NORTH AMERICA SCHOLASTIC ESPORTS FEDERATION

NASEF MENAcraft™ 2022-2023

Team Guide
Team Members and Adult Facilitators

You are free to copy, distribute, and otherwise share screen images of NASEF MENAcraft™ for educational purposes, including training, in-person or online teaching, presentations, review, evaluation, internal Club use, and handouts for related activities. You may not use NASEF MENAcraft™ for commercial gain, and may not alter, transform, or build upon them without written permission from the North America Scholastic Esports Federation.

Each use from the North America Scholastic Esports Federation materials should be attributed as follows: "Reprinted with permission from the North America Scholastic Esports Federation."

For any questions, please contact us at info@NASEF.org or read more on our website at www.NASEF.org.

NASEF MENAcraft is supported by the Stevens Initiative, which is sponsored by the U.S. Department of State, with funding provided by the U.S. Government, and is administered by the Aspen Institute. The Stevens Initiative is also supported by the Bezos Family Foundation and the governments of Morocco and the United Arab Emirates.

Table of Contents

Introduction 3

Code of Conduct 5

Reporting Misconduct 5

Registration Process 6

Competition Eligibility 6

Esports Gameplay 7

Minecraft Activities 7

Beyond the Game Challenges 7

Speaker Series 7

Playing Location 8

Engagement Guide 8
- Required Activities 8
- Value Add Activities 8

Schedule 8

Participant Safety and Privacy 9

Technical Requirements 9

Accessing Minecraft: Education Edition 10
- Downloading Minecraft: Education Edition 10

Accessing Flipgrid 10

Announcements 11

© 2022 North America Scholastic Esports Federation

North America Scholastic Esports Federation
NASEF MENAcraft™ 2022-2023

Introduction

NASEF's MENAcraft™ gathers young people from the United States and the Middle East and North Africa region in a safe, neutral, and inspiring online community, blending play and learning for a cultural and language exchange. By creating scholastic esports clubs, learning from STEM professionals, playing team games, and building in Minecraft, participants develop key skills with an understanding of how those translate into workforce opportunities. They interact with peers around the world, building empathy and cross-cultural understanding as they cultivate innovation and entrepreneurship experience.

Activities:

Young people ages 13-18 create clubs and collaborate on building their Club Charter, Code of Conduct, and Business Plan with goals and objectives. They also participate in moderated open-ended play in Minecraft and esports games, structured learning and cultural exchange experiences, and a dynamic Speaker Series providing career and cultural insights.

These rules serve as a contract between Players, Teams, and NASEF and its affiliates involved in the operation of NASEF MENAcraft™ 2022-2023. All Players, Adult Facilitators, and all other individuals participating in any NASEF activity ("Participants") must read and agree to these Rules before joining any of the program activities..

For questions and concerns regarding NASEF MENAcraft™ 2022-2023, its rules and Team Guide, please contact us via email at info@NASEF.org.

© 2022 North America Scholastic Esports Federation

Code of Conduct

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 Facilitators, 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 Facilitator, 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

If you experience any form of misconduct from other teams, Adult Facilitators, 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 Facilitator, 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 Facilitator or NASEF.

© 2022 North America Scholastic Esports Federation

Registration Process

An Adult Facilitator can be an educator, parent or guardian, coach, etc., and they are responsible for the creation of the Active Roster for NASEF MENAcraft™ 2022-2023. They must be older than 18 years of age at the time of registration. The Adult Facilitator will be responsible for all communications with NASEF and country/state leads throughout the competition.

For all of NASEF MENAcraft™ 2022-2023, Adult Facilitators may register their Clubs at our website. An Adult Facilitator may register more than one team, but a Player may not be registered on more than one team.

Registration will be completed at https://www.nasef.org/learning/menacraft/

Competition Eligibility

To be eligible for NASEF MENAcraft™ 2022-2023, all participants must meet the basic requirements:

- Complete registration at the NASEF website. The registration form must be completed by an Adult Facilitator (an educator, parent or guardian, coach, etc.) for the entire club.
    - An Adult Facilitator must be older than 18 years of age at the time of registration. The Adult Facilitator will be responsible for all communications with NASEF and country/state leads throughout the competition.
    - Each club member must be between 13-18 years old at the time of registration and have parent approval for participation.
    - Each club member must reside in the same country to register and compete together.
    - Each club member must read and agree to the Team Guide.
- The following countries have “country” and/or “State” leads that will coordinate participation in NASEF MENAcraft™.
    - MENA countries: Egypt; Israel; Jordan; Kuwait; Palestinian Territories; United Arab Emirates
    - US states: California; Florida; Georgia; New Jersey; Ohio
- Participants may be permitted to join from other areas by adding to an existing country or state framework; contact info@NASEF.org to inquire.
- Throughout the competition, submissions:
    - Must be students’ original work.
    - Must not contain any content that:
        - is obscene or offensive;
        - unnecessarily violent or derogatory of any ethnic, racial, gender, professional or age group;
        - endorses any form of hate or hate group;
        - invades privacy; or
        - violates any applicable law
- All club members are encouraged to participate in all offered activities. Several of the activities are designated “Required Activities,” and students must participate in at least 75% of these:
    - Registration & Program Orientation
    - Facilitation Workshop
    - Minecraft Virtual Build Competition
    - Beyond The Game Challenges
    - For Adult Facilitators: Program Team Regular Meetings
    - Program Live Broadcasts (may watch the recordings if time zones are an issue)
    - Participant Journaling
    - Post-event Survey

© 2022 North America Scholastic Esports Federation

Esports Gameplay

In Cohort 1 (Summer 2022), students will utilize Spaceteam ESL, a free cooperative social game accessible on mobile devices as a local and international exchange team-building activity. Teams of 2-4 players are working together to fly a spaceship. To survive, they must follow the instructions and press the right buttons on their control panel on their mobile devices. Teams must communicate and work together to survive!

Students are encouraged to play games with their own club members to build communication and collaboration skills. In addition, they will have the opportunity to play globally during scheduled "Community Game Sessions" in the MENAcraft™ community Discord. Using the "ESL" version of the game, educators / general managers can also program the game to include cross-cultural language exchange. Specific dates for gameplay with teams from other countries are outlined in the schedule. Additionally, students may connect with other clubs via Discord and set their own game times.

Minecraft Activities

Minecraft activities will include free play within each participating region and specific build challenges that will be shared via Flipgrid. NASEF will provide a free Minecraft: Education Edition account to any student who needs it. Details on obtaining the license are included below.

The 2022 NASEF MENAcraft™ Competition consists of two build challenges.

- All registered club members can form teams and submit to either or both of the challenges. Teams can include no more than four members; students may only participate on one Minecraft team per cohort.
- They will follow the design challenge and submit the video of their build on the NASEF Flipgrid. Details on using Flipgrid are provided below.
- Dates for announcement of the challenge topics and submission deadlines are found in the schedule below.
- In order to be highlighted in the final livestream, participants must have attended at least 75% of the virtual exchange sessions.
- While using Minecraft: Education Edition, students may find the Immersive Reader a helpful translation tool. It will translate all text in the program from English to over 60 languages.

Beyond the Game Challenges

These challenges utilize gaming as a platform to enhance technical STEAM-based and SEL skills. Available for each team to complete in their own free time as selected by the team in a majority vote democratic process. Some challenges require engaging teams from various nations to earn the team a reward. Beyond The Game challenges build both individual skills and collaboration within a community.

Detailed guidelines for the Challenges will be shared on livestreams as outlined in the schedule. The Challenge for Cohort 1 is to design a logo for their team. There will be an optional second challenge to Upload a Tik-Tok clip introducing the team.

Speaker Series

One (1) hour livestreams will be presented to enable students around the world to engage with gaming “pros”, featuring international scholastic esports experts with emphasis on U.S. and MENA region, utilizing a common learning and sharing experiences fostering cultural cohesiveness.

© 2022 North America Scholastic Esports Federation

All livestreams will be offered on multiple streaming platforms on the NASEF account. Participants whose first language is not English may want to view on YouTube and utilize the subtitles/caption feature for automatic translation.

Playing Location

During NASEF MENAcraft™ 2022-2023, team members may participate from home, school or community-based organizations. Team members do not have to participate in the same location, but they do have to participate from the same country. All exchange events will take place online for NASEF MENAcraft™ 2022-2023.

Engagement Guide

To experience the value of this international exchange program, participants should join as many of the opportunities as possible. Adult facilitators should encourage students to join at least 75% of the Required Activities, plus as many Value-Add Activities as possible.

Required Activities

- Registration & Program Orientation
- Facilitation Workshop
- Minecraft Virtual Build Competitions
- Beyond The Game Challenges
- Program Team Regular Meetings
- Program Live Broadcasts (i.e., about Minecraft Builds and BTG Challenges)
- Participant Journaling
- Surveys

Value Add Activities

- Bi-weekly live stream about Minecraft Builds and BTG Challenges
- Game Night
- Speaker Sessions
- Townhall

Schedule

There will be three cohorts in MENAcraft™. Within each cohort are opportunities to join Esports Gameplay, Minecraft Challenges, Community Game Sessions, scheduled and asynchronous chats in Discord, and a Speaker Series with livestreams and Q&A from esports and STEM professionals.

Cohort 1: May - August, 2022

Training for country & state leads: Club Set-up, Pedagogy / Content, Game Rule Sets (also available online)	June 2, June 8
Registration period	June 2
Program Orientation w/ Local Leaders	Week of June 20
Local Esports Game Night with SpaceTeam and Minecraft	Local schedule

© 2022 North America Scholastic Esports Federation

Facilitation Workshop (digital storytelling, sharing cross-cultural and international opportunities) *livestream or on Discord	June 24
Minecraft Monument and Flag Challenge	June 28
Speaker Series #1, explain Beyond the Game Challenge #1, Esports Game Night 1 *livestream	June 30
Local Esports Game Nights and Minecraft free play	Week of July 4
Esports Game Night 2	July 12
Speaker Series #2, explain optional Beyond the Game Challenge #2 *livestream	July 14
Minecraft Story-telling Challenge, Live Discord Chat	July 19
Esports Game Night 3, Beyond the Game Challenge(s) due	July 21
Share Flipgrids of Minecraft challenges, Beyond the Game submissions. *livestream	July 26
Townhall/live chat and wrap-up in Discord	July 28
Post assessment	At end of activities, due August 2
Weekly club / team meetings	Ongoing
Participant journaling	Ongoing

Participant Safety and Privacy

All participants will review and sign a code of conduct for the program as part of the registration process. The code of conduct details the expected behavior from participants as well as establishes clear boundaries for inappropriate conduct that is not allowed in the program.

Country leads, overseen by the project manager, will take part in all forms of virtual exchanges to ensure meaningful participation and maintain the safety of participants while attending the program. Live gatherings will be monitored by them according to a protocol established by NASEF.

The Discord Server includes a guide for participants regarding user safety and configuring privacy settings. Country leads will verify that the participants have reviewed the settings guide during the first virtual exchange. Within Discord, Bots will be used to filter Spam with automated triggers like deleting messages, warning users or even banning them from the server. In addition, bots provide participants with a method to discreetly contact country leads or program staff if needed.

Technical Requirements

All team members are responsible for ensuring the performance for their chosen setup, including computer

© 2022 North America Scholastic Esports Federation

hardware, peripherals, internet connection, and power.

For NASEF MENAcraft™ 2022-2023, technical requirements include but are not limited to:

- 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, as requested through the Event Registration.
- Flipgrid
    - Flipgrid works on almost any device with a camera. For more information.
- Internet connectivity and power

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

Accessing Minecraft: Education Edition

All registered team members will need access to Minecraft: Education Edition to use during the competition. Minecraft: Education Edition can be used on Windows, Mac, iPad, Chromebook, and mobile platforms.

During the registration process, the Adult Facilitator will indicate if the Player needs free access to Minecraft: Education Edition. The Adult Facilitator will 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 NASEF MENAcraft™ 2022-2023. If a team member is removed from an Active Roster, their credentials to Minecraft Education will be canceled, and they will no longer be able to access Minecraft: Education Edition.

Downloading 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

Flipgrid is a program that will allow participants to share their program experience by recording a video. Access is free. Participants can use it on a computer or download the app and use it on a mobile device.

- Go to: https://flipgrid.com/39d8825b.
- Click “Join with Microsoft” and use the same username and password that is used to access Minecraft: Education Edition.

© 2022 North America Scholastic Esports Federation

- For each video topic, NASEF will send Adult Facilitators a guest password as an alternate means of access. That will allow clubs and teams to “Join as Guest” and contribute.
- Record and save the video. For help with Flipgrid, visit this page.

Announcements

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

Event updates, sessions, and general NASEF news will be emailed to Adult Facilitators throughout the competition.

© 2022 North America Scholastic Esports Federation