Overview

About

The [North America Scholastic Esports Federation Digital Rube Goldberg Beyond the Game Challenges](#) is a STEAM competition where students and teams from across the globe will be recognized for creating the zaniest and overly complicated Rube Goldberg machines and inventions. The competition challenges and celebrates students' imagination while they explore different roles within the Esports Ecosystem (Content Creators, Entrepreneurs, Strategists and Organizers). What separates a Rube Goldberg Machine Contest from other chain reaction or innovation competitions is artistry, storytelling, and a sense of humor.

Students are encouraged to invent fun and hilarious machines and contraptions while learning new skills and gaining real experience in potential future career opportunities. We want to see students' passion for esports and Rube Goldberg come alive! Use those creativity, curiosity, problem-solving, and critical thinking skills to take on one or more of the challenges.

How It Works

We have five Digital Rube Goldberg Beyond the Game Challenges to choose from. Like to draw or sketch your ideas or inventions? We have one for you! Like to write about your Rube Goldberg contraption, we have one for you as well. Review the challenge guidelines, determine if you want to complete the challenge as a team or individual, create your inspiration and submit your creation through our website. Students can compete in multiple Challenges. Students can also submit as individuals or as teams. See guidelines for submission details for each and review each Challenge as their requirements are specific to each Challenge.

Eligibility

- Complete the submission form at the NASEF website.
  - FOR INDIVIDUAL STUDENTS: The submission form may be completed by the student.
  - FOR TEAMS: The submission form must be completed by an Adult Sponsor (educator, parent or guardian).
- The competition is open to any student ages 8-18 who is enrolled in middle or high school (secondary school).
- Be sure to check with your parent or legal guardian before sending any information to NASEF.
- Any student may submit more than one submission per Challenge.
- All winners will be required to verify their eligibility by their parent or guardian completing a Liability Release and Publicity Release during the award claim process.
- **All entries must be submitted to NASEF.org by Wednesday, March 10, 2021 at 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).**

Guidelines and Eligibility

Scholastic Esports Awards
NASEF will award top submissions with Certificates of Recognition along with social media and website recognition.

Guidelines
To be eligible to participate in any of the NASEF Digital Rube Goldberg Beyond the Game Challenges, all entries must meet the basic requirements:

- Any submission design:
    - Must be your own original work.
    - Must not contain any content that is obscene or offensive.
    - Must not contain your image or any identification markers.
    - Make sure your files are high resolution, not crooked, and can easily be viewed.
- Follow the specific Challenge guidelines.
- Individual student submissions may be submitted by the student. For all Team submissions, the form must be submitted by an adult sponsor, including their name and contact information. A sponsor can be any adult over the age of 18 years, but is typically a parent, guardian, esports club general manager or teacher. The adult sponsor will receive a copy of the submission.
- All entries must be submitted using our online submission by the Challenge deadline.
- NASEF reserves the right to use students' work for marketing and promotional purposes in any and all media.
- Students must create their own original content (Example: video, blog post, emotes, stream, etc.).
    - No inappropriate subject matter will be accepted.
- Students may complete and submit more than one Beyond the Game Challenge.
- Students can submit as individuals or teams.
- All links to Google, DropBox, OneDrive Folders, or similar file sharing folders must give permission to info@NASEF.org to view the document, image, folder, etc. Please double check all permissions of links. Unfortunately, submissions with locked permissions will be considered incomplete entries for the Challenge.
- **All entries must be submitted to NASEF.org by Wednesday, March 10, 2021 at 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).**

For any questions, please contact us at info@NASEF.org.

Will It Esports? Design a Competitive Online Rube Goldberg Tournament
ESPORTS CAREER EXPLORATION: ANALYSTS, CONTENT CREATORS & ORGANIZERS

When a game becomes very popular amongst all gamers, it is not long after we start talking about how to turn it into an esports. Can you create a tournament to determine who is the best at Rube Goldberg online? Game developers, theory crafters, and tournament organizers help bring people together through games and esports competitions. Combine your interests in event production, tournament organizing and game designing.

Who is Rube Goldberg?
*Rube Goldberg (1883-1970) was a **cartoonist**, an **inventor**, and the only person ever to be listed in Merriam-Webster's Dictionary as an adjective. Of the nearly 50,000 cartoons he drew in his lifetime, Rube is best known for the zany contraptions of Professor Butts. These inventions, also known as Rube Goldberg Machines, solved a simple task in the most overcomplicated, inefficient, and hilarious way possible.* Learn more about Rube Goldberg.

Challenge
Design a competitive online Rube Goldberg tournament!

Awards
NASEF will award top submissions with Certificates of Recognition along with social media and website recognition.

Challenge Steps
Digital Rube Goldberg Beyond the Game Challenges include three steps: Research, Analyze and Create. Begin your challenge by researching careers in esports and gaming. We encourage you to find careers that interest you and then share what you learned. Next, analyze Rube Goldberg's career and work and think about how his skills and approach can help solve the problem or create your invention. Your last step is to create your invention! Here are a few guidelines for each step:

- **STEP #1: RESEARCH** careers in gaming and esports.
  - Select a career in gaming and esports. Some examples include: graphic designers, video game artists, shoutcasters, animators and gaming journalists.
  - Read about what they do and what type of education or experience you might need.
  - Share what you learned. What are three skills or qualities you find most important for this career?
- **STEP #2: ANALYZE** the work of Rube Goldberg. He was a cartoonist, inventor, and only person ever to be listed in Merriam-Webster's Dictionary as an adjective. His inventions, also known as Rube Goldberg Machines, solved a simple task in the most overcomplicated, inefficient, and hilarious way possible. Visit the Rube Goldberg site for archives of past inventions and comic strips. Now that you know his style, analyze the Challenge. What will you need to complete the Challenge and solve the problem? How does his skills contribute to your design?
- **STEP #3: CREATE** your submission! We want your wacky, fun, and hilarious creations.

NASEF | RUBE GOLDBERG

Judging Criteria
Our panelist from NASEF and Rube Goldberg will review submissions based on the following criteria:
- **Originality:** How creative or unique is your submission? How did you incorporate Rube Goldberg's characteristics of absurdity and comedy into your submission?
- **Innovation:** How did you design and conceptualize your submission? What skills or techniques were used?
- **Connection:** Have you made a connection to a potential career opportunity?
- **Application:** Does your submission meet all the criteria? Have you accomplished the challenge and completed the supplemental questions?

Submission Guidelines
- **All entries must be submitted to the NASEF website by Wednesday, March 10, 2021 by 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).**
- Please complete the following components of the Digital Rube Goldberg Beyond the Game Challenge in our submission portal:
  - **Research** careers in gaming and esports, including tournament-focused careers such as tournament organizers, game developers, shoutcasters and esports event organizers. Select one career in esports based on your research and answer the following:
    - Which career did you select? Describe three skills or qualities you find most important for this career.
  - **Analyze** the work of Rube Goldberg and compare his past work to your submission. Refer to your research in various careers in gaming and esports.
    - What skills or qualities did you use to accomplish your submission?
  - **Create** a competitive online Rube Goldberg tournament, considering seeding, bracket formation and win conditions.
    - Students may submit up to two (2) PDFs. PDFs may be created using Word, Presentation, or other design processors.
    - Submissions must include the following details:
      - Team Eligibility
      - Seeding
      - Bracket Formation
      - Win Conditions
    - Submissions must be original.
    - Answer the following (250 words maximum per free response question):
      - Reflect on your submission. Tell us what you like about your submission. What would you change in your next submission?
      - Compare competitions. How does your esports competition differ from the NASEF Rube Goldberg Minecraft Contest Big Build Challenge?