

Hardware Specifications for Esports Teams

PC

Games

League of Legends (5 players per team)

Rocket League (3 players per team)

NBA 2K (1-5 players - might be played on console)

PC Specs (middle of the road specs)

Intel i5 CPU

GTX 1050 Graphics Card

8GB of Memory

250GB - 500GB SSD or 1TB Hard Drive

22" Monitor with low response and high refresh (HDMI)

Mouse and keyboard (most will bring their own, but don't get the lowest end hardware)

Xbox controllers

You can increase the specs considerably, but this should be plenty.

Nintendo Switch

Game

Super Smash Bros. Ultimate

Nintendo Switch

2 Pro Controllers or 4

Consoles - Xbox One or Playstation 4

Game

NBA 2K (1-5 players - might be played on console)

Xbox One or Playstation 4

I am leaning toward the Xbox One because some the leagues are playing on PC and Xbox controllers work easily with Windows 10.

Software

League of Legends (Free and players have accounts)

Rocket League (Students buy game. Around \$20)

Super Smash Bros. Ultimate (You need a copy for each system)

NBA 2K (Students buy game and have account. I am still not 100% sure about licensing and purchasing software)