

Appendix 27.5. Ideas for Starting an After-School eSports Club

One of the most important things to remember is to always involve students in the process.

1. Start out by polling the student body at your school.
 - What sort of game club would they like to have?
 - One that focuses on a particular type of game genre?
 - One that hosts regular game tournaments?
 - One that also features tabletop games?
 - One that is inclusive of all gamers?
 - How often do they want to meet?
2. Get administrator support and find out what video games they will allow on school property. Some games may not be suitable for school.
3. Ask administrators for available funding to purchase used game consoles and video games, and ask parents and students for donations of old games. Two hundred dollars can buy a used last-generation game console and a handful of games.
4. Ask students to bring the games they want to play to the after-school group. You may need a waiver that releases the school from liability for damage, loss, or theft of the games.
5. Go to local video game stores for support. Ask for game launch posters, old games, old consoles, and any support they might be willing to give a fledgling club. It never hurts to ask.
6. Ask students about their favorite video games. Gather young adult (and gamer) book titles related to these games. Most games have related paratext titles and series.