NEA NATIONAL ESPORTS ASSOCIATION

National Esports Association Popup Events

To help colleges and universities jump-start their esports programs, the National Esports Association hosts esports tournaments across the country. Our events provide colleges and universities with a unique event for students as well as an opportunity for hosting colleges and universities to gauge student interest in esports and gain valuable insight into how a successful esports program may be implemented.

Event Details

The National Esports Association is offering turn-key events at colleges and universities across the nation.

Super Smash Bros. Ultimate Tournament

Students compete within a 1v1 tournament bracket in a 2.5D fighter game featuring popular characters across many video game franchises.

Minimum students required: 32
Time required: Approx. 3hrs per 32 players

If over 64 students are expected to compete, tournaments will need to be hosted across several days.

Super Smash Bros Ultimate frequently draws high volumes of students and is the National Esports Association's recommended event for gauging student interest in collegiate esports.

All National Esports Association popup live events include the following:
   - Professional live production including music, graphics, live broadcasting
   - Access to National Esports Association staff to discuss development of an on-campus esports
       program for future years
   - Access to National Esports Association industry partners

Super Smash Bros. Ultimate (Part of the National Esports Association Collegiate Smash Series)

Minimum Required Students: 32
Event Time Required: 3hrs per 32 students + 2 hours setup time*
Registration: National Esports Association provides online pre-registration for student competitors
Event Fee: starting at $3750.00**

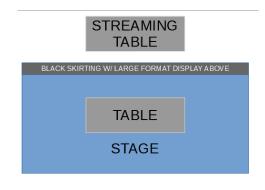**National Esports Association Provides:**
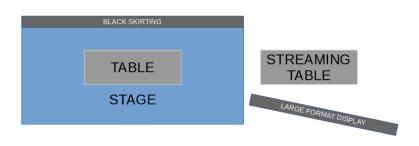- 3 Nintendo Switch consoles with Super Smash Bros. Ultimate installed
- Live production equipment including cameras, graphics, broadcasters, audio, etc.
- Trophies for 1st, 2nd, and 3rd place students
- Staff to run tournaments

Hosting College/University Provides:
- Event space (gymnasium, ballroom) suitable for expected turnout
- Riser stage with theatre-style seating, appropriate lighting, and black skirting (see example setup diagrams)
- Sound system w/ speakers that the National Esports Association production team can patch into
- Large format display (see example setup diagrams below) w/ projector (requires HDMI input)
- Tables w/ table cloths and chairs
- Hard wired ethernet internet access & wifi internet access
- TV or other large display (approx 32 inches) for competitors on stage
- 3 prong electrical outlets with extension cables and surge protectors
- Social media promotion of event at least 1 week in advance (Twitter, Facebook, university website, etc)
- Lodging for National Esports Association staffing for long-distance events (we will let you know if this is required)

*Events with more than 64 students competing require a multi-day event
**Event fee is subject to change based on size of events, lodging, etc. Fee will be negotiated and locked in prior to event

Example Setup Diagrams

STREAMING TABLE

BLACK SKIRTING W/ LARGE FORMAT DISPLAY ABOVE

TABLE

STAGE

BLACK SKIRTING

TABLE

STAGE

STREAMING TABLE

LARGE FORMAT DISPLAY

How to Book an Event

For logistics, operation, or technical inquiries: David Morse
Esports Producer, National Esports Association
dmorse@nea.gg   1-585-218-9125

For booking inquiries: David Yugar (Yugar Productions)
National Booking Agent, National Esports Association
david@yugarproductions.com   1-585-218-9125