such as the main hall, dining hall or library to host the playoffs. Each bubble may use separate entrances/exits to the venue and sit at the appropriate distance apart during the match(es).
 - iv. Alternatively, each bubble remains in their own allocated area and an online match for remote play is set up by the school/college.
 - v. Consider staggering matches to ensure that hardware can be cleaned in-between usages and that teams can maintain social distancing.
- b. Select one bubble to partake in the tournament. The winning team of said selected bubble represents the school at the regional qualifiers. Schools/colleges may wish to maintain spectatorship through streaming the matches in communal spaces where social distancing measures are already implemented e.g. dining hall.
 - c. Students may choose to take part at home remotely. Digital Schoolhouse can provide you with guidance on how to set this type of tournament up. Please contact dsh@ukie.org.uk for more information.

In light of social distancing measures in adherence to [government guidelines](#), please allow ample time for your school heats to take place. It is advisable to start the school heats as soon as you are able to do so.

2. How can students spectate whilst maintaining social distancing?

- a. Schools/colleges may wish to maintain spectatorship through streaming the matches in communal spaces where social distancing measures are already implemented e.g. the canteen or assembly hall
- b. Students may wish to spectate at home, remotely. For example, you may wish to stream matches via Twitch.

3. How do I partake in the regional qualifiers with social distancing restrictions in place?

The regional qualifiers are taking place remotely. Participating institutions will be provided with details on how to take part online, nearer the time of the event.

Supporting resources.

4. When will I receive my Tournament Starter Pack?

All participating schools/colleges will receive their 2021 Digital Schoolhouse Esports Tournament Starter Pack on [Monday 5 October 2020](#), the official start date of the tournament.

5. Where can I find more information on playing games safely and responsibly?

- [AskAboutGames](#): Provides advice on how to play games safely and responsibly, answers questions parents and players have about video game age ratings and offer families helpful tips to ensure they get the most out of the games they enjoy together.
- [Get Smart About P.L.A.Y.](#): Encourages more parents and carers to use tools that manage screen time and in-game purchases on video game consoles.
- [PEGI age ratings](#): The Pan-European Game Information (PEGI) age rating system was established to help European parents make informed decisions on buying computer games. Age ratings are systems used to ensure that entertainment content, such as games, but also films, tv shows or mobile apps, is clearly labelled with a minimum age recommendation based on the content they have.

Technical requirements.

6. What do I need to take part?

To run the tournament in the School Heats, Regional Qualifiers and Semi-finals stage of the competition, educational institutions will need a minimum of the below equipment:

- 1 x Nintendo Switch console (standard, not Lite version)
- 1 x extra pair of Joy-Con controllers
- 1 x monitor or TV screen with HDMI input
- 1 x copy of Super Smash Bros. Ultimate

For the Regional Qualifiers and Semi-finals:

- 1 x Nintendo Switch online account
- 1 x Ethernet to USB adapter is recommended to provide your Switch with a stable internet connection.

Careers coaches.

7. How do I arrange a Careers Coach for my school?

If you are interested in receiving the support and guidance of a Careers Coach in this year's competition, you are required to connect with your industry expert via the [Video Games Ambassador network](#).

- a) [Please register your school or college on the VGA platform here](#)
- b) Once you have registered, you'll receive an email from the VGA network explaining how to connect with hundreds of UK game staff looking to make a difference.
- c) To request the support of a Careers Coach for the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle, you are required to post an 'opportunity'.
 - i. Please feel free to use any of the example copy below, in your opportunity post.
 - ii. This opportunity post will be accessible to all VGAs on the platform. If a VGA would like to volunteer to coach at your school, they will connect with you.
- d) Once they have connected to your opportunity, you are required to contact them with further information on how they can volunteer.

Example copy:

We are looking for a Careers Coach who is passionate about providing our students with an insight into careers in video games and/ esports.

You will help coach [\[schools/college name\]](#) in the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2021 by sharing your own careers experiences in industry.

We would like you to [\[delete as applicable\]](#):

- *Deliver [\[number\]](#) x careers talk via Zoom*
- *Provide ongoing mentoring support throughout the [\[delete as applicable\]](#): school heats/ regional qualifiers/ semi-finals e.g. give tips to our players, provide guidance on any of the student job roles listed below*
- *Participate in a written interview for our school blog*

We are looking for online support.

To help deliver the tournament at [\[school/college\]](#) and for students to gain insight into real job roles, students will participate in the following job roles [\[delete as applicable\]](#):

- *Player*
- *Team Manager*
- *Community Manager*
- *Event Manager*
- *Shoutcaster/Host*

- *Tournament Admin*
- *Production Crew*

Ideally, you will have a keen interest in esports or work within one of the above job areas. We appreciate your time and support.

Thanks!

8. Are there any restrictions on how we work with the Careers Coach?

There are no restrictions by Digital Schoolhouse on how your school or college chooses to work with the assigned coach, or how much input they have. This will be for the educational institution and the coach to mutually agree. Likewise, talks, content, arrangements, and logistics should be mutually agreed between both parties. For example, your coach may agree to give 1-2 careers talks and provide ongoing mentoring support to students in job roles throughout the school heats.

Important dates.

As per the Terms and Conditions, Digital Schoolhouse reserves the right to change tournament dates and schedules. Details of the amended schedule(s) will be sent to all registered Schoolhouses and Schools/Colleges at the earliest possible time.

9. Where and when do the **schools heats** take place?

The school heats are scheduled to take place from Monday 5 October 2020 - Friday 29 January 2021. Please see your [Digital Schoolhouse Esports Starter Pack](#) for more information on how to deliver heats in school/college - on site or remotely. See [this section](#) for information on delivering the tournament in adherence to social distancing measures.

10. Where and when do the **regional qualifiers** take place?

The regional qualifiers are scheduled to take place between Monday 1 February and Friday 5 March 2021. Schools/colleges will participate online, remotely. Further information on the logistics of this stage of the tournament will be made available nearer the time.

11. Where and when do the **semi-finals** take place?

The semi-finals are scheduled to take place between Monday 22 March and Friday 2 April 2021. Schools/colleges will participate online, remotely. Further information on the logistics of this event will be made available nearer the time.

12. Where and when does the **grand final** take place?

The grand final is scheduled to take place in April 2021 (date TBC). Further information on the logistics of this event will be made available nearer the time. The format of the event (online or face-to-face) will be determined by [government guidelines](#).

Logistics.

13. Is there a limit to the number of participating students?

The greater the number of students participating, the better experience your school or college will have. However, it is important that you declare the name and members of your winning team by the deadline stated by Digital Schoolhouse. You may wish to apply a cap to the number if the competition becomes oversubscribed.

The number of participating students may also depend on how you deliver the school heats in adherence to social distancing measures.

14. How many teams per school/college can enter the regional qualifier?

You can enter 1 team per school/college.

15. When do I run the tournament?

This is designed to be an extra-curricular activity, so we envisage you may have one or more lunch times or after school club sessions devoted to this.

To integrate esports into the classroom, you can use our free esports resources that are curriculum-aligned. These are sent to participants alongside the [Tournament Starter Pack](#). If you haven't yet received these resources, please contact dsh@ukie.org.uk.

Enquiries.

16. How can I contact a member of the Digital Schoolhouse team?

Please contact dsh@ukie.org.uk for any enquiries. Regular updates will also be available via [Twitter \(@DigSchoolhouse\)](#).

17. How can I become a Digital Schoolhouse?

Digital Schoolhouse applications will open in January. Stay tuned by following us on [twitter](#) (@DigSchoolhouse).