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Culmination Reflection

Beginning my senior year was full of excitement, I wasn't too sure what my culmination project was going to be and I wasn't too worried about picking one either. I was surrounded by many creative individuals so I was sure to have many options to choose from. I knew from the beginning that I wanted to collaborate on a project that was on a topic extremely new to me and be helpful wherever I can assist.

I personally knew that I wanted to be out of my comfort zone when I began working on my project, I wanted it to be a fun compelling challenge and managing an ESports Tournament was not too far from my expectations. We began the process by selecting team members, there was a need for the combination of passionate gamers and technicians and fortunately for the audience City Tech held the perfect mixture of students that was able to fulfill the requirements of both. I wouldn't say every step of the way was an easy elevation but at this current state of the project it was pretty simple! Brainstorming is always fun to do when the conversation is something that has your interest. Hosting meetings and sending out meeting notes was my favorite part of the overall project. This was our time to let our minds run loose and come up with a way to bring our ideas to life. When meeting the team I was always excited to hear what the theme of the production was going to be and what we can actually execute.

Once we got to a steady point and everyone agreed on the fundamentals of the project the next phase began. The preliminaries part of the tournament was the teams only chance to show a little of what we had and we succeeded. Weeks of planning lead to the technical designs of video and gaming systems that made it possible for us to pick our contestants. As the production manager I set aside time for my teammates to test their systems so that there weren't any surprises during streaming and recording of the gaming. I felt a bit overwhelmed during the three weeks that we hosted the prelims but I took it as a chance of growth. I knew that all the things I learned during this journey can be used on out of school projects and this was a small glimpse of what my future held.

Again, it wasn't always easy. My team was under the same pressure that I was. In the process of learning their skills as technicians they sometimes had to take those hats off and put on others and go back to their normal routine as students and employees. Time management and prioritizing was not my team's strong suit and I had to adjust to making it work. Their stress quickly caused my stress and I had to figure out a way where the work we needed to produce was as organized and simple as possible.

Being collaborative is a big part of our industry but so is adjusting. Unfortunately because of COVID-19 our tournament had to be canceled and the project had to move

on to a theatrical aspect. Working together and making our ideas sync was removed which felt strange because although we still were working on the same project the communication between the team no longer existed. It changed from weekly meetings to now just learning the skill of your job title. This has its pluses and minuses because now each individual on the team can produce the tournament from their point of view but the overall gist of the tournament was to assemble a clique with common interest. To me it always felt good to work hard during the technical adventures production brings and see it pay off when the production is in action.

As an efficient worker you simply adjust to the challenges at hand and make it work in your favor. At this point of the project it was all about what if's for the crew and all paperwork for the manager. I gathered venue information, gamer schedules, estimated budgets, and equipment lists so that next year someone else can pick up where we left off. We were able to complete the prelims and align gamers who seemed very excited to play at the finals but very upset about the wait time between March and May. Given the circumstances I believe they should still be allowed to play as finalists and have the chance to go all out and battle to achieve their victories!

I enjoyed the small time I had as a production manager before we all had to quarantine and cancel events. I felt that my team worked so hard that we desired to still put on the tournament even if it meant doing it virtually. This did still mean coming together in a closed space and the school was not allowing it. After the cancellation of the project it was pretty hard to accept the fact that just that quickly everything we worked so hard and long for is over. I am still thankful and amazed that the team and I were still able to produce something that we are able to leave and hand off to the next Esports Production Crew.