

# PLAYEX

DEFINING THE ESPORTS EXPERIENCE

## PROGRAM CATALOG

### 1. College Esports Tournament – 3 hrs. (VIRTUAL)

Online esports tournament for college students. Event booked through student life office of colleges. Only open to students from the host college (unless otherwise stated). All event elements are online including registration, matchups, score submission, and leaderboards. Students must have their own device for competing in the tournament.

PlayEX Provides:

- Online registration through PlayEX website for students
- Digital “poster” for the school to use during event promotion
- Online communication platform for competitors during the event (Discord, Chatroom, Zoom, etc.)
- Matchups & bracket formation (if applicable)
- Leaderboards for tournament results
- Live broadcast at <https://twitch.tv/playexgg> (if applicable)

Host School Provides:

- Promotion of event to students through email, school events calendar, etc.
- Prizes for winning students (usually top 3)
- Promotion of event on school social media accounts

Games Offered: Mario Kart 8 Deluxe<sup>^</sup>, Fortnite, Super Smash Bros. Ultimate<sup>^</sup>, Rocket League, Tetris 99<sup>\*^</sup>, NBA2K21<sup>\*\*</sup>, Madden 21<sup>\*\*</sup>, FIFA 21<sup>\*\*</sup>, VALORANT<sup>^</sup>

\* - Live production not offered

<sup>^</sup> - Exclusive to only one console

<sup>\*</sup> - Crossplay between Xbox / Playstation not available – a separate bracket will be made for each console, prizes will need to be provided for both brackets

### 2. College Esports Tournament – 3+ hrs. (IN-PERSON)

Live, in-person esports tournament for college students. Event booked through student life office in cooperation with school IT and maintenance personnel. Only open to students from the host college (unless otherwise stated). Event is held at a set time in a venue on the school campus. School must be able to provide an adequate location to hold the event, as well as other logistical requirements (see below). Students pre-register for the event online and present their digital ticket at the door to compete. Depending on the selected game, students may each need their own device to compete (may be provided by the school, or by the competing students – i.e. “bring your own device”).

PlayEX Provides:

- Online pre-registration through PlayEX website for students
- Digital “poster” for the school to use during event promotion
- Live broadcast equipment to run the tournament production (i.e. cameras, switcher, audio, etc.)
- Matchups & bracket formation (if applicable)
- Leaderboards for tournament results
- Live broadcast at <https://twitch.tv/playexgg> (if applicable)

Host School Provides:

- Promotion of event to students through email, school events calendar, etc.
- Prizes for winning students (usually top 3)
- Venue for tournament (gymnasium, cafeteria, etc.) suitable for large turnout
  - o Large stage, large format display (projector & screen), tables & chairs, sound system, theater-style seating for audience, **hard-wired ethernet connections for broadcast and all competing students** (including ethernet cables, switches, etc.), electrical outlets for students and production, wireless internet access for production team, student volunteers to assist with check-in, etc.\*
- Promotion of event on school social media accounts

*\*Note: exact setup requirements vary between games – our production team will assist you in determining exact requirements for your event.*

Games Offered: Mario Kart 8 Deluxe<sup>^</sup>, Super Smash Bros. Ultimate<sup>^</sup>, Fortnite\*, Rocket League, VALORANT<sup>^</sup>, Counterstrike: Global Offensive<sup>^</sup>, Tetris 99<sup>^</sup>\*

<sup>^</sup> - Exclusive to only one gaming device

\* - Game requires all students to have their own device to play on throughout the event

### **3. Community Esports Tournament – 3 hrs. (VIRTUAL)**

Same as college program #1 above, but available to community centers, organizations, etc.

### **4. Community Esports Program – 3 hrs. (IN-PERSON)**

Same as college program #2 above, but available to community centers, organizations, etc.

### **5. Birthday Parties – 90 mins. (VIRTUAL)**

Online esports tournament for birthday parties. We'll organize and operate a short esports experience for a small group (up to 32 players). Event is held through Zoom and in the game of your choice. We'll handle RSVPing for your event, including providing instructions to players for accessing the event in the selected game.

Games Offered: Mario Kart 8 Deluxe\*, Super Smash Bros. Ultimate\*, Fortnite, Tetris 99\*

\* - Exclusive to one device

### **6. Live Production Services (IN-PERSON)**

Want to run a live event yourself? We can offer live production and broadcasting services to share your event with the world. Our team uses professional broadcast equipment including cameras, switchers, audio, and more to take your experience to another level. Broadcasting services are planned on a case-by-case basis.