## WHAT MAKES AN EVENT GREAT DURING COVID?

UCLA Esports x BruinGG APRU Presentation



### **UCLA ESPORTS**



CATHY

**UCLA** Esports Director

- unior
- Economics Major



**DILLON LEDUC** 

UCLA Esports Assistant
Director

- Sophomore
- Financial Actuarial Mathematics Major

### **BRUINGG**



**LAUREN CHEN** 

BruinGG President
UCLA Esports Marketing
Director

- Sophomore
- Communications & Psychology Major



KATE LAND

BruinGG External Vice
President

- Sophomore
- Computer Science Major

# UCLA Esports Summer Invitational

### **Before Tournament: Conceptualizing**



#### **Before Tournament: Social Media**







#### **Before Tournament: Outreach**

School	Game	Contact Name	Discord Contact	Verbal Confirmation	Registered on form?	Who contacted? - Ashley or Cathy
SJSU	Valorant		K	$\checkmark$	~	Cathy
SDSU	Overwatch			$\checkmark$	~	Cathy
SDSU	Valorant			$\checkmark$	~	Cathy
SDSU	LoL			~	~	Cathy
UCSC	Overwatch			$\checkmark$	~	Cathy
UCSC	Valorant			~	~	Cathy
UCSD						Cathy
UCSD	Overwatch			$\checkmark$	~	Cathy
UCD	Valorant, LoL			$\checkmark$	~	Cathy
ASU			j	$\checkmark$		Ashley
UCI	League of Legends		5			Cathy
UCI	Overwatch			$\checkmark$	~	Cathy
UCI	Valorant			~	~	Cathy

#### **cathy** 07/19/2020

So we're hosting three 2-day tournaments in August, prized

- **-Valorant** on Saturday August 14th and Sunday 15th from 12pm to 5:30pm PT in a single elimination format
- -Overwatch on Saturday August 21st and Sunday 22nd from 12pm to 5:30pm PT in a double elimination format.
- **-League of Legends** on Saturday August 28th and Sunday 29th from 12pm to 5:30pm PT in a double elimination format.

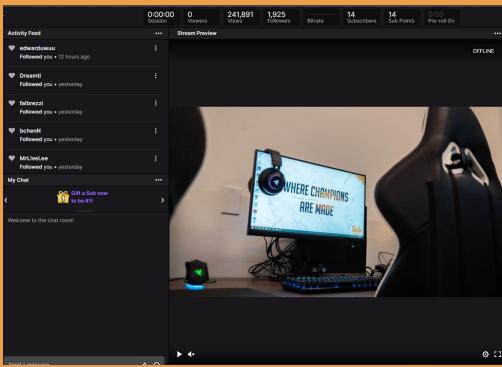
We're asking for registration forms to be filled out by Friday July 27th at 5PM PT, but if you won't have your roster ready by then we can work with you on alternatives

Let me know if this is something you guys are interested in, and any other questions u might have!



### **Before Tournament: Livestream**

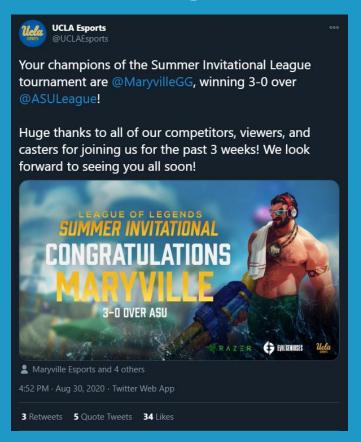




## **During Tournament: Operations**



## **During Tournament: Social Media**



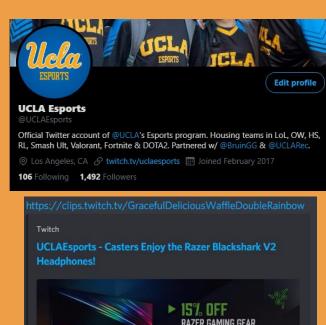


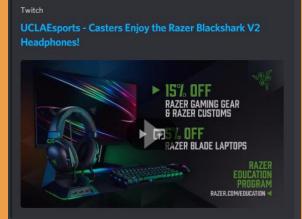
## **During Tournament: Sponsors**



#### **Post Tournament: Document Results**







## **Post Tournament: Prizing**



#### **TAKEAWAYS**

- Start planning earlier
- Find the right amount of social media promotion (spam vs marketing)
- Triple-check tournament rulesets
- Incorporate comments from feedback forms

- 1. Why does it matter that we did it during COVID?/Why did we do these events in the first place?
- 2. What did the planning process look like?
- 3. What do the actual events look like?
- 4. What are the results?
- 5. What were the differences between SoCal Fall Festival + Summer Splash?
- 6. What could we do differently for future events-- both irl and online that we've learned through this experience?
  - a. General takeaways that can apply to more than just BruinGG

## Background Information

Why does it matter that we did it during COVID?/Why did we do these events in the first place?





# UCSB x UCLA Summer Splash

## What did the planning process look like?

- Initial admin meetings about core details
  - Date, name, games
  - Started planning in the middle of May for an event in July
- Created a sponsorship deck and sent them out
- Separated staff into five groups
  - Logistics, sponsorship, marketing, graphics, stream
  - Let them handle their respective duties
    - ex) logistics create a schedule and game rulesets, sponsorship reach out to sponsors, etc.

### What do the actual events look like?





#### Attendees get to...

- Compete in competitive tournaments
- Join in on casual games to meet others interested in gaming
- Watch official tournament streams, casted and hosted by incredible student talent
- Check out the artist alley, filled with works from student artists and industry professionals
  - Tune into the Team Liquid Graphic Design Panel
- Enter giveaways and win prizes

## What do the actual events look





The ultimate priority for all staff members is to build the best experience possible for our attendees.

#### **During the event, staff are...**

- Managing competitive tournaments by answering questions, checking in players, and inputting results
- Moderating Discord servers and Twitch chats
- Hosting casual games for individuals who are not competing in tournaments
- Livetweeting highlights from each streamed tournament
- Hosting and casting official tournament streams

## **Collegiate Talent: Casting &**



Featuring student casters Lawrence "Heindershmits" Wan and Mikel "Fourcasts" Rodriguez

### Results

Stats in the past 14 days. (Configured with the set lookback command.)



Also displayed are the past 7 days and "24 hours" if not already configured

All times displayed by this bot are currently in the UTC timezone (GMT±0). The website graphs will adjust to your browser's timezone. This will be configurable in the future!

#### Members

Users: 1,054 Bots: 3

#### **Top Channels**

Messages: #general-chat-1: 2,267 messages Voice: #Staff Voice: 33 hours, 49 minutes

#### Messages

 14 Days:
 12,150 messages
 14 Days:
 39 minutes

 7 Days:
 7,979 messages
 7 Days:
 18 hours,
 1 minutes

 24 Hours:
 24 Hours:
 6 minutes

#### Server Info

Server Created On: May 19, 2020

Server Owner: @Lauren | Tamagu

Most Recently Added Statbot On: May 25, 2020

#### **Quick Links**

Dashboard I Hounte Stathot I Support Server I Command

Command used s?stats server • 07/11/2020

- Peaked at 1,054 attendees— a
   581 person difference from our first online event
- 618 competitors in our tournaments, meaning 58% of attendees registered for at least one competitive tournament
- Across the 3 Twitch accounts used, we recieved 3,015 unique viewers in 3 days



## SoCal Fall Festival

## What changed during the planning process?



- Since this was a collaboration with 4 schools, we started early (August)
  - Had vague idea about it in July
- Had weekly meetings with admin to talk about initial planning
  - Dates, games, name, sponsors we want
  - Made our sponsorship deck and sent it out as early as possible

## What changed during the planning process?

- Then invited all staff and had a huge staff onboarding session
  - Went over initial details and had them split into groups
    - Logistics, sponsorship, marketing, graphics, stream
- From then, each group had their separate meetings and weekly goals which we all were notified through the spreadsheet



## **Key Differences**

- 2 day event because people have less time due to it being during the school year
- Started planning WAY earlier than UCSB x UCLA Summer Splash
- Sent out the sponsorship deck as soon as possible

- Had more meetings and notes so people were on top

of things and also aware of what was happening

 Had google doc of all sponsors and master doc of team goals and accomplishments



## What was different during the event?





#### **Attendee Perspective**

- We hosted 3 panels this event
- We decided that we had the time and manpower to do so
  - We now had 4 streams available to us that we could use to stream different games and panels

#### **Staff Perspective**

- Had 4 TOs per game
- More staff to moderate
- A help role within the Discord to answer questions as well as individual specific game question channels
- Castors and hosters for stream

#### Results

Server stats in the past 14 Days. (Change with the s?lookback command.)



All times displayed by this bot are currently in the UTC timezone (GMT±0). The website graphs will adjust to your browser's timezone. ago.

Also displayed are the past 7 days and 24 hours if not already configured.

#### Members

Users: 2,167 Bots: 3

#### Top Channels

Messages: #staff-off-topic: 3,254 messages Voice: #after party: 62 hours, 43 minutes

#### Messages

 14 Days:
 16,147 messages
 14 Days:
 154 hours,
 17 minutes

 7 Days:
 11,205 messages
 7 Days:
 101 hours,
 55 minutes

 24 Hours:
 2,591 messages
 24 Hours:
 31 hours,
 43 minutes

Voice

#### Server Info

Server Created On: Sep 16, 2020

Server Owner: @Lauren | Tamagu (Lauren | Tamagu)

Most Recently Added Statbot On: Sep 16, 2020

#### **Quick Links**

View Dashboard | Documentation | Support | Upgrade

Command s?stats server • 11/07/2020

- Peaked at 2,167 attendees— a 1,113 person difference from our first online event
- 1,125 competitors in our tournaments, meaning 52% of attendees registered for at least one competitive tournament
- Across the 4 Twitch accounts used, we received 5,239 unique viewers in 2 days

## Conclusions

- 1. What could we do differently for future events-- both irl and online that we've learned through this experience?
  - a. General takeaways that can apply to more than just BruinGG