BEYOND THE GAME CHALLENGES

Overview

About

Introducing the North America Scholastic Esports Federation (NASEF) Farmcraft Beyond the Game Challenges, where scholastic esports students may explore different roles and perspectives within the Esports Ecosystem (Content Creators, Entrepreneurs, Strategists and Organizers) to think beyond esports! Our NASEF Farmcraft Beyond the Game Challenges encourage students to learn more about agriculture and how food is produced!

How it Works

Review the list of NASEF Farmcraft Beyond the Game Challenges. Determine which challenge you would like to take on. Plan your tasks and timeline accordingly, accomplish the challenge, and complete your submission online on the Beyond the Game Challenges page. Students may submit entries for more than one Challenge. For teams, an Adult Sponsor is required to submit.

Guidelines

- These challenges are open to any student ages 8-18 who is enrolled in middle or high school (secondary school).
- All entries must be submitted using our online submission by the Challenge deadline.
    - FOR INDIVIDUAL STUDENTS:
        - The submission form may be completed by students ages 14+
        - The submission form must be completed by an Adult Sponsor on behalf of students under the age of 14 years
    - FOR TEAMS: The submission form must be completed by an Adult Sponsor (educator, parent or guardian).
    - Entrants may complete more than one submission per Challenge.
- 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.
- Submissions should follow the specific Challenge guidelines.
    - Any 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.
- Be sure to check with your parent or legal guardian before sending any information to NASEF.
    - All winners will be required to verify their eligibility by their parent or guardian completing a Liability Release and Publicity Release during the award acknowledgement process.
- **All entries must be submitted to NASEF.org by Friday, April 30, 2021 at 5:00pm PDT | 8:00pm EDT | 11:59pm GMT (UTC).**

Research

When completing the Farmcraft Beyond the Game Challenges, it is important to consider the questions you are asking for your research.

Questions to ask while conducting your research:
- Where does your food come from? What does it cost?
- What changes would we make to foods that alter their look, taste, and other attributes?
- How do we make it so food access is secure and sustainable?
- What are the tradeoffs that farmers have to make?
- What are the environmental outcomes from those tradeoffs?

Resources to Use for Researching
- **Evaluating Resources**
  - The CRAAP Test: CRAAP is an acronym for Currency, Relevance, Authority, Accuracy, and Purpose. Learn about how you can use the CRAAP Test to evaluate your sources here.
- **Federal Resources**
  - **United States**
    - Earth as a System Community - Earth as a System - The Global Learning and Observations to Benefit the Environment (GLOBE) Program
    - Feed Your Mind - Agricultural Biotechnology - U.S. Food & Drug Administration
    - Agricultural Biotechnology Education and Outreach Initiative - U.S. Food & Drug Administration
    - Science of GMOs - University of Connecticut, College of Agriculture, Health and Natural Resources
- **Video Resources**
  - YouTube Channel - Crash Course Kids
    - YouTube Video - Four Spheres Part 1 (Geo and Bio): Crash Course Kids #6.1
    - YouTube Video - Four Spheres Part 2 (Hydro and Atmo): Crash Course Kids #6.2
    - YouTube Video - Who Needs Dirt?: Crash Course Kids #27.1
      YouTube Video - Home Sweet Habitat: Crash Course Kids #21.1
    - YouTube Video - Resources: Welcome to the Neighborhood - Crash Course Kids #2.1
    - YouTube Video - Feed Me: Classifying Organisms - Crash Course Kids #1.2
    - YouTube Video - Food Webs: Crash Course Kids #21.2
- **Additional Resources**
  - Farmers Almanac

Have a resource you find valuable? Email us at info@NASEF.org with ways we can update our list!

CHALLENGE #2 | INFORM THE PUBLIC: FOOD & THE ENVIRONMENT

Across all communities, food often is what brings us together. But how does food make its way to our dinner tables? Design a museum or library that educates your community on a piece of food history.

Challenge: Design a museum or library that educates your community on a piece of food history, including a guided tour for potential visitors!

Challenge Details
- **Research** different agricultural production techniques and global conditions using our Research guide.
- **Analyze** a particular food, and the role it had on the community over time.
- **Create** a plan. Before you tackle this Challenge, spend some time thinking about what you will need to do to accomplish it. A few items to think about: what tools will you use to model your museum or library? How can you incorporate a timeline in the model?
- **Design** your museum or library.
- **Develop and capture** a guided tour.
    - This can be a script with screenshots, step-by-step walkthrough, audio, or video recording.

Submission Criteria
- **Submissions must be original images, PDFs or videos.**
    - Submissions must be a script with screenshots, step-by-step walkthrough, audio, or video recording.
    - Video submissions must be uploaded to a third-party platform (Youtube, Vimeo, Google Drive, etc). Videos must be viewable by link without log-in or restriction (such as Youtube unlisted).
    - Submission may be an image or PDF. Make sure your files are high resolution, not crooked, and can easily be viewed. Accepted file types: JPG, PNG, GIF, or PDF.
- **Complete two brief response questions (maximum 300 words each)**
    - What tools will you use to model your museum or library? What piece of history did you tell with your timeline and guided tour?
    - Reflect on your design. Tell us what you like about your museum or library. What would you change in a future submission?

Judging Criteria
A panel of NASEF team members, affiliates and partners will review submissions based on the following criteria:
- **Impact**: How does your museum inform the public? How does this benefit the community?
- **Innovation**: How did you recreate the experience of a museum or library?
- **Technology:** How did you use technology to complete the challenge?
- **Management**: How did you manage your project? What types of tools did you use?
- **Contribution**: How does your project contribute to your esports Club and/or broader global community? How much did your project benefit your esports Club and broader global community of Farmcraft teams?