



Kitchen Table to Competitive

What we can do to encourage and facilitate competitive Magic
(A purely scientific collection of anecdotes)

My Goals for the Presentation

- Identify the value of competitive play to the Magic community
- Describe the player groups affectionately known as *New*, *Interested*, and *Engaged* players
- Show the research I have done to gauge the community's interests
- Describe the role that judges can play in helping players become interested and engaged
- Brainstorming with the judge community for ideas and methods to improve our process and outcome

Why Bother with Competitive Magic?

- The plateau of opportunity in deckbuilding and interaction
- Individual growth and learning opportunities
- Community interaction and friendship among like-minded players
- It sells packs

How Do We Get To Competitive?

- New Players -> Interested Players -> Engaged Players -> Super Fans
- Why do we care where players fit?
- Where do we start?

The New Player

- What do they know about the game?
- What do they know about us?
- How do we help them reach the next stage of engagement?
- Don't be discouraged...

The Interested Player

- They came back!
 - 1) Teach the game
 - 2) Play the game!
 - 3) Diversify the game
 - 4) Improve the game
- The role of a Judge according to the Interested player
- The hang-ups

My Teaching Tips

- The joy of the perfect curve, the misery of mana screw, risk and reward of auras, why walls won't win the game, threats and removal
- Volunteer "Deck help clinics"
- Free Cube Drafts from standard sets
- Full disclosure: I stole these ideas from "WPN – Welcoming New Players"

Get them Engaged

- What's the holdup?
 - 4) Scheduling conflicts, I work on weekends, I can't make it there
 - 3) I only want to play for fun
 - 2) It's too expensive, competitive decks aren't cheap, entry fee is too high
 - 1) I'm not ready for competition. I don't want to make mistakes.
- What can we do?

The Intimidation Factor

- How can we help overcome these fears?
 - 1) Share our anecdotes
 - 2) Go through the MTR
 - 3) Practice competitive REL
 - 4) Rules are there to protect players

Maintaining Engagement in Competition

- Ask for feedback!
- Be a resource
- Build your community

Conclusion

- Discussion – Q & A – Feedback (because you can never have enough feedback)