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North America Scholastic Esports Federation 2021 Digital Rube Goldberg Machine Minecraft Contest



Team Guide Team Members and Adult Sponsors

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Introduction

Build a digital Rube Goldberg Machine in Minecraft Education that completes a simple task in the most fun and overly complicated way possible. In the creative environment of Minecraft, first learn how to create working simple machines in bi-weekly tutorials, then string those simple machines together to create a wacky chain-reaction contraption to compete in the first ever digital Rube Goldberg Machine Contest. Rube Goldberg Machine Contests inspire communication, problem-solving and teamwork while honing skills like math, physics and chemistry. What separates a Rube Goldberg Machine Contest from other chain reaction competitions is artistry, storytelling, and a sense of humor.

The 2021 Digital Rube Goldberg Machine Minecraft Contest is a STEAM competition where students from grades 3-12 (ages 8-18) compete with machines that they have imagined, designed in Minecraft, and created in a fun and competitive forum. The competitions encourage teamwork and out-of-the-box problem solving, in a fresh learning environment and level playing field.

This 2021 Digital Rube Goldberg Machine Minecraft Contest Participant Guide (“Guide”) applies to each of the teams who register and compete in the competition, including their Players (“Players”) and Adult Sponsors (“Team”). These rules serve as a contract between Players, Teams, and NASEF and its affiliates involved in the operation of the Contest. These rules govern the competitive play, contest eligibility, team management and roster rules, player conduct, contest structure and schedule, and other binding terms. All Players, Adult Sponsors, and all other individuals participating in any NASEF activity (“Participants”) must read and agree to these Rules before opting in for competitive play.

This set of standardized rules will ensure fair gameplay and a level playing field among all teams through the Contest.

Good luck and have fun!

For questions and concerns regarding the competition, rules and Team Guide, please contact us via email at info@NASEF.org.

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Code of Conduct | How Can I Be a Good Gamer in the NASEF Community and Beyond?

NASEF's mission is to provide opportunities for ALL students to use esports as a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life. In order to provide an environment to help our students learn, grow and thrive, we've established a Code of Conduct for everyone involved.

We hold our partners, Players , Adult Sponsors, Coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent.

For all Players, please read and review the Code of Conduct with your Adult Sponsor.

As a team member, Adult Sponsor, Coach, or team supporter in our competition, you **agree** to:

- Speak Positively About All Others
- Be Respectful of Others with the Words You Use
- Choose Your Usernames and Nicknames Carefully
- Avoid Harassment, Because Yes Always Means Yes
- Stay Away from Verbal Harassment by Thinking About Your Words
- Respect Everyone's Personal Space
- Show Respect to Others with Your Words and Actions
- Embrace Diversity of All Kinds
- Keep Speech Positive and Uplifting
- Keep Your Hands to Yourself & Never Express Yourself Violently
- Keep Your and Anyone Else's Personal Information Private

While competing in any round of the competition and live events, you **agree** to:

- Play Fairly Against Each Other
- Don't Team Up with Opposing Teams to "Game the System"
- Don't Install Hacks or Exploits to Cheat
- Don't Seek an Advantage Through Game Bugs
- Always Obey the Law
- Don't Bet On Matches
- Never Bribe Anyone - Win the Right Way
- If You Wouldn't Say it in Front of Your Grandmother, Don't Say It Online
- Use Your Words to Lift Up Others, Not Bring Them Down
- Respect Your Teammates, Opponents, and Their Property
- If You've Been Asked to Sit Out, Serve Your Time & Learn Your Lesson

Reporting Misconduct | What Happens if Someone Isn't a Good Gamer During the Competition?

If you experience any form of misconduct from other teams, Adult Sponsors, or any other NASEF affiliated parties, please use [this form](#) to report the incident. We thrive to keep the NASEF community safe and welcome to individuals of all backgrounds. The form can be completed by any team member, Adult Sponsor, spectator, etc.

It's important to create a supportive, fun and competitive environment. If you see or observe anything outside the Code of Conduct, speak up. Tell your Adult Sponsor or NASEF.

Competition Eligibility | Who Can Enter the Contest?

To be eligible for the 2021 Digital Rube Goldberg Machine Minecraft Contest, all team members must meet the basic requirements:

- Complete registration at the NASEF website. The registration form must be completed by an Adult Sponsor (educator, parent or guardian). The Adult Sponsor will be responsible for the registration of the entire Team.
- Each team member must be between 13-18 years old at the time of registration for the Junior and Senior Divisions. For the @Home Division, all ages are permitted, including adults with children.
- Teams must have a minimum of two members. Teams with less than two members are not eligible to compete based on the requirements of the Contest.
- Each team member must reside in the same country to register and compete together.
- Each team member must read and agree to the Team Guide.
- Throughout the competition:
 - Must be your own original work.
 - Must not contain any content that is obscene or offensive.
- Each team member must have parent approval in order to be eligible to compete for their team.

Team Requirements | How Many Team Members Can a Team Field?

Teams will be required to have at least two [2] and no more than four [4] eligible Players on its roster ("Active Roster"). The Adult Sponsor will list up to four [4] Players for the Contest.

Teams of at least 2 members are accepted, but teams of up to 4 are highly encouraged!

Divisions

- Junior Division: 8-13 years
- Senior Division: 13-18 years
- @Home Division: All ages (adults can register as part of the team)

Registration Process | How Does My Team Register?

An Adult Sponsor can be an educator, parent or guardian, coach, etc. They must be older than 18 years of age at the time of registration. The Adult Sponsor will be responsible for all communications with NASEF throughout the competition.

The Adult Sponsor will provide the following Team information during the registration process:

Adult Sponsor First Name
Adult Sponsor Last Name
City
State/Province/Territory
Country
Email Address
Phone Number
Team Name
Division
For each Team Member:
First Name
Last Name
Age
Grade (Most Current)
School Name
Parent First Name
Parent Last Name
Parent Email Address

Accessing Minecraft: Education Edition | When/How Do I Receive My Username and Password?

As a reminder, all registered team members will receive access to [Minecraft: Education Edition](#) to use during the competition. During the registration process, the Adult Sponsor will indicate if the student needs account credentials for Minecraft Education Edition. Once the parent consent form is completed, the Adult Sponsor will automatically be sent an email from NASEF that will include a link to install [Minecraft: Education Edition](#) along with their unique username and password. They will be required to share the information with their Player. The Player should update the password upon their first log-in. Passwords should not be shared with anyone once the Player has received their account information.

All competitors will be able to access Minecraft Education Edition for the entirety of the Contest. If a team member is removed from an Active Roster, their credentials to Minecraft Education will be cancelled, and they will no longer be able to access Minecraft Education Edition.

Downloading Minecraft: Education Edition | How Do I Download Minecraft Education Edition?

Once the credentials have been received by the team members, they can access their Minecraft: Education Edition account, by following these instructions:

- Go to <https://education.minecraft.net/get-started/download/>
- Download Minecraft: Education Edition on your PC, Ipad, or Mac.
- When it asks to login, click the "Office 365" button.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

Accessing Flipgrid | When/How Do I Receive My Username and Password?

All team members will use their same username and password that they used to access Minecraft Education Edition to upload their team video on our [Flipgrid](#).

Logging into Flipgrid | How Do I Log into Flipgrid?

To access your Flipgrid account, please follow these instructions:

- Go to: <https://flipgrid.com/minecraftmasters>
- When you're ready to record or upload your video. Click the "Moderate Button," to record or click "My Flipgrid" and login.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

Team Management and Rosters | How Do You Manage Your Team?

The Adult Sponsor is responsible for the creation of the Active Roster for the Contest.

Preseason (September - December 2020)

For the Preseason, Adult Sponsors can register their Teams (up to four [4] Players) at our website. A few rules:

- An Adult Sponsor may register more than one team.
- A Player may not be registered on more than one team.
- All Players must be eligible and registered to be able to participate as part of the Team.
- The Adult Sponsor may update the Active Roster throughout Preseason.

Finals

All registered teams qualify to compete in the Finals. The Adult Sponsor will be responsible for all Active Roster confirmations and updates. Rosters close on Wednesday, March 2, 2021 at 11:59 EST. Adult Sponsors will not be able to update their Active Roster after they are locked for the Finals.

Multiple Teams

Adult Sponsors may register more than one team for the Contest, that includes Preseason and the Finals. In cases where the Adult Sponsor is registering more than one team, a Player cannot be added to more than one Active Roster at one time.

Roster Listing

The Active Roster will be shared publicly on an official competition website, including the team name, location and number of team members.

Playing Location

During the 2021 Digital Rube Goldberg Machine Minecraft Contest, team members may compete from home, school or community-based organization. Team members do not have to compete in the same location, but they do have to compete from the same country.

Schedule

All Adult Sponsors and Teams must meet all deadlines:

- **Registration opens: Wednesday, September 16, 2020 @ www.nasef.org/rubegoldberg**
- **Preseason: Wednesday, September 16, 2020 - Wednesday, December 11, 2020**
 - **Incline Plan**
 - **Wednesday, September 16, 2020: Learn how to create incline planes in Minecraft Stream**
 - 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
 - **Friday, September 25, 2020: Design Challenge: Incline Plane**
 - Due @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
 - **Pulley**
 - **Wednesday, September 30, 2020: Learn how to create machine pulleys in Minecraft Stream**
 - 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
 - **Friday, October 9, 2020: Design Challenge: Pulley**
 - Due on @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
 - **Screw**
 - **Wednesday, October 14, 2020: Learn how to create machine screw in Minecraft Stream**
 - 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
 - **Friday, October 23, 2020: Design Challenge: Screw**
 - Due @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
 - **Wedge**
 - **Wednesday, October 28, 2020: Learn how to create machine wedge in Minecraft Stream**
 - 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
 - **Friday, November 6, 2020: Design Challenge: Machine Wedge**
 - Due @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
 - **Wheel & Axle**
 - **Wednesday, November 11, 2020: Learn how to create machine wheel & axle in Minecraft Stream**

- 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
- **Friday, November 27, 2020: Design Challenge: Machine Wheel & Axle**
 - Due @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
- **Lever**
 - **Wednesday, December 2, 2020: Learn how to create machine lever in Minecraft Stream**
 - 12:00pm PT | 1:00pm MT | 2:00pm CT | 3:00pm ET | 10:00am GMT (UTC).
View it live: <https://www.twitch.tv/insideparticipate> or playback at <https://www.nasef.org/learning/rube-goldberg/>.
 - **Friday, December 11, 2020 Design Challenge: Machine Lever**
 - Due on @ 5:00pm PT | 6:00pm MT | 7:00pm CT | 8:00pm ET | 3:00am GMT (UTC) on our [Flipgrid](#).
- **Finals Challenge announcement: Tuesday, January 5, 2021**
- **Rosters/Registration Closes for the Finals:** Wednesday, March 3, 2021 @ 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).
- **Final Submissions Due:** Wednesday, March 10, 2021 @ 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).
- **Finals Announcement Stream:** Saturday, April 10, 2021 @ To Be Announced

Awards

1st Place

Junior Division | Senior Division | @Home Division

- Each Team will receive:
 - (1) \$500 Amazon Gift Card (or equivalent at relevant online retailer)
 - (1) 30 minute mentoring session with a Minecraft Expert
 - (1) Team admission for 2022 Rube Goldberg Machine Contest
 - Individual official 2021 Digital Rube Goldberg Machine Minecraft Contest certificates
 - Showcased on the North America Scholastic Esports Federation website and social media

2nd Place

Junior Division | Senior Division | @Home Division

- Each Team will receive:
 - (1) \$250 Amazon Gift Card (or equivalent at relevant online retailer)
 - (1) 30 minute mentoring session with a Minecraft Expert
 - Individual official 2021 Digital Rube Goldberg Machine Minecraft Contest certificates
 - Showcased on the North America Scholastic Esports Federation website and social media

3rd Place

Junior Division | Senior Division | @Home Division

- Each Team will receive:
 - (1) \$100 Amazon Gift Card (or equivalent at relevant online retailer)
 - (1) Mentoring session with a Minecraft Expert
 - Individual official 2021 Digital Rube Goldberg Machine Minecraft Contest certificates
 - Showcased on the North America Scholastic Esports Federation website and social media

Top 50

Across All Divisions

- Each Team will receive:
 - Individual official 2021 Digital Rube Goldberg Machine Minecraft Contest certificates
 - Showcased on the North America Scholastic Esports Federation website and social media

Technical Requirements

All team members are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power.

For the Contest, technical requirements include but are not limited to:

- Any version of Minecraft
- If requested, Minecraft Education Edition
 - Can be installed on a PC, Mac or iPad. For [more information](#).
 - NASEF will provide all registered and eligible team members with credentials to log into Minecraft Education Edition.
- Flipgrid
 - Flipgrid works on almost any device with a camera. For [more information](#).
- Internet connectivity and power

Player Equipment Responsibility

All Players are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power.

Competition Phases

The 2021 Digital Rube Goldberg Machine Minecraft Contest consists of two parts: (1) Preseason (participation is optional but encouraged) and (2) Finals.

All registered Teams are eligible to compete in the Preseason and Finals. Teams do not have to compete in the Preseason in order to compete in the Finals. Preseason is being designed to help learn and practice the six machines in Minecraft in order to compete in the Finals.

Preseason

Teams

- Consist of up to four players. Teams can have a minimum of two [2] Players to form and register as a Team.
- All Team Players and Alternates must meet the eligibility requirements.

Rules

- All Teams can use any version of Minecraft to create their designs. NASEF will provide credentials to Minecraft Education Edition for those Teams that request accounts. The accounts will allow access to Minecraft Education Edition for the duration of the competition only.
- All Teams must abide by the NASEF Code of Conduct.

- All Teams are encouraged to watch our Steam for each machine. We will have each stream video available for playback on our website for each machine. Each design challenge will be announced during the stream. Follow the design challenge details in our stream or view it on our [Flipgrid](#).
- All Teams must upload or record a video of their design build into the NASEF [Flipgrid](#). All Teams must use their Team name in their submission, so NASEF can ensure your Team is registered.
- All Teams only need to upload one version of their video. They can designate one to enter for the machine contest raffle.

Finals Rules

More comprehensive information about the finals design challenge will be sent to Teams closer to the Finals.

Announcements

Large announcements, general information and ruleset can be found at the NASEF website. The website and emails will serve as an information hub for Teams.

Email

Tournament updates, events, and general NASEF news will be emailed to Adult Sponsors throughout the competition.

Reservation of Rights

NASEF Competition Administration reserves the right to cancel, suspend and/or modify the competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of the Competition Administration's control impairs the integrity or proper functioning of the competition, as determined by Competition Administration. If the competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect Participants.