CHECKPOINT TASK 4 – WEEK 4

The Adelaide Entertainment Centre has recently won a bid to host an In-House Video Gaming Tournament. You have recently been appointed to the Events Team and the Events Manager has assigned you the task of establishing the IT and AV requirements for the tournament.

1. **Who would you interview first?**
   The Event main host for In House Video Gaming Tournament.
2. **What is your objective in meeting with this person?**
   Establishing the IT and AV requirements for the tournament
3. **Provide ten sample interview questions (five closed-ended and five open-ended) you would ask to obtain the required information.**
   Question 1: Which one among 3 kinds of platforms that is most appropriate for the In House Video Gaming Tournament?
   (move to question 3)
     (1) PC
     (2) PlayStation
     (3) Xbox
     (4) Laptop, move to question 2
   Question 2: Which method is suitable and convinient for participants to join the event?
   (1) BYOD
   (2) Prepare Laptop for each contestants
   (3) BYOD and prepare backup devices if necessary
   Question 3: What kind of video game that will be played in the tournament?
   Question 4: Is there any specific requirements for the devices in order to run that game in the tournament?
   Question 5: In which platform do you want to stream the game to audiences? (Rate from 1 to 5)
   (1) Youtube
   (2) Youtube Gaming
   (3) Facebook Livestream
   (4) Twitch
   (5) Discord
   Question 6: Which one is more efficent to stream the game?
   (1) Stream online
   (2) Stream offline
   (3) Both
   Question 7: How much is enough for the bandwidth of wireless network to maintain stable connection?
   Question 8: How many people are expected to attract approximately?
   Question 9: Which method is better for managing the matchs of game?
   (1) Local host (given a link or a code direct to the play)
   (2) Online (then report to the arbitrator)
   Question 10: How will the speaker connect to the current sound of the match? (i.e directly or remotely)