



ESPORTS COMPETITION GUIDE

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You can be very creative in making your schools Minecraft esports journey your own. Having formed a school Minecraft club and established an agenda for working on competitive challenges, your students will be ready to move into a more competitive ecology. Before you move to join an external or off-site league, you should consider creating that first real competition within your school. An internal competition can become a way to market your club activity across the school, a way for your esports teams to gain valuable practice, to strategize, play and compete.

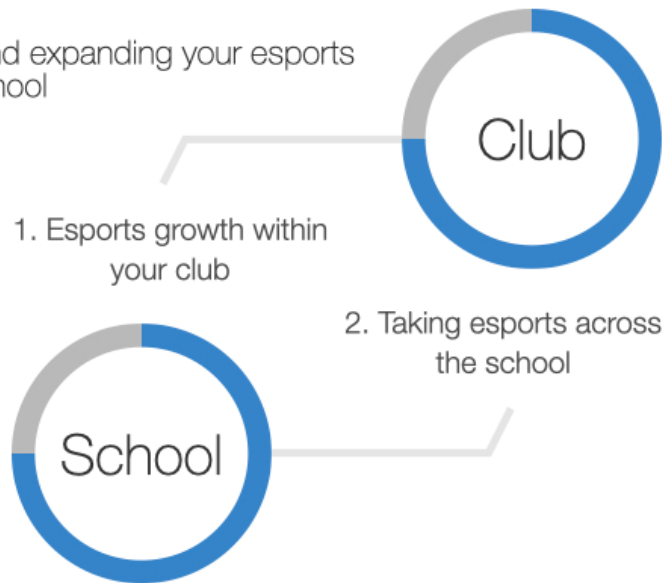
This Toolkit focuses on the second stage of the Minecraft Education Edition academic esports journey **within the school**.



Your now established esports club can additionally take part in, lead and host, a school-based league, mini tournaments, competitions, events, demonstrations, tryouts, showcases and information sessions for the broader school community and stakeholders. Such activities open up a great opportunity to help the school community to know what esports is, see first-hand its benefits and be excited about engaging in it. You will also likely expand on your club membership and find new colleagues to assist in managing it all.

In school esports league

Enhancing your club and expanding your esports program across the school



ESPORTS GROWTH WITHIN YOUR CLUB

Competition continues within your club

Club challenges and competitions can continue over the pre-designed arenas of Make and Model, Code 2 Create and Creative Clash. Depending on the number of teams a round robin bracket could be played out over a month or in practice rounds teams might be accruing points (winner takes all points for a win or rated points on a judging rubric) towards a monthly playoff to decide positions in an end of month elimination bracket.



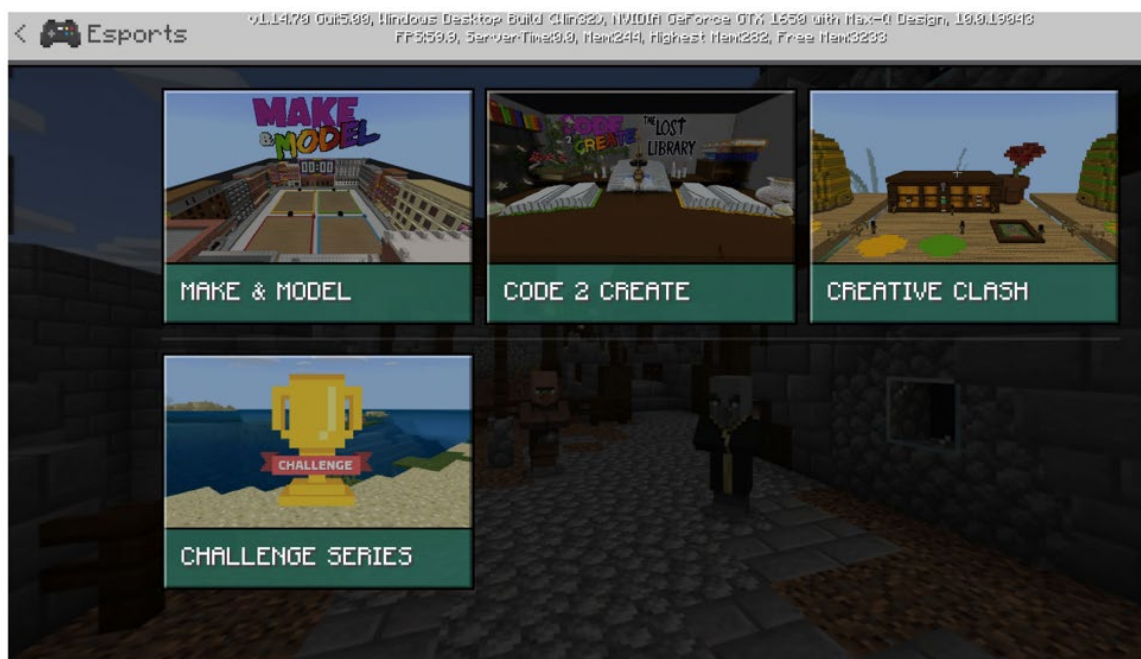
Round Robin (each team plays each team once)

Single Elimination (team bracket decided by scores or random draw)



The topics or themes for these battles can relate to school specific foci and/or the skill development and training can continue to being carried out in the club (using Redstone, coding in python, command blocks, strategic planning etc). Skill development sessions can be led by club members and can be offered to all members of the club not just the esports players (see Toolkit 1 for ideas for a skill development program).

The Minecraft Education Edition in-game Library offers a **Challenge Series** for clubs to work through with suggestions for their adoption as part of a competitive program.





The model suggests how the challenge series worlds could be the core of a major club or school tournament ending with 4 teams competing in a single elimination bracket to battle it out for the championship.

The first 6 rounds are played by teams building in their own esports challenge worlds.

Teams earn points in build battles across challenges 1-6 (see judging rubric example in Appendices) with a leader board updating their current rankings. The top 4 scoring teams gain a place in the semi-finals. The elimination round is then battled out by teams paired in Make and Model Worlds. Semi-final winners battle each other to be tournament champions.



A Challenge-based Bracket

		CHALLENGE SCORES LEADERBOARD							ELIMINATION ROUNDS			
		1	2	3	4	5	6	Total	Semi-finals	Final		
T E A M S	Iron Golems	6	6	7	7	7	8	41	Semi A	vs	Winner Semi A	C H A M P I O N S
	Zombie Pigmen	8	8	7	9	8	9	49	Pigmen			
	TNTs	6	6	6	7	8	8	41	Ravagers			
	Ravagers	7	7	7	8	8	8	45				
	Shulkers	5	7	6	9	8	8	43		vs	Winner Semi B	
	Cave Spiders	7	6	7	8	9	8	45	Semi B	Spiders		
	Creepers	8	8	8	8	9	9	50		vs		
	Ender Dragons	5	7	8	7	9	7	43		Creepers		

For another developmental framework, this example from the [Homeschool Online Network](#) demonstrates how rounds of competition might be run on just the one basic challenge topic by folding in use of more advanced Minecraft mechanics and skills in each round.

Take up outside challenges

Your Minecraft club members can battle to become elite competitors to represent the school or club in broader Minecraft challenges that crop up throughout the year. Popular recurring competitions are:

[Minecraft Global Build Challenge](#)

[Hour of Code](#)

Club members can use these competitions as a chance to refine their teamwork and design skills. In these competitions, they might also adopt a more junior class wanting



to enter the competition and mentor them towards a quality design and competitive entry.

Spread the word across your school

You should continue to maintain club recruitment posters and sign-up options, because when others see what your students are up to, they will want to be part of it. Strategies for promotion of the club can become the responsibility of member volunteers.

Encourage and support your club members to:

1. Hold a demonstration battle for the school to showcase how working as a team under pressure in competitive play can produce great results.
2. Host esports mini battles in a school STEM Day.
3. Showcase competition progress and products in a school assembly (just as other sports and clubs do)
4. Create flyers and other media to promote the club activity about the school
5. Hold try-outs to recruit new club and/or team members, establish new teams and leaders.
6. Have members of your esports club act as coaches to teams in across school competitions.
7. Print club t-shirts or fundraise for club jerseys or equipment
8. Host a presentation or esports night for parents and the community
9. Market your esports activities in the district and school news publications. This example comes from the Fresno Unified Schools District newsletter.
10. Look for opportunities to host demonstration or challenge events in your town or local community festivals.



TAKING ESPORTS ACROSS THE SCHOOL

Whole School or House Competition

House systems exist in many countries around the world. They can be the core of the sports and other forms of school-wide competition (sports carnival, swimming carnival, classroom rewards etc). Just like the sports carnival or swim meet your club can host a Minecraft esports carnival for houses to add points to the ongoing school or grade tally. These esports tournaments can be dovetailed in as sports, STEM or wellbeing challenges in existing school events or as new dedicated whole school esports events.

If you do not have a house system in your school, you might consider:

- setting up your own house system just for school esports competition, name houses after locally meaningful icons and have students opt into a house.
- Create a grade vs grade competition (between adjacent grades for instance grade 2 vs 3, 7 vs 8)
- multi-age or open-age team tournaments where all teams must include a certain number of junior and senior students. Find fun ways to include teachers as players in these teams, why should students have all the fun?
- The club members could become the promoters and hosts of a competition supporting class teams within the school to compete over the chosen theme.

Whatever framework you adopt, it will be exciting to roll Minecraft esports events into a school or grade wide focus. Like Hogwarts, you might aim to have 4 competing groups, so in the end your championship event is likely to involve 4 teams playing off.

Competitions can be arranged over any of the Minecraft Esports arenas (Make and Model, Code 2 Create, or Creative Clash) or other club designed game alternatives. The [Build Battle Edu](#) worlds allow for six 32x32 battle stations or four 62x62 platforms or [Make and Model Practice Plaza X4](#) so could be used for 4 teams in a class or grade to battle it out in a bracket to decide grade level winners.

Selecting Themes

Select the themes important to your wider school and context. Host competitive events around perennial themes or topical issues where students can design their creative solutions in Minecraft. [Minecraft lessons](#) can offer pre-competition background learning for students and trigger build battle ideas for teachers, for example:

- Black History Month: Battle to create a local campaign for stirring up [Good Trouble](#)
- World Environment Day: [Earth Day](#) battles could demonstrate local caring for the planet



- Book week: [Minecraft Competition Churchland Primary School](#) (Western Australia)
- International Women’s Day or Women’s History Month: [Malala One Girl Among Many](#)
- Halloween: [Halloween Build Battle](#) to carve the spookiest pumpkin or design the scariest skin
- National Chemistry Week: [Chemistry Toolkit](#) Battle to create specific molecules or materials such as a precious party gift adorned with multi-coloured balloons.

NOTE: Don’t think using Minecraft trivialises these very important events. Team preparation and practice for such events will include research, discussion and articulation of key issues or goals. These key aspects can be made part of the judging criteria/rubric for the spectator voting or for faculty judges of the competition. (See appendix)

Here are some highly successful examples based around house, whole school and summer camp competitions that could be adapted to other whole school or grade level tournament models.

House competition examples:

- [Bruntcliffe Academy](#) (UK), hosted a house competition for teams of students to design a school and used as a great opportunity to promote their ICT club.
- [Comet Bay College](#) (Australia) added Minecraft challenges to its house carnivals day. Students earned points in competitive events from basketball to drone flying, and from dance to Minecraft.
- [Enniskillen Royal Grammar School](#) (UK) took Minecraft to the house when they challenged students in house teams to construct their house shields in the most “innovative and animated way possible” .

Whole school competition examples:

- [Binus Suprung School](#) (Indonesia) hosted a competition to apply engineering concepts and skills to build the most efficient future school structure possible.
- [Mckinnon Secondary College](#) (Australia) hosted a build battle to build a chosen world monument in 90 minutes. As a whole school challenge, the bridge between the past and the future sounds quite the perfect.





Summer camp example

The Epstein School offered Minecraft Education Edition esports as a school or district summer camp activity. Your club can continue its skill development and recruit new members or inspire other district schools to get involved.

Throw out a friendly challenge

Challenge another school to a scrimmage. Two titans in the Minecraft global esports ecology recently met in battle. [The Curro School in South Africa](#) challenged a team from Fresno United School District to an international friendly. You'll have to read the article to find out how that competition played out. While it is easy to challenge another school or class on your network/tenancy, across difference networks you will have to play Minecraft as parallel experience (each in their own world and/or asynchronously). With a little creativity it is still very doable and exciting!



There are ways around teams not being able to battle in the one multiplayer Minecraft world. Consider these two ideas to host a competition over parallel play:

If able to meet synchronously - Same time zones but different networks/tenancies so all teams play in real time. One teacher schedules an MS Teams meeting, at an agreed time and sends an invite to the competing school's teacher. On the day both schools join the live meeting. Making sure to have this projected on a big screen at each end. After greetings and introductions, announce the challenge live in the meeting. Each teacher will host their own team's Minecraft world and can take turns in MS Teams to share (share screen) the Minecraft play to all in viewing. When the time limit s reached a short final walk through can be used to showcase the build and its key features and judging can take place to decide a winner.

If only able to 'meet' asynchronously - Different time zones and networks/tenancies so each team plays in its own time. The agreed challenge and time limits can be shared between the teachers. Each team could carry out the battle before their respective club member audiences cheering them on. Each group records a final walk through of their play with PowerPoint, Flipgrid or other screen recording tool. All agree to share the walkthrough videos online at a specific time. The two videos can then be viewed, compared, and analysed and if you plan to decide a winner, for unbiased parties to judge.

*** Note: If available to your school, [Flipgrid](#) is a perfect tool to create battle videos, to share videos within a small community, and to host a voting system to decide winners.*

WHERE TO FROM HERE?

Now that you have established your school esports club and made efforts to establish a wider school focus, you might want to set up or join a formal inter-school league. Your students will be ready to test their teamwork, skills, and sportsmanship at the next level of play.

Remember, students can only play in a multiplayer game with other students or teachers in your [O365 Education tenant](#) – this means you cannot compete against other students or teams outside of your organization. Additionally, the Minecraft: Education Edition experience was designed and optimized for students to play together in a classroom, across the same network. It is possible to connect to other players outside of the classroom by making some changes to network configuration. If you are wanting to compete against other teams in your district across networks, you may have to configure your settings as stated [in this article](#).

AROUND THE WORLD THERE ARE PEOPLE TO GUIDE AND INSPIRE YOU



Microsoft Team Leaders: [Stephen Reid](#) (Scotland), [Laylah Bulman](#) (USA), [Justin Edwards](#) (Ireland) Laika Riddle (Germany)

Watch out for these Global Minecraft Mentors who are leading the world in Minecraft esports:

- [Jason Lane](#) (Aus)
- [Alfonzo Gonzalez](#) (USA)
- [Nathan Scott](#) (NZ)
- [Bradley Smrstick](#) (USA)
- [Noa Lahav](#) (Israel)
- [Dr Bryan Sanders](#) (USA)
- [Kyle Calderwood](#) (USA)
- [Julie Mavrogeorge](#) (USA)
- [Chris Fuge](#) (USA)
- Angela Barton (Aus)



APPENDIX: RESOURCES

Example Rubric

MINECRAFT		Make and Model Scoring Rubric			
Map:					
Topic:					
Date:					
Time:					
Host:					
Green Team:					
Yellow Team:					
Score up to 1 point max per slot. You can award 0.X for more accurate scoring.		Judge 1	Judge 2		
Scoring Rubric		Up to 1 point per slot	Up to 1 point per slot		
Category 1	Topical Accuracy - Relevant, Recognisable Is recognisable within the context of the subject or theme. Is visible and does not have to be uncovered. Is fully 3D, and can be observed from multiple angles. Contains accurate detail, adding to the overall aesthetics.				
Category 2	Visual Creativity - Color, Shades, Highlights, Texture Adopted a variety of blocks to enhance the color range. Used a range of block types to create shades and highlights. Created patterns and effects for detail using a selection of blocks. Considered texture through the use of unique, textured blocks.				
Category 3	Size and Space - Area, Used scale as an intentional aspect of the build. Made use of the whole space given - width, length, and height. Matched all aspects of the build to scale (characters to buildings, etc).				
Category 4	Aesthetics and Environment Considered and created the surrounding environment of the build. Used lighting to raise the profile of the build and accentuate detail and focus. The additional aesthetics and environment enhance the look and design of the build				
Category 5	Redstone Redstone has been used successfully to create a function or aesthetic. Redstone mechanics have been hidden from view. Redstone mechanics are relevant to the topic or theme. Multiple Redstone creations have been created as effective parts of the build.				
Category 6	Teamwork Team has clear and active leadership. Roles and responsibilities are allocated and clear. Effective communication displayed between team members. Active encouragement and help among team members. Organisation is apparent in active building. Pre-game planning is evidenced in the process and result of the build.				
TOTAL		0	0	0	0
		Total Score	Score out of 9		
Green Team		0			-
Yellow Team		0			-

Example Challenge Rubric

Further examples of school-wide competitions:

- [Whitstable and Seasalter Endowed Church of England \(Aided\) Junior School](#) (UK), Had individual students compete to build a state-of-the-art treehouse and earn points for their house.
- [Hillview School](#) in Malawi esports house competition runs as a series of tournaments across the year with 3 different games. Minecraft is the headline event in the series.

Artwork and Logos

- Esports Tournament [One Pager](#)
- [Trophy Artwork](#)
- [Minecraft: Education Edition logo](#)



Teacher Professional Learning and Support Resources

- New LEARN Esports Course: [Esports with Minecraft](#)
- Build Challenge Toolkit: <https://aka.ms/minecraftchallengekit>
- [Guide to Esports Educator Framework](#)
- Minecraft and Multiplayer Technical Support
 - [FAQ: IT Admin Guide – Minecraft: Education Edition Support](#)
 - [URLs Used by Minecraft: Education Edition – Minecraft: Education Edition Support](#)
 - [How to connect to Multiplayer games from different networks – Minecraft: Education Edition Support](#)

