

  
**NETWORK DESIGN TEAM**

(325)

**REGIONAL 2022**

**Description**

Analyze existing and planned business environments and develop a strategy for the implementation of a network infrastructure that addresses the business needs of the scenario provided.

**Topic**

The world of esports is a massively connected multi-billion-dollar industry. DF Solutions, a technology support contractor for small, medium, and large-scale conference/special events, has recently decided to enter the world of esports event planning. Your team’s task is to create a network infrastructure plan (replicable models) to accommodate Regional, State, and National esports conferences based on the information below.

* Local or Regional eSports Conference:
  + This model should define the requirements for creating a small-scale network to accommodate up to 200 players.
* State esports Conference:
  + This model should define the requirements for creating a mid-scale network to accommodate up to 1000 players.
* National esports Conference:
  + This model should define the requirements for creating a large-scale network to accommodate up to 5000 players.

Requirements to consider for all levels:

* Bandwidth requirements to accommodate low-latency gameplay
* Secure storage (network shared) for all games
* Anti-cheat systems
* Closed vs open network design
* Equipment requirements (computers, routers, switches, etc.)

**Teams who do *not* submit an entry following this topic will be *disqualified*.**

***Judges Notes:***

1. Network design should be reasonable and reasonably priced.
2. Addresses the needs for updates in the main office such as:

* Switch resting on the coffee table
* Unmanaged switches
* Non-functioning cooling
* Subnetting and VLANs

1. Wireless connectivity is highlighted for the San Francisco office
2. The infrastructure to support the VM hosting, web hosting, and file storage is reasonable, but not too “vanilla”
3. The Austin, TX office VDI solution conforms to industry standards and efficiency is highlighted in the proposal
4. Desktop management abilities are proposed for the New York City location

**JUDGING PROCEDURE**

* As a team of judges, formulate two to three questions to ask at the conclusion of the presentation. Be sure to ask the same questions of each team.
* No more than three (3) minutes for set-up.
* The length of the presentation will be no more than ten (10) minutes; followed by judges’ questions not to exceed ten (10) minutes.
* The presentation will be stopped at ten (10) minutes.
* Excuse teams upon completion of judges’ questions.
* **There can be no ties in the top ten (10) teams.** It is the responsibility of the judges to break any ties.
* Administrator will fill out ranking sheet prior to dismissing the judges.
* If more than one (1) section is necessary, finalists will be determined by selecting an equal number from each section.
* Give administrator all Judges’ Rating Sheets, Judge Evaluation Sheets and contest materials.
* No audience is allowed in the contest room.

**Please double-check and verify all scores!**