

RIT Esports Newsletter

February Edition

WELCOME!

Hello Tigers! We are bringing back the RIT Esports Newsletter. Every month, we'll be posting about upcoming events, player interviews, game schedules, and more! This will be your place to stay up to date and learn how to get involved with RIT Esports.

WHAT'S COMING UP

Intramurals

Esports intramurals will be returning this semester with many games to choose from:

- Counter Strike 2
- Valorant
- Marvel Rivals
- Overwatch
- Rocket League
- League of Legends.

They're a great way to play with friends in a casual 3-week round robin competition. To ensure fairness and everyone's enjoyment, division players, including substitutes, will not be allowed to play, and only 2 academy players are allowed per team. Make sure to join the RIT Esports general Discord and RIT Esports Intramurals to stay in the loop and get playing.

Open Labs

We have Open Labs every Saturday from 6:00-9:00pm at Institute Hall for anyone to come hang out and play games. This is a great way to engage with the Esports community in a fun and casual setting!

Counter-Strike 2 LAN



RIT Esports is hosting a Counter-Strike 2 LAN on April 18th and 19th in the Wegmans Theater in Magic and will be free for all students to watch. This large-scale event will bring together teams from multiple schools for high-level gameplay that's exciting for both competitors and spectators. Stay tuned to our social media, Discord, and newsletter in the coming months for more information.



GETTING INVOLVED



No prior experience is required to get involved, and there are multiple opportunities for new members to learn the ropes. The best place to start is by joining the RIT Esports Discord and any game-specific discords, which can be found in the #teams channel.

Operations

If you're interested in broadcasting (casting, observing or producing), media (graphic design or video editing), marketing, or event planning, there is a Google Form in the Esports Discord to get the specific roles and access to channels. Operations meetings are every Friday from 5:30-6:30pm.



Competitive



If you're interested in playing competitively, the Esports and game-specific Discord will keep you updated on future tryouts and upcoming events. Although most division and academy tryouts for this semester have already taken place, we'll still have intramurals starting soon for those looking to play.



COZA INTERVIEW

We spoke to coza, a member of the RIT Orange Counter-Strike 2 team, about his and the team's experience at Syracuse Esports' Orange Jam on February 1st, where RIT beat Northeastern University in the quarter-finals but lost to Syracuse University in the semi-finals.

puppeht: Last weekend you went to Orange Jam in Syracuse with the rest of the Orange team, I hear this is your first LAN event with the team, how was the experience?

coza: Good. We didn't place as well as we wanted to, but I had fun, I learned a lot, it's my second LAN ever. It was definitely beneficial for me even though we didn't win.

p: How did you and the team prepare for this event?

c: Mainly the week before, we're scrimming and practicing before that but the week before we did basically for three or more days in a row, we were practicing, more than usual we went to Institute and talked about games and did demo reviews, that was mainly Matt's1 job. Basically we spent at least three days prior working on preparing for it.

p: How do you feel about your personal performance at the event?

c: I think I did fairly well for my second LAN ever, I had a lot of clutches. I feel like when we won, we won as a team and when we lost, we lost as a team, I don't think one person dragged or carried the team up or down. But it is a team game, so that's mainly what we're focusing on working on now, working together and synergy and being more decisive with calls.

p: In what aspects of the game do you think the team did well with?

c: That's difficult to answer, because a lot of vibe right now is that when we're playing well everything is going well almost, and when we're playing poorly everything shuts down. When we're playing well, the comms are good and the mood is up, but when we play bad, things are really bad, it's just the opposite. It really depends from game to game, certain games when the mood was good we were playing very well, and maybe the game before or after that, when the mood was bad, everything was just off.

p: How does the team plan to move forward fixing these issues?

c: We had a talk today, and we mainly talked about attitude, going

into games, like how we act inside of games and outside of games and how that affects the team as a whole in a positive or negative way. Also, playing as a team more together, cohesively, like staying in packs, making decisions where we're all on the same page, having one clear voice instead of a bunch of different voices that disagree with each other. So we can work more as a unit instead of just splitting up and taking individual duels because that's one of our biggest problems, especially in the midround. We haven't implemented any of that yet, like we didn't have a scrim today or actually play but we were just talking about that, I'm sure we're gonna work on that in our next practices.

p: Finally, how are you feeling about the upcoming season?

c: We have a lot of work to do, in game and outside of the game. I think we really need to get our mental a lot better. We all have really good aim, we know we're all really skilled, it's just mental and playing together as a team, as a cohesive unit, are the two most important things. And they're kind of intertwined, like I said if we have bad mental we start taking ones and ego peeks and don't play well as a team which will only get you so far, but if we want to start playing consistently and winning consistently we have to start working as a team and even when things are down don't get negative and start yelling at each other, because that's when stuff starts to fall apart. Just working together better as a team and having better mental and supporting your teammates.

p: Thank you.

1 Matt ("mjb") is a coach and former player for RIT Orange Counter-Strike.

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