SPECTRUM INDUSTRIES INC. ™

SPECTRUM ESPORTS
IDEABOOK V1.01

NAECAD
NATIONAL ASSOCIATION OF ESPORTS
COACHES & DIRECTORS

OFFICIAL SPONSOR

BUCKS
GAMING

WHY BUILD OUT AN ESPORTS SPACE?

As you approach the school you see painted windows and doors promoting the event. Excitement builds as you grab the handle, walk through the doors and down the hallway. Your heart rate picks up as you begin to get ready. Your uniform goes on and you take a quick peek into a mirror to be sure everything is in place. The anticipation builds as you and your team/club members talk of the action to come. You gather and get final details and motivation from your coach/leader. You compose yourself, trying to contain the excitement as you get ready for the event to begin. This scenario has played out millions of times over a myriad of team sports, club events and organized school activities.

Perhaps you thought of yourself, your children or your students in the scene above. We see the pride students take when they don their school uniforms and jerseys. We see their expressions of excitement and anticipation as they run onto the green grass under Friday night lights. We see it when they take the court for a matchup with a longtime conference opponent. We see it as they take their positions on the ball field with the smell of fresh cut grass so strong a mower had to have just finished. We see it when they walk from the band room or the dressing room and take the stage. Esports is no different. That place to call home. That place to put in hours of practice. That place to eagerly await the competition. That place to celebrate the wins and dissect the losses. That place. That place can be a critical element of a successful esports program.

The benefits of scholastic esports programs have been well documented. What are some of the benefits that can be impacted by your esports space?

• Recruitment & Retention

• Engagement

• Performance & Outcome

• Skills Development, Gaming and Support

• Program Development

• Organizational & Community Support

• Student Pride

ESTABLISHING AN ESPORTS HOME BASE

ESTABLISHING AN ESPORTS HOME BASE: WHAT ARE THE OPTIONS?

You've started your esports program. Now you can begin to evaluate options for the physical location the team will be using for practice, competition and events. There are several space options teams have successfully utilized for their programs. Each can work depending on the needs of the program. Ultimately the location could come down to availability of budget, equipment, school facility space and electrical/network readiness.

It is important to get started. Don't let a lack of space be a barrier. There are options. They can be preliminary, temporary or long-term. They can be dedicated space, shared space and even mobile space. We will explore them here.

- MOBILE SPACE
- SHARED SPACE
- DEDICATED SPACE
- OFF-SITE GAMING CENTER
- DEDICATED ESPORTS FACILITY

ELEMENTS OF A MOBILE ENVIRONMENT

- A mobile esports program can move room to room depending on space availability. This is generally used in startup programs, student clubs and for tournaments/competitions. No home base can be limiting. However it doesn't mean no esports.

- Requirements for a mobile environment include amply powered laptops, external mice, student headsets and potentially external keyboards as well. Be sure the laptops have the same minimum requirements to run the selected game titles.

- Electrical access is very important. For mobile environments a major factor is accessibility to power. The laptops should be plugged in to prevent disruptions or slowdowns during practice or competitions. Identify areas with plentiful power sources. If you are forced to use the battery you may experience reduced refresh rates or display performance.

- Access to a high-quality cart is equally important.

CONNECT18
MOBILE DEVICE CART with bins

PRO20
MOBILE DEVICE CART

CART OPTIONS

WHEN SELECTING A MOBILE CART

- More powerful laptops can be more expensive, so be sure a model is selected that provides peace of mind security.

- Mobility will require reliable, easy rolling wheels that can be locked in place when you reach your competition area.

- Ease of access to laptop power cords is essential. This will allow for quick student removal and also make it easy when placing back into the cart for storage.

- Storage space for peripherals like mice, keyboards and headsets. Also considerations for extra power strips to help make temporary spaces be more user friendly.

- Brand it! Add an esports team graphic to the cart. There may not be a permanent space, however the team can take pride in their equipment and build excitement when the cart is wheeled out!

- Does your school already have devices that could be used? An option exists to share or coordinate uses with departments that may already use high powered laptops. Departments may include computer science, pre-engineering, creative/graphic design, journalism and others. Perhaps cooperative budgeting and after school use is an option. Carefully consider limitations to this as well. Who has priority when students need to use after school? Don't allow potential conflict derail the program, rather plan for it and accommodate those situations in advance.

ELEMENTS OF A SHARED SPACE

- Defined physical space, classroom, common area

- Used throughout the day for curriculum.

- Need dedicated time slots for Esports practice, scrimmages, competitions.

- Ensure technology specifications can be met.

- Good for kickstarting a program.

CAN LEAD TO CONFLICT WITH ACADEMIC DEPARTMENTS:

- When space is needed for students, research, labs, independent study.

- When issues with technology arise. Who is responsible?

- Storage and security of peripherals.

- Noise during practice and competitions.

- May lack team meeting/coaching/lounge space.

- Not truly dedicated space. Cannot make their own.

ESPORTS SHARED SPACE LAYOUT

CONNECT18
MOBILE DEVICE CART

FLEX INSIGHT DESK

**GYMNASIUM USED FOR ESPORTS TOURNAMENTS**

ESPORTS IDEABOOK

ELEMENTS OF A DEDICATED ESPORTS FACILITY

- Create an identity. Brand for team.
- Dedicated resources, technology and space.
- A home base to greater academic esports community.
- Source of pride for team, school, community.
- Tool for recruiting (college)
- Tool for collegiate prep and scholarships (HS)
- Can utilize for positive regional and national PR.

1. TEACHING/LEARNING SPACE
2. COMPETITIVE GAMING SPACE
3. PRACTICE SPACE
4. CONSOLE GAMING AREA
5. LOUNGE AREA

DEDICATED ESPORTS FACILITY
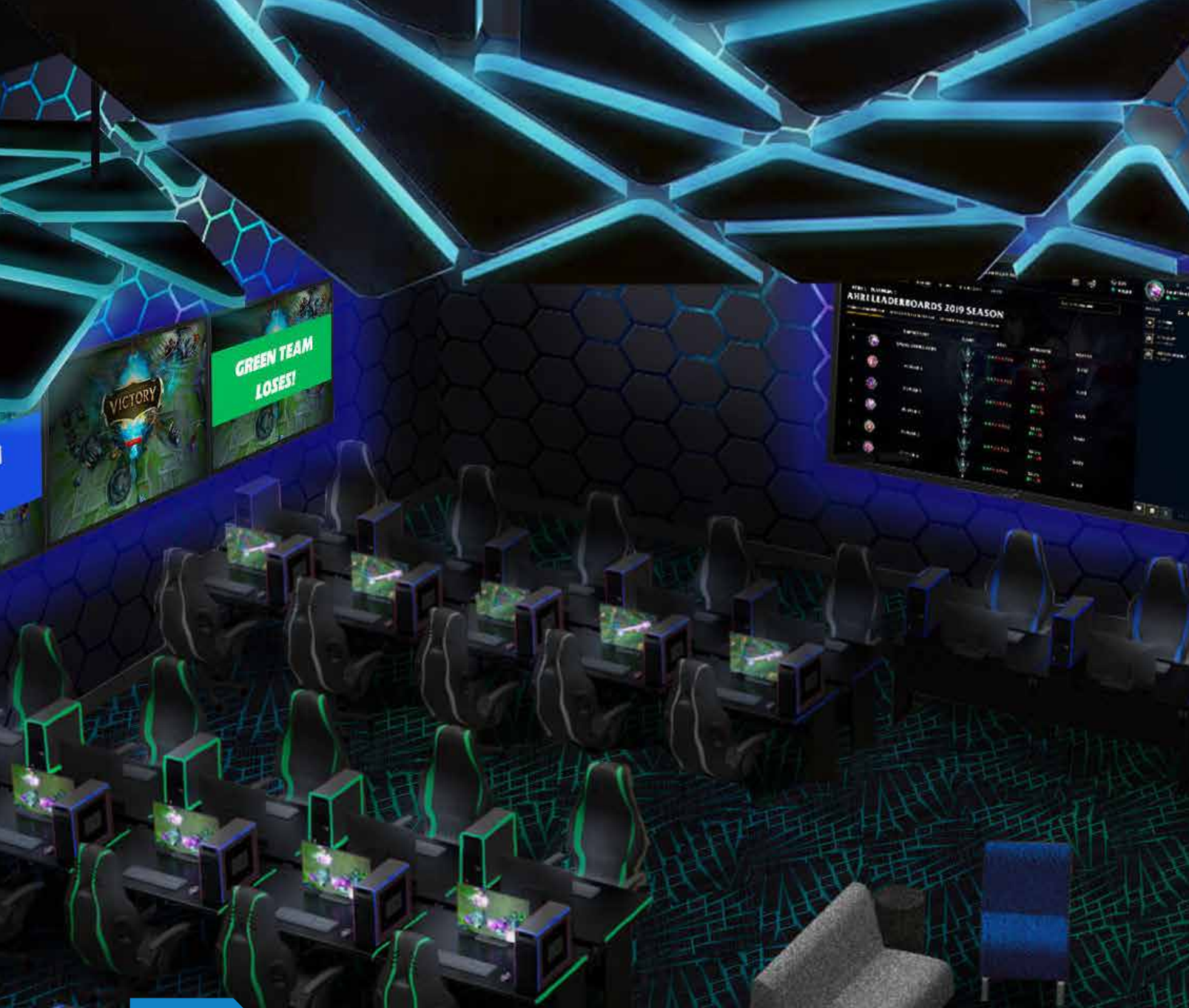
ELEMENTS OF AN OFF-SITE GAMING CENTER

- Partner with area institutions to host practices, competitions, events off-site.

- Area college/university Esports arena.

- Community public library space.

- Area gaming center or entertainment venue.

- Regional partnership between neighboring schools, districts, colleges

- Requires travel. May not be a true home base.

DEFINE ESPORTS NEEDS & AVAILABLE PHYSICAL SPACE

GENERAL CONSIDERATIONS

UNDERSTAND AND REVIEW LOCAL FIRE CODES

- Doorways, main access aisles, rows, back to back

ADA / ACCESSIBILITY GUIDELINES

- Ramps/access
- Percentage/number per space
- Spatial relief

DEFINE ELECTRICAL NEEDS

- Per esports athlete - CPU (fans), monitor, lights, speakers, aux (phone/tablet)
- Displays, video wall, projectors
- Network equipment
- Understand your electrical system and ability to change. Circuits, amps, outlets
- Broadcast equipment (cameras, screens, mics, software, lights)
- Consoles, displays
- General access power (casual device gaming, phones, laptops, tablets)

ESPORTS GAME SELECTION & TEAM SETUP

| POPULAR GAME TITLES	GAME DEVELOPER	ESRB GAME RATING	GAME GENRES	TEAM SIZE	OPERATING PLATFORM
LEAGUE OF LEGENDS	RIOT GAMES	TEEN T	MOBA	5 PLAYER TEAM 5V5	PC
ROCKET LEAGUE	Psyonix	EVERYONE 10+ E	SPORTS	3 PLAYER TEAM 3V3 BEST OF 3 OR 5	PC/ CONSOLE
OVERWATCH	BLIZZARD ENTERTAINMENT	TEEN T	FPS	6 PLAYER TEAM 6V6	PC
SUPER SMASH BROS. ULTIMATE	Nintendo	EVERYONE 10+ E	FIGHTING	UP TO 8 1V1 BEST OF 3 OR 5	CONSOLE NINTENDO SWITCH EXCLUSIVE
HEARTHSTONE	BLIZZARD ENTERTAINMENT	TEEN T	CARD GAME	5 PLAYER TEAM 1V1 BEST OF 3	PC/ CONSOLE
FORTNITE	EPIC GAMES	EVERYONE 10+ E	3RD PERSON	6 PLAYER TEAM 3 PAIRS 2 GAME SETS	PC/ CONSOLE
COUNTER STRIKE GLOBAL OFFENSIVE	VALVE	MATURE 17+ M	FPS	5 PLAYER TEAM 5V5	PC/ CONSOLE
SMITE	TITAN FORGE	TEEN T	MOBA	5 PLAYER TEAM 5V5	PC/ CONSOLE
PALADINS CHAMPIONS OF THE REALM	EVIL MOJO	TEEN T	FPS	5 PLAYER TEAM 5V5	PC/ CONSOLE

EAST HIGH

KNIGHTS

5 PLAYER TEAM SET UP
5V5
GREAT FOR LEAGUE OF LEGENDS, HEARTHSTONE,
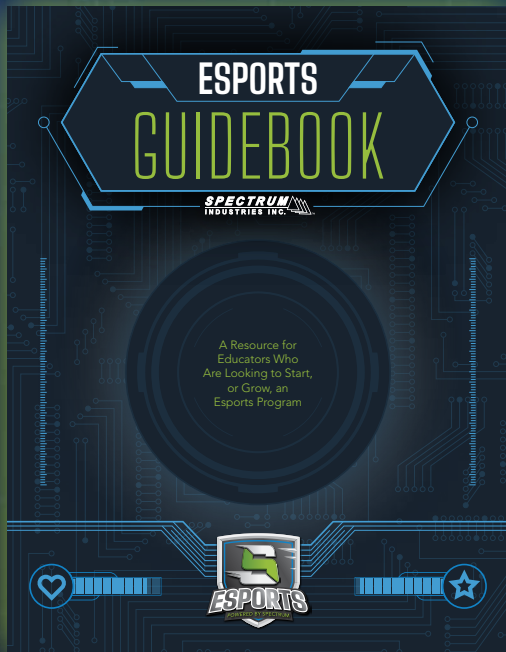**COUNTER STRIKE, & PALADINS**
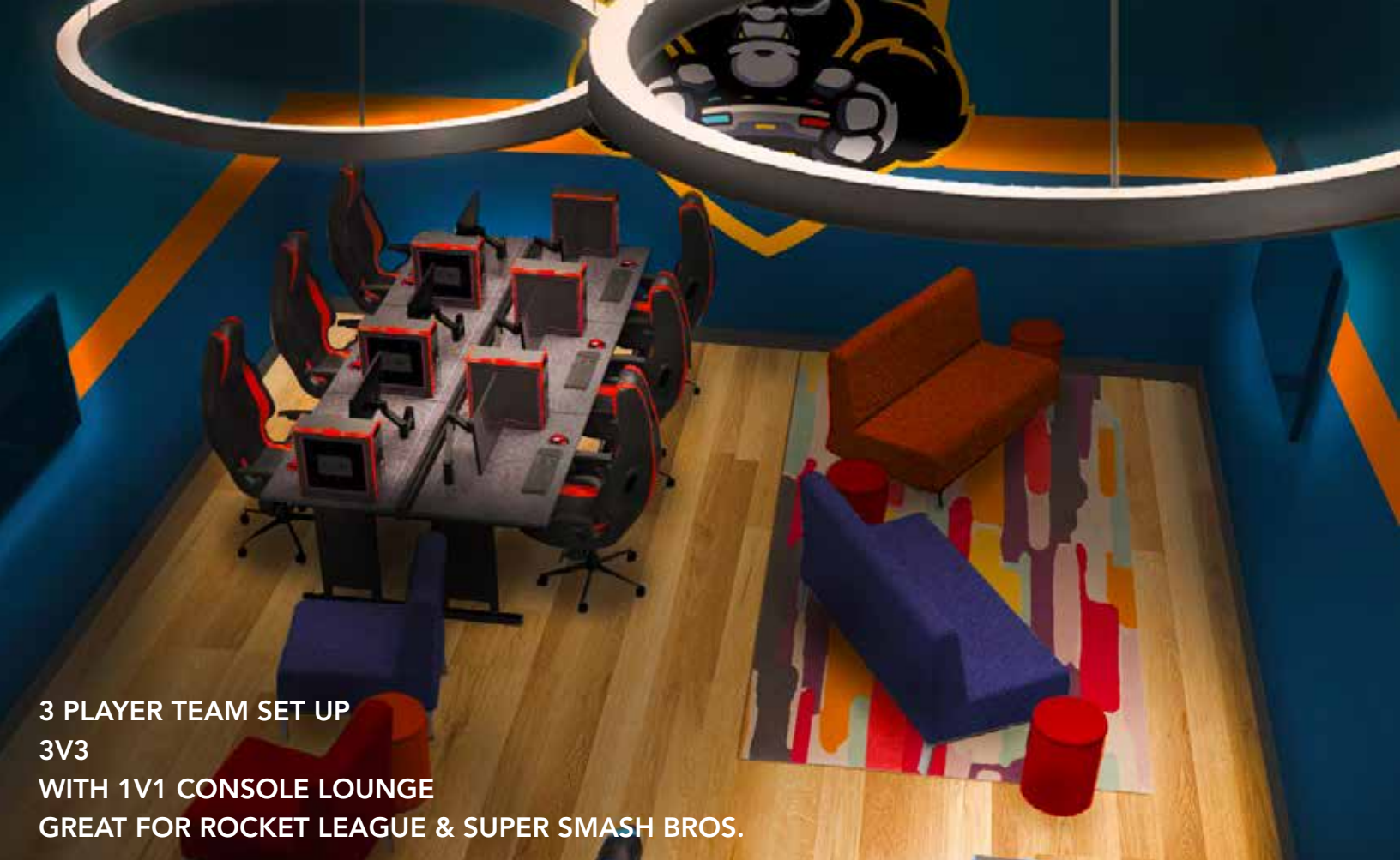
3 PLAYER TEAM SET UP
3V3
WITH 1V1 CONSOLE LOUNGE
GREAT FOR ROCKET LEAGUE & SUPER SMASH BROS.

6 PLAYER TEAM SET UP
6V6 (2 SETS)
GREAT FOR OVERWATCH & FORTNITE

PRACTICE & OPEN ACCESS GAMING STATIONS

SPACE CONSIDERATIONS

- Compact, maximize space, back-to-back

- Smaller displays

CONSOLE GAMING SPACE

SPACE CONSIDERATIONS

- Specific to certain titles (Super Smash Bros, NBA2K, Madden, FIFA)

- Large display, gaming console, controllers, headsets

- Console credenza/stand/ storage

- Esports seating or lounge seating

- 1-4 player per console

ESPORTS LOUNGE AREA

SPACE CONSIDERATIONS

- Support teammates as they compete

- Decompress after competition/practice

- Collaborate, plan, prepare

- Academic prep, study area

- Allow for access to power

RESIDENCE HALL GAMING CENTER

SPACE CONSIDERATIONS

- RH gaming contests
- Casual use space
- Relationship building

- Console with lounge seating (1-4 players)
- Groups of 6 for PC based gaming systems.

STUDENT CENTER/STUDENT SERVICES

SPACE CONSIDERATIONS

- General/open access
- Use between or after classes
- Mix of PC, console and arcade
- Casual lounge areas
- Casual gaming stations

ESPORTS LOCKER ROOM

SPACE CONSIDERATIONS

- Secure storage for personal items, away from stations.

- Can include lounge seating, café/pub tables/stools, chairs

- May include vending area

CAMPUS/STUDENT RECREATION

SPACE CONSIDERATIONS

- Use for hosting intramural leagues, matches, and tournaments.

- PC, laptop, and console systems

- High capacity, smaller desks and chairs

- Individual and team

- May be part of larger gaming center

COMPETITIVE ESPORTS ARENA

SPACE CONSIDERATIONS

- Stage or focal space in arena
- Larger displays, faster processors
- Wider, more space
- Advanced seating, personalized/numbered/logos
- Flexible seating to accommodate and properly space fans

FLEXIBLE TEAM HUDDLE SPACE

SPACE CONSIDERATIONS

- 6-12 person plus coaches

- Table/chairs, stackable seating, or lounge seating

- Individual/team meeting and coaching space

- Strategy development and film/game study space

COACHES MEETING SPACE/OFFICES

SPACE CONSIDERATIONS

- Team prep, evaluation, individual coaching

- Admin responsibilities

- Scheduling, planning, budgeting, strategic planning

- Individual and small team space

LIVE EVENT SPACE

SPACE CONSIDERATIONS

- Event gaming space

- Large stage, riser, high visibility

- Displays on front of desk (facing audience)

- (Home v Visitor) – 6 v 6 min

- Broadcast/interview space

- Live spectators/seating

- Larger capacity

SHOUTCASTING SPACE

SPACE CONSIDERATIONS

- 1-3 Shoutcasters

- Individual or multi-person desks

- Chairs, stools or standing

- Green screen, lighting, cameras, microphones/headsets

- Laptop or PC

- Displays under glass, on surface or on ergonomic arms

- Space for notes, cups, phones, tablets, outlets for technology

INTERVIEW AREA

SPACE CONSIDERATIONS

- Could be a part of shoutcasting space

- Extra chair for guest(s)

- Lounge/casual seating

- Small table

- Backdrop or green screen

- Lighting, cameras, microphones, headsets (extra)

FURNITURE CONSIDERATIONS

ESPORTS XPRESSIONS
GAMING CHAIR

ESPORTS GENOVA
GAMING CHAIR

OM5 DELUXE
ESPORTS CHAIR

ESPORTS CURVE
GAMING CHAIR

ESPORTS SHADOW
BANK DESK

ESPORTS SHADOW
DESK

ESPORTS META
BANK DESK

ESPORTS META
DESK

ESPORTS EVOLUTION
DESK

FLEX INSIGHT
DESK

ESPORTS SHOUTCASTER
STATION

MOTIV SINGLE CHAIR

MOTIV TWO-SEAT SOFA

MOTIV 90° BENCH

BLENDER

BLENDER MINIBLEND

BLENDER WAVE

BLENDER BLENDAROUND

MOTIV MID-BACK SOFA

MOTIV HIGH-BACK SOFA

CONNECT18 MOBILE
DEVICE CART

CONNECT36 MOBILE
DEVICE CART

AV CREDENZA SLIM

TECHCENTER

OPTIO COLLABORATION
TABLE

FLEX ACTIVE TABLE

ACRYLIC DIVIDER PANELS
FOR THE ESPORTS
EVOLUTION DESK

SEATING CONSIDERATIONS

CRITERIA WHEN SELECTING GAMING/RACING CHAIRS

UNDERSTAND THE APPLICATION

- Gaming stations
- Coaching station
- Offices
- Meeting space
- Lounges
- Counter / café

ERGONOMICS

- Height adjustability
- Armrest adjustment
- Tilt/recline
- Lumbar support
- Head/neck support
- Headrest adjustability

COMFORT

STYLE

BRANDING

BUDGET

ASK ABOUT CUSTOMIZATION OPTIONS FEATURING YOUR TEAM LOGO!
38146KB

ESPORTS XPRESSIONS GAMING CHAIR

ESPORTS XPRESSIONS GAMING CHAIR ADDITIONAL BASE COLOR OPTIONS

ESPORTS GENOVA GAMING CHAIR

PRODUCT # 38151

ESPORTS GENOVA GAMING CHAIR ADDITIONAL COLOR OPTIONS

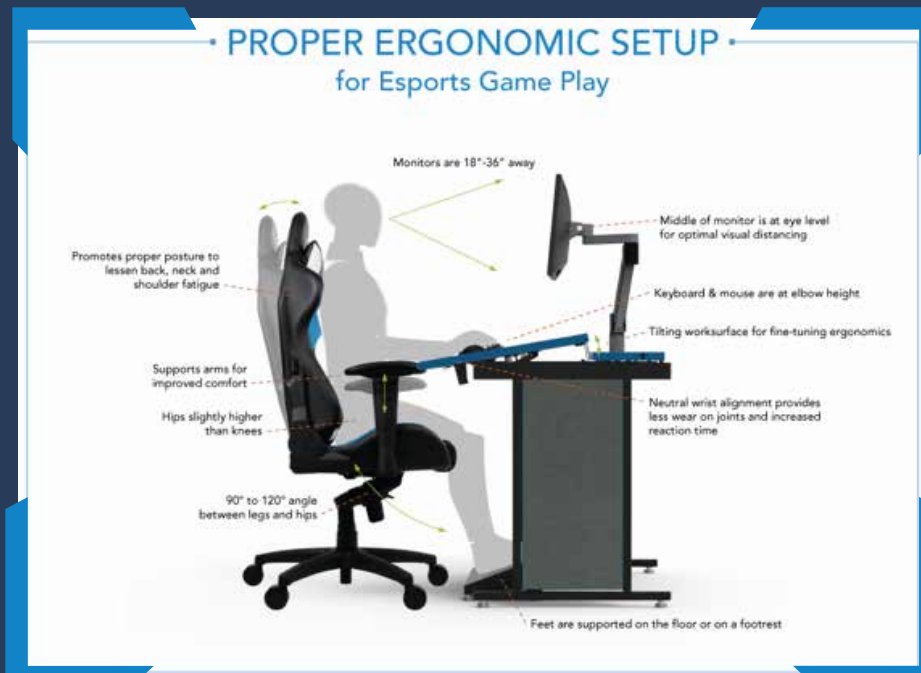# OM5 DELUXE ESPORTS CHAIR

PRODUCT# 38152BK

OM5 DELUXE ESPORTS CHAIR

DESK CONSIDERATIONS

CRITERIA WHEN SELECTING GAMING DESKS

ERGONOMICS

- Height / height adjustability

- Wrist support – rounded edges preferred, no sharp edges

- Allow for comfortable approach to desk.

- Tilt desktop to help reduce repetitive stress injuries.

- Promote proper posture

- Ensure arm support

- Foot support

- Micro adjustments – leveling glides for uneven floors

· PROPER ERGONOMIC SETUP ·
for Esports Game Play

Monitors are 18"-36" away

Middle of monitor is at eye level for optimal visual distancing

Promotes proper posture to lessen back, neck and shoulder fatigue

Keyboard & mouse are at elbow height

Tilting worksurface for fine-tuning ergonomics

Supports arms for improved comfort

Neutral wrist alignment provides less wear on joints and increased reaction time

Hips slightly higher than knees

90° to 120° angle between legs and hips

Feet are supported on the floor or on a footrest

TECHNOLOGY PROTECTION

- Spacious cable storage area

- Easy to access, install and service cabling and equipment

- Manage cabling and keep away from competitor equipment, feet, and personal items.

- PC protection if placed below desk surface

- Wire management

RUGGED DESIGN

- Commercial and institutional quality.

- Not a home gaming (light use) piece of furniture

- Designed to withstand heavy usage

- Durable high pressure laminate

- Steel frame

- Under surface desktop support

ESPORTS SHADOW GAMING DESK

PRODUCT # 37341

"BANK" DESKS TILT 0°, 5° OR 10° TO OPTIMIZE ERGONOMIC POSITIONING

ESPORTS SHADOW BANK GAMING DESK

**CUSTOMIZABLE OPTIONAL WITH METAL, LAMINATE OR ACRYLIC LEG INSERT PANELS**

PIXEL APES

ESPORTS

"BANK" DESKS TILT 0°, 5° OR 10° TO OPTIMIZE ERGONOMIC POSITIONING

ESPORTS META BANK GAMING DESK

CUSTOMIZABLE OPTIONAL WITH METAL, LAMINATE OR ACRYLIC LEG INSERT PANELS

FIRE DRAGONS

ARENA READY!

- **44" WIDTH ALLOWS MAXIMUM PLAYER PER ARENA CAPACITY**

- **CABLE MANAGEMENT ALLOWS FOR EASY DAISY CHAINING OF DESK**

- **30" DEPTH ALLOWS PLENTY OF SPACE FOR SURFACE MOUNT CPU AND GAME PLAY**

- **COLORED ACCENTS MATCH CHAIRS AND ARENA BRANDING**
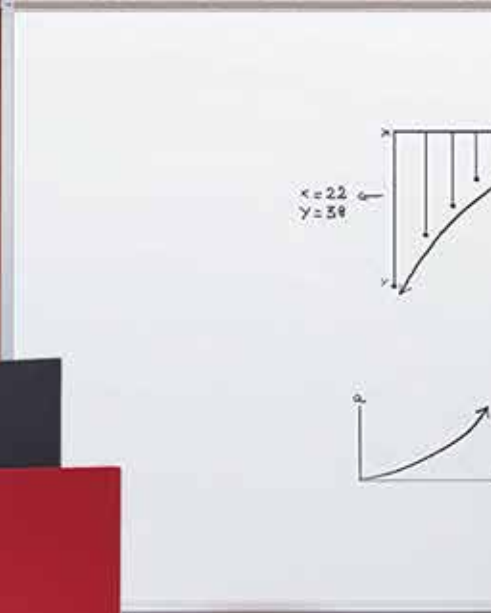
ARENA READY!

- **CONVENIENTLY STORE KEYBOARD AND MOUSE UNDER THE MONITOR**

- **EXCLUSIVE VESA MONITOR MOUNT ALLOWS PAN AND TILT FOR OPTIMAL VIEWING ANGLES**

- **MONITOR CAN BE SAFELY MOVED IN AND OUT OF COMPARTMENT WITHOUT DAMAGE**

- **NEW 24"D X 60"W WORKSTATION ALLOWS MORE STUDENTS IN THE CLASSROOM**

BRANDING

- Ability to add logo to ensure team visibility during streaming.

- Logo placement on audience side of desks

- Logo placement on end of rows. Use the space to promote brand and build team and school pride.

- Use of LED lights to enhance the space and logos.

OTHER CONSIDERATIONS

- Player modesty - Ample modesty panel to screen players from audience.

- Flexibility – Allow relocation for future scaling of programs.

- Mobility – move when needed. Example – Transition from arena into large event space for tournaments and special events.

- Ease of cleaning – Ensure materials allow for proper wipe down and disinfecting high touch areas.

ELECTRICAL

- Hard wired – electrician required. Fixed placement. Limit flexibility.

- Modular electrical system – Can be hardwired at wall/floor, but allow for desk-to-desk disconnect and reconfiguring.

- Light use power strips - Ensure that power strips are allowed in local electrical and fire codes. Do not daisy chain.
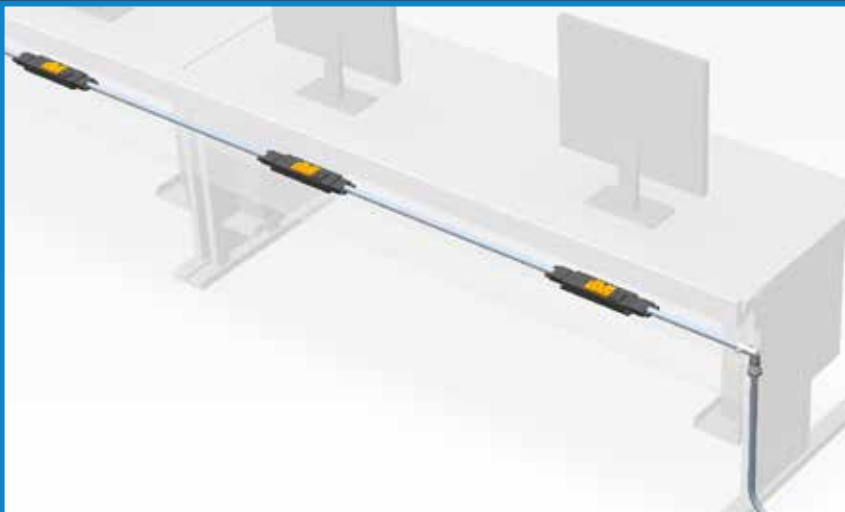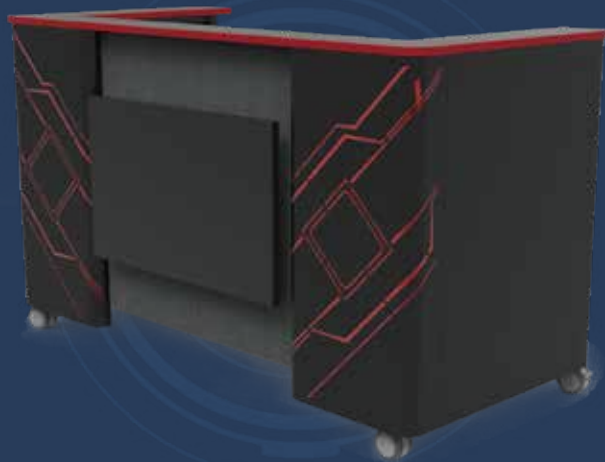
SHOUTCASTING STATION

- **SIZE/SPACE/STAFFING –** Define how many individuals will be shoutcasting during live events. Single shoutcaster or teams of 2 or 3 require different space considerations.

- **HEIGHT –** Define the preferred us of the shoutcasting station. Will the shoutcasters prefer to be seated, standing or have a height adjustable station?

- **TECHNOLOGY –** Choose a shoutcasting station that will work with your preferred technology, whether laptops or PC's and whether single monitors, dual monitors, arm-mounted monitors or recessed below the main surface.

- **MOBILITY –** Move when needed. Example – Transition from arena into large event space for tournaments and special events. Get the shoutcasters in the action.

- **BRANDING –** As the team gains visibility, and more games are streamed live, there is an opportunity to keep your esports brand in front of the viewers. Consider adding logo to ensure team visibility during streaming. Also consider use of LED lights to enhance the space and logos.

- **CONVENIENCE –** Your shoutcasters will come into the space with their own water bottles and devices. As a convenience to them consider having storage options for them. A drink holder and extra outlets can mean a lot to those calling the games.

- **EASE OF CLEANING –** Ensure materials allow for proper wipe down and disinfecting high touch areas.
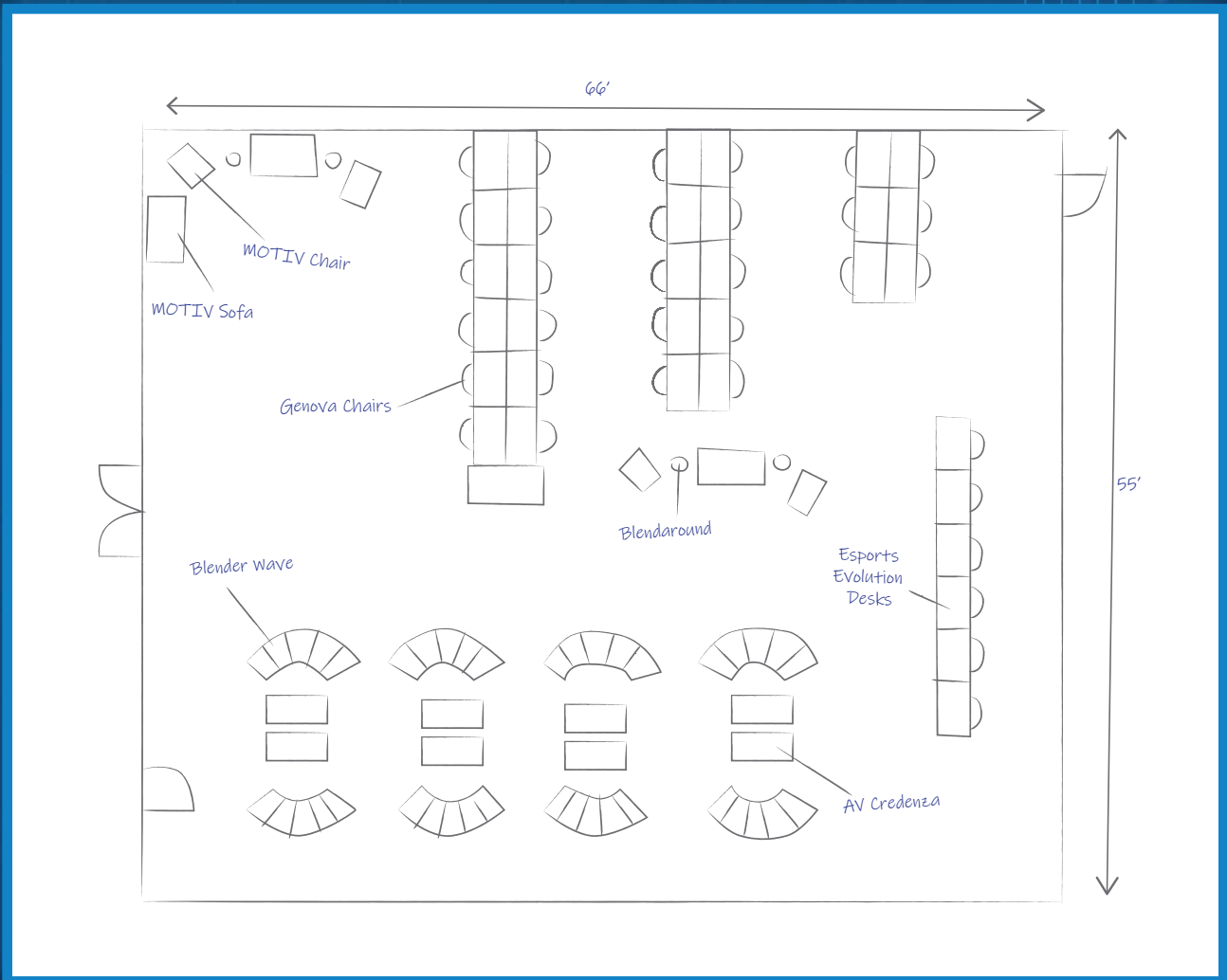
LIVE EVENT SHOUTCASTER STATION

OPTIONAL FRONT TV MOUNT

BACK OF SHOUTCASTER STATION

ROOM LAYOUT
&
PLANNING

66'

55'

MOTIV Chair

MOTIV Sofa

Genova Chairs

Blendaround

Blender Wave

Esports Evolution Desks

AV Credenza

CUSTOMER 2D LAYOUT SKETCH EXAMPLE

ESPORTS SPACE PLANNING

Making the decision to dedicate space for an esports environment is a critical step in the development of a program. When defining the use of a space, an Esports Advisor, Coach or Director, will want to verify the fit and function for the scale of their program. This can be an incredible aide in visualizing the potential for their program and ensuring all possible room adjustments and costs are identified. This stage and visual element can also aide in gaining additional support from administrators, donors or sponsors. What is needed to start the space planning process? Our outline below can serve as a guide for the start of your esports journey.

IDENTIFY LOCATION OF ESPORTS SPACE

MEASURE SPACE

- Include location and dimensions of doors (and swing), windows, pillars, angles & curves.

- Include location of protrusions into space (heat registers, a/c, interactive panels, displays)

- Include location of power & network outlets (wall outlets, floor boxes, power poles).

DEFINE USES OF SPACE AND NUMBER OF STATIONS/PARTICIPANTS

- Competition or varsity esports stations. This may be in prominent spot (front, riser, stage)

- Practice and general access esports stations.

- Dedicated console gaming spaces and types of seating preferred (gaming chair, flexible, lounge)

- Shoutcasting or streaming stations used to broadcast live action and interviews.

- Team meeting, huddle, lounge/study spaces.

- Spectator seating, benches, or bleachers.

ESPORTS SPACE PLANNING (CONT.)

NOTE VISUAL ELEMENTS

- Include wall location and size of displays, display wall and interactive touch panels

- Include wall location and size of graphics/branding for esports program, titles or sponsors

- Include projector and projection screen location

IDENTIFY PREFERRED LOCATIONS, FLOW, DESIGN REQUIREMENTS AND LAYOUT STYLE

- Location of front of room and any requirements (lectern, display cart, whiteboard)

- Aisles and walkways (perimeter aisle, center aisle)

- Social distancing, protective barriers and sanitization equipment

- Preferred layout styles

- Back-to-back or row-by-row

- Perimeter, peninsula, or pods of stations (perhaps by game title or team size)

VERIFY DESIGN MEETS CODE

- Permits and local/state construction, electrical and fire codes

- Handicap accessibility into and within the esports space

LOADING...

Spectrum offers complimentary esports space planning support. Our goal is to help you identify foundational elements of an esports program, general planning considerations, and help transfer that into a room layout or rendering so you can visualize the scale and space. Let the Spectrum team help you visual your space. We are with you through the entire process, from initial exploratory discussions, collaborations, sketches, and design revisions to the final rendering that captures the essence of the esports environment. Spectrum is there to help. It is important to note, that while our team takes great pride in their work, the Spectrum supplied layouts are for general informational purposes only. They are not intended as formal interior design proposals and are not intended for use as construction plans. If formalized space planning, construction planning, or electrical design is required, please contact your organization's facilities team, engineers, school/campus planners, interior designers or architectural firms.

SPECTRUM 2D LAYOUT & 3D RENDERING EXAMPLE

1 BASIC INFO NEEDED FOR ALL ROOM LAYOUTS:

Institution name: _____

City: _____ **State:** _____ **Date:** _____

Reseller name: _____

2 ROOM DETAILS:

Done		Size:	Qty:	Product #:
☐	• Requested Spectrum Product(s):			
☐	• Instructor workstation?	No ☐	Yes ☐	
☐	• ADA workstation(s)?	No ☐	Yes ☐	
☐	• Peripheral workstation(s)? *(for Printer, copier, 3D printer etc.)*	No ☐	Yes ☐	
☐	• Seating needed (chairs)?	No ☐	Yes ☐	
☐	• Furniture electrical requirements? *(i.e. hard-wired power)*	No ☐	Yes ☐	*Product numbers determined by layout*

3 SKETCH OR CAD FILE SHOWING:

Done ☐

- Room name(s) / number(s)
- Room / wall dimensions
- Door location(s) and swing direction
- Layout type *(Rows, perimeter, peninsula, collaborative groupings, back-to-back, clusters, etc.)*
- Room purpose *(Classroom, Collaboration, Media, Training, Makerspace, Video conferencing, Lecture, Office, other)*
- Seating

- <u>Product type</u> and <u>preferred size</u>
- Ideal number of students in room
- Location of the "front" of the room
- Instructor workstation, and ADA locations
- Peripheral workstations *(Printer, copier, 3D printer etc.)*
- Locations / sizes of existing objects in room *(Columns, cabinets, bookshelves, wall heaters, power poles, electrical outlets etc.)*

4 ROOM DETAILS:

Information needed:

Done		
☐	• **Spectrum furniture colors** *(laminate, edgeband, and metal)*	
☐	• **Whiteboards and other wall-mounted objects** *(sizes & locations)*	
☐	• **Wall material and color(s)**	
☐	• **Floor material and color** *(Concrete, tile, carpet, wood, vinyl)*	
☐	• **Window sizes and locations** *(if any)*	
☐	• **Chair color(s)**	
☐	• **Existing built-ins** *(Colors and materials)*	

Additional sketches may be helpful in conveying the above details.

Note: 3D rendered layouts take more time than 2D layouts to create. Actual turn-around time will depend on number of rooms, room complexity, and information provided. Please provide detailed information above and be clear about due dates and expectations when submitting projects.

SPECTRUM INDUSTRIES INC.
QUALITY SOLUTIONS by design

ESPORTS
SPECTRUM INDUSTRIES

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