

Contest 17:

Yearbook Layout – Inside Pages

Instructions:

- Use whatever size template your school uses for its yearbook. Please use your available desktop software to create your layout.
- Design one double-page layout for the Activities section of the 2023 Intersection.
- Design your spread using the available photos, any graphics of your own construction and any fonts you have available.
- Access available photos for this contest at jea.org/contests. You may enlarge, crop or reduce photos. You may use as many or as few as you choose.
- DO NOT include your name or your school name on your entry. If it is on the template you use, hide it with a black box.
- You will be judged only on the layout elements, but please fill your copy blocks with fill text.
- Use the miscellaneous information as you wish. Create graphics or customize it to fit your layout.
- Write and place headlines directly into the layout. With fill text, create and place caption blocks, pulled quotes, subheads or other copy of this type. Use any style, font and size that you deem appropriate.
- Remember that your design and layout work is being judged. Your writing will not be evaluated, but please use correct spelling in elements of any size. Use fill text for your copy blocks.

School information:

El Camino High School
1320 Mission Road
San Francisco, California 94080
Black and Red
Mascot: Colts
Yearbook: Intersection, Volume 14
Theme: A Little Something For Your Consideration

Spread Topic: esports

In black-and-white or color, design a double-page layout (one spread) for the **Activities** section. You are designing Pages 50-51 which covers the school's various gaming clubs and teams. Identify the layout with page folios.

Use only the available photos from jea.org/contests for Contest 17. Any graphics or artwork included on the submission may not be from another publication or from the internet; this includes clip art or images even if you have manipulated the original images into something new. Any artwork appearing on the submission must be of your own creation either through drawing, Photoshop or Illustrator, or some other original creation of your own. These guidelines are in place to ensure equity among contestants and adherence to copyright. If judges feel images are obtained in a way that violates the spirit of these rules, the entry will be disqualified.

You may enlarge, reduce or crop any provided photos to meet your design needs. You may use any or all of the provided photos. Do not flip the photos!

Write and place actual headlines. Use your choice of fonts and point sizes for all text elements in your spread. In your copy and caption blocks please use fill text. You must have a minimum of one block of copy, but multiple copy units are acceptable. Use dummy names for bylines and photo credits.

Submitting Entries:

- All of the instructions for creating a PDF of your entry and uploading it into the contest system can be found at jea.org/contests.
- Please read all of the instructions carefully.
- Entries must be uploaded by **6 p.m. CDT March 27, 2023**.
- Do not wait until the last day! There are NO EXCEPTIONS for entries that do not meet this deadline!

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Photos:

For a selection of photographs to include with your stories, check the JEA website at jea.org/contests. Download the pictures, crop, size and place them as you wish. You may also use Photoshop or a similar program to ethically alter any of the photos. Place caption blocks in the most effective and readable manner. If you use a photo as a photo illustration, as in a graphic, you do not have to include a caption. You are being judged on your layout, not your writing, but please attempt to use correct spelling and Associated Press style in writing of any size.

Hints:

Use none, some or all of the extra data. You may organize it into infographics, or use it otherwise to enhance your layout. Do not use it as a story. Be sure to somehow credit the source of the information.

The contest rules at jea.org/contests reflect how you will be judged in this contest. Please check the section "What Judges Will Look For" under your contest. It is a reflection of the judging guidelines for this contest.

Topic #1: El Camino esports Team

- El Camino has participated in the PlayVS League for five years but the group has existed as a club playing esports for nine years.
- Tryouts were held in September, and over 80 students participated in a week-long tryout process for 25 spots for the 2022-2023 season.
- The eColts are made up of three competition squads for each of the three games they participate in at competitions: Rocket League, League of Legends and Super Smash Bros. Ultimate. Each squad has a varsity and junior varsity team except for Rocket League which has two varsity-level teams.
- Coaches also selected a captain for each game group to oversee the varsity and junior varsity teams.
- The eColts have daily team practices for state-sanctioned regional matches that lead to potential qualification for state and national tournaments. They also played in a local intramural league with area schools for practice.
- In addition to the competition games, the members like to play Valorant, Fortnite, Dota 2 and Counter Strike: Counter Offensive.
- Competitions not only earn teams bragging rights and titles in the PlayVS League, winning teams earn cash prizes and college scholarships.
- Head coach Stephan Arenado leads the computer science department at El Camino. There are four assistant coaches from a variety of academic departments and all are avid gamers.
- Like other schools with esports, El Camino is working to overcome a gender imbalance on the team. Even though 41% of video gamers are female nationwide, only 12 females tried out this season, and only three made the team.
- Financing the team is another hurdle. Parent boosters and the school's PTO contributed \$8,000 and Arenado secured a grant from Riverbed Holdings Inc. for \$20,000 to purchase and install 20 new gaming computers with high definition graphic cards.
- In the first Rocket League competition this season, the three-person eColts team of seniors Jimmy Dygert, Ryan Murphy and Lochlan Stewart, the group's top players, defeated Kankakee High School 4-2. Last year this group was the regional champion and then placed second in state advancing them to PlayVS Nationals as one of 64 teams that faced off in a March Madness-style bracket.
- They advanced past the first round of nationals by defeating Nome-Beltz High School 4-0, and won the second round by default when their opponent forfeited. However, after making it to the Top 16, they were eliminated by Central Heights High School from Virginia.

PlayVS Information

- 21 states participate in PlayVS (pronounced "play versus")
- PlayVS is officially sanctioned by the National Federation of State High School Associations which first recognized esports as an official sport in 2018.
- Because the teams are state-sanctioned and students can earn scholarship money, players must maintain eligibility through grades and attendance in order to participate.
- PlayVS has paid out over \$530K in scholarships since 2018.
- PlayVS California sponsors regional competition for three games:
 - League of Legends (five-player teams)
 - Super Smash Bros. Ultimate (three-player teams)
 - Rocket League (three-player teams)
- There are eight regions. The top three teams in each region in each event go to the state competition, and the top three state teams compete in nationals.
- The season runs Jan. 29-May 1, 2023.
- PlayVS has an \$80 per player fee or a \$1,500 school team fee.
- PlayVS requires verified faculty members to moderate all matches. They enforce a zero tolerance policy toward "toxic behavior" during matches.

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About Rocket League

Players work with their team to advance the ball down the field and score goals in their opponent's net. It is a technical game which involves high-level dexterity and fast-paced gameplay. The team with the most goals at the end of regulation wins.

About Super Smash Bros. Ultimate

Teams go head-to-head in a 1v1 format and try to knock each other out of a stage. It requires critical thinking, fast reflexes, and creativity from players to achieve and sustain success. Each player competes against a player on the opposing team. Players use differing attacks to weaken their opponents and knock them out of the stage. The last player standing wins.

About League of Legends

This is a team-based game of strategy. Each team of five assigns players to different areas of Summoner's Rift to face off against opponents to gain control of an area. Players complete a variety of tasks, including collecting computer-controlled minions, removing turrets (which protect each team's side of the map), and eliminating champions (player-controlled characters). When a team is able to use its advantages to move into the enemy team's base and break its Nexus, it secures the victory.

Quotes:

"People think to make the team, you just need to win, but coaches look for team players who can lead their peers and support their teammates, and who have a knack for quick, strategic thinking. Understanding how the game works, its functionality, is important, but being able to work with others and create a dynamic that is fluid and changing constantly is vital." — Stephan Arenado, head coach

"Gamers aren't just sitting alone in the dark. The atmosphere at matches is crazy. Everyone's really amped up. It is loud and there are crowds cheering on the teams like a typical sporting event." — senior Ryan Murphy, eColts Rocket League captain

"Our daily practices are pretty involved. Captains review 'game film' to learn from previous wins and losses. We have specific drills to work on critical thinking skills. Players have to make split-second decisions like: 'Do I use that power now, or do I wait for a better opportunity?' so we train for that." — Sunni Chelikava, math teacher and assistant coach

"The main difference between esports and other teams is the lack of recognition we get. On Friday night, there are tons of kids watching basketball, not esports. I guess we need a concession stand and a pep band." — junior Wes Grant, Super Smash Bros. Ultimate captain

"It's fun to be part of the esports team and be in the lab every day. It's a good environment, and the people are all great. I have met people from all different grades that I have so much in common with." — sophomore Masie Lee

"I just liked playing the games for fun, but the chance to earn scholarship money was a huge motivator to take esports even more seriously. Over the four years I have really come to understand the team aspect of esports." — senior Jeremiah Trough, League of Legends captain

Topic #2: Dungeons and Dragons Club

- Dungeons and Dragons is a role-playing game originally released in 1974 as a table top game. An online version was released in 2006.
- The El Camino group plays only the tabletop version.
- Every Thursday after school a group of 8-14 students met in language arts teacher Dennis Alder's room to play Dungeons and Dragons.
- The club was in its third year and was formed by junior Christian Reed when he was a freshman.
- "I heard Mr. Alder talk about how much he used to love playing D&D with his friends in college, and a bunch of my friends and I played, so I asked if we could start a club." — junior Christian Reed
- The club had new member training on the first Thursday of every month.
- On Saturday, Nov. 5, which is National Dungeons and Dragons Day, the club met in the school's auditorium to watch "Dungeons & Dragons," "Dungeons & Dragons: Wrath of the Dragon God," and "Dungeons & Dragons 3: The Book of Vile Darkness" on the big screen.
- The club also attended the midnight opening of the new film "Dungeons & Dragons: Honor Among Thieves" on March 31.
- "Going to the new movie together was so much fun. Some of my friends tease me about being in D&D, but they all wanted to come to the movie with me when they found out Chris Pine and Regé-Jean Page starred in it." — sophomore Annie Xu

Topic #3: Racquetball Team

- Racquetball was a club sport team meaning the group was not a state-sanctioned or school-sponsored sport.
- The team competed at state and advanced to nationals. The National High School Championship took place March 2-6 in Seattle.
- The varsity girls team placed first and the varsity boys team came in fourth, leading to a second place finish overall for the team.
- The girls varsity team came in first place on Feb. 27 with 585 points at the 2022-2023 California High School Racquetball Association state tournament. Second place was Roseville with 425 and third place Redondo Beach with 400 points.
- Senior Charlie Fitts won second place at nationals and won first at state. He will attend Oregon State University next fall, which has placed in the top five at the USA Racquetball National Collegiate Championships for the past 14 years.
- Coach Manny Rodriguez was named USA Racquetball Developmental Coach of the Year by the USA Racquetball High School Association. He has coached the El Camino teams for 17 years.