_How is Speedrunning perceived as a viable
subgenre of esports?_
By Eion Tongue
_T018203m_

Contents

Introduction

Since starting university in 2022, I have been involved in Esports broadcasts as a caster for games such as Valorant, Counter-Strike and other esports titles. However in my own time, I've become involved in the speedrunning community, running titles of various genres and niches (including a world record time in 'TNA iMPACT!'). One of my goals at university has been to understand why there is a disconnect between the concepts of speedrunning and esports despite the inherent similarities between the two. This project focuses on trying to understand whether people consider speedrunning its own esport or if they perceive the hobby as its own separate niche in online gaming.

Event Proposal

The main aim for my final year project was to answer the question ' How is Speedrunning perceived as a viable subgenre of esports?' As I have been an active part of the speedrunning community for nearly 2 years now, I decided that the best way to answer this question was to host a 24 hour speedrun marathon broadcast featuring various different games of different genres and to raise money, in this case for Macmillan Cancer Support. This event would be broadcasted on the Staffs Uni Esports Twitch account with edited VODs being available on my own personal Youtube channel so that players and talent could highlight and promote their own individual segments rather than have to sift through a 24 hour VOD. The original intentions for the contents of the stream was to separate the games into blocks, specifically a Competitive block, a modern games block, a retro games block and a silly games block. All games were allowed to be played unless it was banned on Twitch, if the team deemed the game too long to be run or if the contents of the game were unsuitable for an audience for this type of event (i.e if the game's contents were too gory or sexual). Players would commentate their run live in person whilst members of the on air talent team would act as casters as well as an audience surrogate, asking questions and engaging with the run in a similar way to the live chat. The purpose for this style of talent engagement is so that the event is seen in an approachable and beginner friendly way to those new to speedrunning as well as an entertaining product in general.

Market Research
Competitive Speedrunning

Speedrunning is a naturally competitive form of gaming. Speedrunning is a playthrough of a full game or sections of a game following a specific rule set as fast as possible (Kelfer, 2022). Since the late 1990's and early 2000's, speedrunning has been ingrained in gaming and livestreaming culture. Much like any other niche in the 2000s, speedrunning was involved in forum culture with a wide array of runners sharing clips and personal best runs for games such as Metroid, Super Mario Bros and The Legend of Zelda (Gomez, 2019). As the speedrunning community grows however, it's clear that it is a very solitary venture with the only semblance of competition stemming from leaderboards on sites like Speedrun.com as well as personal achievements. Competitive speedrunning is still very much in its infancy as despite there being large challenges hosted by content creators or developers (such as Moist Cr1tikal's $10,000 Another Crab's Treasure Bounty), a direct competition between speedrunners has yet to be explored outside of showcase races during speedrun marathons. Community members and content creators have explored tournament formats for speedrunning such as a bracket similar to those found in FGC tournaments, a game jam style of event where runners learn a new title from scratch and have a set timer to improve their personal bests and the most stable one being Bingo in which speedrunners use their skills to complete random objectives in games to complete a line or get a majority of squares on a bingo board (Harper, 2022). The Elden Ring speedrunning community (in particular the user Captain Domo) has developed a series of tournaments called Bingo Brawlers in which Elden Ring speedrunners and content creators would compete in 1 on 1 bingo matches. This has not only provided a competitive element to a game that may not have been considered much of an esports title but also provided the direct competition that traditional speedrunning lacks (Lipscombe, 2025).

B	I	N	G	O
Kill 3 duo/trio bosses	Acquire Smithing-stone Bell Bearing [1] and [2]	Kill Crucible Knight & Misbegotten Warrior duo	30 Faith (no rebirth or buffs)	Kill Margit with 4+ parries
Give boc his needle back	Complete an Altus Plateau Hero's Grave	Restore Morgott's Great Rune	Kill a Remembrance boss incantations only	Kill Elemer of the Briar
Kill an Omenkiller boss	Finish off a boss with the explosive physick	Kill 5 bosses with 'tree' in their name	Invade and defeat Magnus the Beast Claw	Kill a Red Wolf Boss
Acquire 3 Imbued Sword Keys	Kill Mohg, Lord of Blood	Kill Greyoll without status effects	Somber +9 weapon	Kill Leonine Misbegotten
Kill Fia's Champions	Kill Gurranq	Kill a Magma Wyrm boss	Kill Lansseax	Kill 3 Bell Bearing Hunters

Example of a speedrun bingo board for Elden Ring

Much like traditional esports, speedrunning requires a large time commitment in learning optimal strategies, gameplay techniques and new metas. It's a very collaborative process that combines the perceptual learning, natural response selections and general motor skills of different gaming communities to optimize a category's best possible time. Perceptual learning describes how people are able to categorise perceptual stimuli in specific environments, response selections are the skills to select the appropriate actions based on the information provided whilst motor skills are the ability to execute precise muscular actions on demand (Bikas, 2025). This collaborative process often involves a subsection of most speedrunning communities called Glitch Hunters. Often speedrunners themselves, glitch hunters will explore every inch of a game and use their knowledge of the inner workings of the title to find glitches, skips and other exploits that can then be tested and utilised in future runs. In franchises that utilise similar mechanics and game engines such as Dark Souls, glitch hunters will often aim to replicate their findings in the newest titles to optimise runs as efficiently as possible (Donnelly, 2022).

Example of an out of bounds glitch used in Dead Rising Deluxe Remaster speedruns

Community Engagement

Speedrunning has inherently been a community practice since the 1990s. It allows players to experience titles designed for solo play in a collaborative and cooperative manner. Be it as a viewer of a livestream, a collaborator on a game or the speedrunner themselves, the hobby of speedrunning has allowed for a variety of communities and subcultures within gaming to grow and evolve, particularly as livestreaming culture has developed. In his research into Speedrunning communities, Alexander Toftness found that runners would often have an improved mental health thanks to their engagement with individual speedrunning communities stating: When you're choosing a speedrunning community to engage with, you can pick anything—you don't have to be limited to the church that's nearby or the neighbors in your apartment complex,There are lots of people who feel like outsiders in their own lives, and so they're drawn toward these communities." (Lenti, 2021). This concept of speedrunning being such a broad culture that people can find their own identity in has allowed for collaborations in communities for titles that many believe are niche even within speedrunning. For instance, Silent Hill 2 for PC was for years believed to be a solved speedrun. The game itself featured a heavy reliance on RNG for its puzzle solutions and for the majority of its lifespan, it was believed that this RNG was as true to random as possible. However in 2020 as more people began experimenting with speedrunning, a user by the name of sh2_luck would enter the twitch chats of players aiming for personal bests and predicting the exact answers of each puzzle. This caused the concerns of cheating by proxy and whether or not someone had solved the rng issue that plagued Silent Hill 2 speedruns. The user would create an RNG chart for each individual seed in the game that would then be used to develop a program called Lucky Hill which finds the RNG seed of the game based on the answer to the first puzzle in the game. By randomly entering player's chats, sh2_luck had forced a collaborative effort by the community to

re-solve a decades old title and allow new strategies and hype towards the game and community.

Lucky Hill

Settings   Export   About

Player Results

Clock   Lock   Blood   Carbon   Bug   Arsonist   Suitcase

Possible combinations

Frame	Clock	Lock	Blood	Carbon	Bug	Arsonist	Suitcase
0	10:10	6583	3338	3869	921	6	time
1	10:47	2275	7414	3338	687	1	dark
2	08:20	9532	8699	7414	794	4	luck
3	00:13	5834	3386	8699	653	1	hell
4	03:22	2756	4147	3386	473	2	kill
5	07:15	5322	6996	4147	147	1	open
6	06:20	8341	3864	6996	642	4	dust
7	07:41	7564	1471	3864	128	1	help
8	08:06	3221	9966	1471	429	2	open
9	05:43	3412	8641	9966	781	1	dark
10	09:56	5646	4714	8641	793	4	dark
11	05:21	2215	9667	4714	759	3	help
12	03:14	4126	6417	9667	673	2	hell
13	01:11	6463	7147	6417	838	1	down
14	07:36	2153	6676	7147	847	6	luck
15	10:53	1262	4178	6676	818	3	kill
16	07:10	4633	1478	4178	137	2	lose
17	05:51	1539	6768	1478	384	1	town
18	09:56	2623	1781	6768	591	6	mama
19	02:41	6331	4783	1781	759	1	luck
20	06:06	5394	7685	4783	376	3	dark
21	00:23	6233	7817	7685	938	1	lock
22	04:48	3319	7833	7817	741	4	time
23	02:45	3943	6859	7833	126	1	dose
24	07:38	2332	8177	6859	727	5	help
25	11:03	3192	8331	8177	872	1	luck
26	03:48	9439	8597	8331	694	4	love
27	06:21	3326	1778	8597	462	1	damn
28	10:06	1925	3316	1778	573	2	null
29	05:51	4399	5974	3316	431	1	kill
30	11:56	3262	7785	5974	747	4	over

Lucky Hill program used for Silent Hill 2 Speedruns

Speedrunners often create tools to assist them in their pursuit of the fastest times possible. Livesplit has become the most well known tool for speedrunners to time their runs. Thanks to the nature of the program as well, it allows for complete customisation of the tool to provide accurate timings, comparisons, layouts etc.(Livesplit.org, 2025). The development of tools to aid in gaming often brings comparisons to modding communities. Often it requires in-depth knowledge in a game's code and engine to allow for the formation of these tools as well as providing other knowledge bases such as frame data, input data and a variety of other hidden features of a game's skeleton. However, unlike modding where they aim to modify an existing product to create a new element or game, speedrunners will use the tools found in the game's code to break an existing game and optimise their strategies (Escobar-Lamanna, 2019)

In terms of events, speedrunning often has communities come together to celebrate a variety of games and to raise money for charity. The most prevalent of these being Games Done Quick who since their inception have raised over $51 million for charities such as the Prevent Cancer Foundation, Medecins Sans Frontieres and others (Sacco, 2025). Other notable events include ESA Speedrunning, RTA in Japan and UKSG. These events focus more on the personalities in the community rather than the raw skill that these players have developed as well as upholding certain traditions that have evolved over the years (such as the couch that refers to the fact that the first GDQ was hosted in the founder Mike Uyama's basement) (Brewer et al, 2023). Despite upholding these traditions though, GDQ have evolved into a very progressive and diverse organisation with their staff and talent as well as hosting events such as Frame Fatales (an event focussed around female speedrunners and charities (Chalk, 2020)).

Inclusivity and Diversity in Esports and Speedrunning

Events like Frame Fatales have improved the general culture surrounding gaming as it promotes a more inclusive environment for not just female speedrunners but also women-led charities such as the National Women's Law Center (Gamesdonequick.com, 2025). Having a major organisation such as GDQ acknowledge and encourage a more inclusive and diverse community has allowed for the wider speedrunning community to be more accepting and encouraging to those willing to participate no matter the gender, sexuality or even ability to play the games themselves. In individual communities, speedrunners often maintain a 'keep it comfy' vibe to their moderation in that they aim to keep a convivial and non confrontational atmosphere in their environment (Brewer, 2023).

Frost Fatales event hosted by GDQ and Frame Fatales in 2025

Esports in comparison still is facing growing pains in this regard. Mixed competition has yet to find a place in mainstream esports such as Counter Strike or Valorant. Despite making the jump to tier 1 competition with Apeks, Game Changers Graduate Ava 'Florescent' Eugene, had to step back from active competition due to the difficulties in playing in a new region as well as personal issues (Richman, 2025). During her rise to the top tier of Valorant esports though, her being a trans player caused members of the VCT community to voice concerns over trans players validity as Game Changers athletes (bo3.gg, 2025). Even though Apeks found much difficulty in the spring season of VCT, Florescent found themselves topping many stats sheets proving that Game Changers athletes could play at a tier 1 level with the correct support system around them.

In 2025, Valve announced a restructuring for the way teams are invited to tournaments for Counter-Strike 2. Partner programs such as the ones used by Blast Premier and ESL were no longer permitted and teams must instead be invited to tournaments based on VRS rankings or open qualifiers. This had the unintended benefit of inviting Imperial Valkyries to the early tournaments of the season. Imperial Valkyries had dominated the prior year of female Counter-Strike and found themselves sitting in the top 32 of the Valve Ranking System at the beginning of 2025 thanks to the prize money amassed from winning ESL Impact Leagues. Their opening game at the Blast Bounty tournament saw them facing Natus Vincere, 2024's number 1 team. This best of 3 match up saw a new peak viewership for a female CS team with just under 500k viewers watching on Blast's Twitch page (EsportsCharts, 2025). Despite losing 0-2 to NaVi, many saw a lot of potential in Imperial's play and that they could remain a fixture in the tier 1 scene for the first half of the year. However, performances began to dwindle and they

struggled to win rounds rather than games versus opposition similarly ranked to them. This raised a dialogue around how much should ESL Impact tournaments be weighted towards VRS rankings and whether or not a full female team can compete at a tier 1 level in 2025. Some pundits believe that it's probably a better idea to explore the idea of mixed lineups much like what Apeks did by bringing Flor into their Valorant roster so that female players can embed themselves into higher level competition better (Morris, 2025).

Unlike in speedrunning communities, the hesitancy to develop female and other gendered scenes in esports has been apparent as while there have been leagues such as Game Changers and ESL impact providing opportunities, the chances to play at the same level of competition is still lacking. Co-ed competition is still not as apparent in traditional esports as it is in speedrunning which could be attributed to the differences in inclusivity measures provided by organisations at the top of both scenes.

Content Creation

Content creation is arguably one of the biggest aspects of speedrunning as a hobby online. In 2024, the 'speedrun' tag was the 17th most popular tag used on Twitch.tv (Rowland, 2024). Many new speedrunners begin their entry into the community by watching runs on Twitch or Youtube from events such as Games Done Quick before beginning to learn the intricacies behind certain games and runs (Scully-Blaker, 2016). The journey from beginning a speedrun to mastering it is ultimately the main definition of speedrun performances as it shows the growth period that the player has taken during their experiences with that title (Roth et al. 2021). Speedrunning is, much like the livestreaming culture it is embedded in, a performative artform. Games Done Quick submissions board will often look for whether the runner themselves can engage an audience with their presentation of the run as not everyone will be as familiar with the game as they would be (Gamesdonequick.com, 2025). By doing this, GDQ ensures that the run is engaging with casual audiences which in turn provides up and coming runners to learn to develop their charisma on camera whilst speedrunning, a skill in and of itself.

Speedrun content creation has also led to many creators dedicating their craft to archiving the history behind speedrunning. Summoning Salt has built a career off of not only speedrunning Mike Tyson's Punch Out! For NES but also for documenting and presenting the stories behind gaming's many speedrun communities and the characters within. His voice has become synonymous with speedrunning for casual fans with many learning the stories of games like Halo 2, Mario Kart and Punch Out as well as many others from Summoning Salt (Thielmayer, 2023). Other creators dedicate themselves to creating tutorials for games and introductions to speedrunning so that newer players can interact with a variety of games in speedrunning.

Esports organisations have also started to invest in speedrunning as a content creation method as well. In 2021, NRG signed speedrunners 'Pointcrow', 'EasySpeezy' 'Lilkirbs' and 'kozmic' to lead their new NRG Speedrunning branch of content creation. NRG Speedrunning would provide content like general runs as well as showcasing cool glitches that would be considered unusable in regular runs (Mosley, 2021). Other large content brands and creators have also

begun to invest and experiment in speedrunning as an avenue for content. In 2024, Ludwig and Offbrand hosted Fast50, a 50 hour charity speedrunning event dedicated to providing a more casual speedrunning experience similar to the early years of GDQs as well as supporting Wings for Life and No Kid Hungry (Hale, 2024). They would raise over $250,000 over that weekend with runs including Elden Ring Bingo, Sekiro 2 Players 1 Controller, Celeste Race, Mario 64 gauntlet as well as many others. MoistCrit1kal would also host a $10,000 bounty during this event for Another Crab's Treasure. This bounty would be surrounded by controversy prior to the event however due to an exploit that the community called 'uppies' which allows players to infinitely jump over the map. The developers would add $5k to the prize pool so long as this strategy was banned for the event. Many claimed that the developers shouldn't try to limit speed runner's strategies but ultimately it was agreed upon by the community that 'uppies' would be banned (Koselke, 2024).

Ultimately, speedrunning is a form of content creation so prioritising the entertainment of a viewership is one of if not the core focus of a speedrun content creator. Whether it's the personal journey of achieving a world record to producing a charity marathon, Speedrunning is endemic to livestream culture and video game content creation as a whole.

Report of Event Feedback
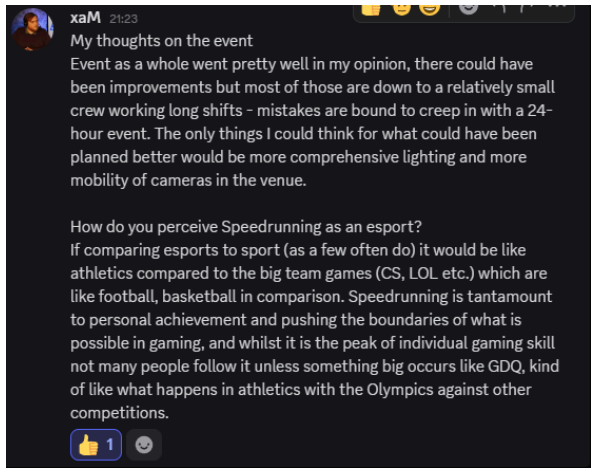
Mako2k 11:03
I believe that whulst it is not a traditional style of esports, speedrunning is a special category of an esport

This is because there is a competition aspect to the genre that can be used for entertainment purposes, which is quite similar to racing games e.g. Trackmania, where seeing who is the fastest wins

As an event, Summit of Speed has a lot of potential in that regard as there is an engagin aspect whether people can do certain mechanics or not that can save them a lot of time so that they have the possibility of setting a world record on stream

Additionally, by filling a gap in the industry, this means that the event as a whole will have a certain audience that it appeals to, making it quite difficult to conpete with in popularity in the future

Avi 16:29
I think speedrunning and esports are 2 separate aspects of gaming, but they do have a lot in common. Both are very competitive and typically presented in that sort of format where you compete to be the best, but it feels to me that they're just 2 sides of the same coin. Typical esports games compete directly against each other, whereas speedrunners compete against each other at different times with less at stake. Almost feels like esports is more competitive and marketable, whereas speedrunning doesn't quite feel the same. Very similar ideals, and you can definitely compare the two genres, but I don't think you can consider them the same thing personally.

Feedback screenshots from staff members

(Michael - speedrunning is a good subgenre for gaming with how competitive it is, as an esport though it much more leadership based that competition due to the nature of it)
(Don- as a genre of esports it's closer to racing games, its underrepresented as an esport and could succeed similar to racing esports and olympic competitions)
(Ava M - it's very niche and untraditional in the sense that it's competitive but not in real time as in its very leaderboard based. The culture behind the communities are very cool)
(Max - it's probably the best form of competitive gaming that tells a story in terms of histories of pvp with dynamic player stories but it differs from traditional esports rivalries).
(Jack - enjoyable content, not something they've considered as live content but interesting nonetheless)
(Ava W - Not as big of a community as traditional esports but still a strong sense of community behind those who engage with the hobby?)
(Ryan - sees no reason as to why it shouldn't be considered an esport given the time required to be elite at a certain game and players have similar work ethics between speedrunners and esports players, lower barrier to entry than traditional esports)
(Aniya - really enjoy speedrunning, doesn't know what to say when comparing it to esports, its not easily translated compared to traditional esports, harder for casual audiences to follow)
(Jake - limited knowledge of speedrun events themselves and participating in them, there is a difference between a speedrun broadcast and a trad esport due to how the games are produced, not as mainstream as games like cs or val and could use similar coverage, very niche esports market that could be further explored)
(Cass - esports is just competitive gaming so speedrunning is just the same as that but with more niche titles in ways that weren't necessarily intended)
(Jon - it's a fun competitive side of esports that is a growing genre)

Original Interview Question answers

From the feedback received from members of staff so far they believed that the event itself was an engaging project with a lot of potential, both from the idea behind potentially breaking personal records on stream but also in experiences for future events. I agree with Max's feedback where they stated that mistakes were bound to happen with the small crew and the time scale. I do find it interesting that each of the feedback that I received didn't change their opinion much on whether or not speedrunning is a viable genre of esports though. Ava's thought process in how speedrunning and esports being comparable yet not being able to consider them as similar entities is an interesting one as they acknowledge the similarities between the two and elaborate on how the fact that speedrunning often lacks the direct competition that traditional esports provides. They all raise an interesting discussion point on how the presentation of speedrunning is what separates speedrunning from traditional esports as speedrunning focuses more on community engagement and personal growth rather than competition.

Approved Risk Assessment

Risk Assessment

School/Service: University of Staffordshire			
Task/Activity/Area: Esports speedrunning event in the Beacon Building on 22nd March lasting 24 hours from 12pm on the 22nd until finish around 12pm on the 23rd Rooms included: T204, T205 Attendance will be to University of Staffordshire students abiding by room capacity limits. Attendees will all be over the age of 18 as a result. All attendees will be encouraged to use the space with care and dispose of rubbish and recycling correctly. Staff will make sure that this is correctly looked after. This is an event organised by Esports students as part of their final year project. The event will take place over two days with players participating in T205 with T204 being used as a green room for resting for staff and players. There will be a member of staff (Phil Cooke) who is a trained first aider present at the start of the event during set up until 3pm. Security can also be contacted if needed via 01782 294444 as an emergency number or use of the SafeZone App. The event will also be film and photographed by event staff on site. Permission for filming and photos will be asked for as a part of the event signup process, signs informing people of filming and photography will also be in place during the event.			
Assessed By: (Print Name):	Eion Tongue	**Signature:**	E.Tongue
Approved by: (Print Name):	Josh Wales Ferguson	**Signature:**	JF
Date of Assessment:	07/01/2025	**Review Date:**	Dynamic during event

Severity multiplied by Likelihood equals Risk Rate And calculated after taking in to account existing controls					
Severity **Likelihood**	Insignifica nt **(1)**	**Minor** **(2)**	**Moderat** **e** **(3)**	**Serious** **(4)**	**Fatal/** **Critical** **(5)**
Almost Certain **(5)**	5	10	15	20	25
Likely (4)	4	8	12	16	20
Possible (3)	3	6	9	12	15
Unlikely (2)	2	4	6	8	10
Rare (1)	1	2	3	4	5

*Key to result: T = Trivial Risk, **A** = Adequately Controlled, **N** = Not Adequately Controlled, **U** = Unable to decide, (further information required).

#	Hazard	Harm/Injury	Persons at Risk	Controls	Severity 1-5	Likelihood 1-5	Risk Rate	Result*
1	High powered lighting equipment	Blinding or harming attendees eyesight.	Players and staff in attendance at the venue	Make sure that a verbal warning is given when lights are turned on and that people understand this warning. Make sure that controls such as diffusers are in place to prevent harm.	3	2	6	A
2	Cables left out and becoming a trip hazard.	People tripping over cables and harming themselves as they fall.	The individual and anyone surrounding them	Use of cable mats provided at the venue to make cables safe to walk over. Also make use of smart cable management to move as many cables as possible out of the way of attendees. A trained first aider at the event. [Put Name when confirmed] Security can also be contacted if needed via 01782 294444 as an emergency number or use of the SafeZone App.	2	2	4	A

v2 Mar 2024

Review Date: Mar 2027

#	Hazard	Harm/Injury	Persons at Risk	Controls	Severity 1-5	Likelihood 1-5	Risk Rate	Result*
3	Use of electricity to power devices/set.	Electric shock/Electrocution from not operating specialist kit properly.	Players in attendance	Make sure that players are not interacting with specialist equipment at the venue. Also make sure that all staff are familiar with equipment and best practices when plugging in external equipment.	3	2	6	A
4	Fatigue/Exertion	Heat Stroke, Dehydration, Loss of Consciousness	Players and staff in attendance	Players will be required to take a break after their allocated shift and water will be provided at the event. Staff will be rotated in shifts so that they are able to have a break and rest as well, returning home if they wish.	2	2	4	A
5	Dangerous or Suspicious Behaviour	Injuries to themselves and others. Differing severity depending on if the individual has caused harm to themselves or others in the venue.	The individual and anyone surrounding them	Have security protocols in place to keep an eye out for suspicious or dangerous behaviour and have a zero-tolerance policy in place to remove individuals showing this type of behaviour.	1	2	2	T
6	People unsure of evacuation routes in case of emergency evacuation.	Emergency evacuation	All attendees	All in attendance at the event will be made aware of fire alarm, first aid, toilet locations and the location of the nearest evacuation meet up point.

Exit routes clearly signed and easily identifiable.

Before the event the production director will conduct a check of the venue to make sure escape routes are not blocked.

Standard University evacuation procedures will be followed.

If accessibility requirements are needed for evacuation, we have staff trained on the evacuation chair. | 4 | 2 | 8 | A |

Review Date: Mar 2027

#	Hazard	Harm/Injury	Persons at Risk	Controls	Severity 1-5	Likelihood 1-5	Risk Rate	Result*
				During the normal working hours trained fire marshals are assigned to each area. For further assistance in evacuating the building call 4444 for Campus assistance.				
7	Audio levels being set too high	Damage to eardrums and general health and safety	All attendees	The maximum audio level on the mixer at the venue has been limited to 77db which has been measured as an acceptable level for the venue. There is also an audio level meter connected to the mixer for real time checking

There will also be warnings to all attendees that the event will contain loud noises. | 1 | 4 | 4 | A |
| 8 | Flashing and strobing lights | Epileptic seizures and harm to eyes | All attendees | Notices will be posted, and attendees will be made aware that the event will contain flashing lights with an epilepsy warning.

Due to the presence of retro games that were made before modern guidelines surrounding flashing and strobe lights an extra warning will be displayed on stream and made aware to attendees if the next run features extreme amounts of flashing and strobe lights. | 3 | 3 | 9 | A |
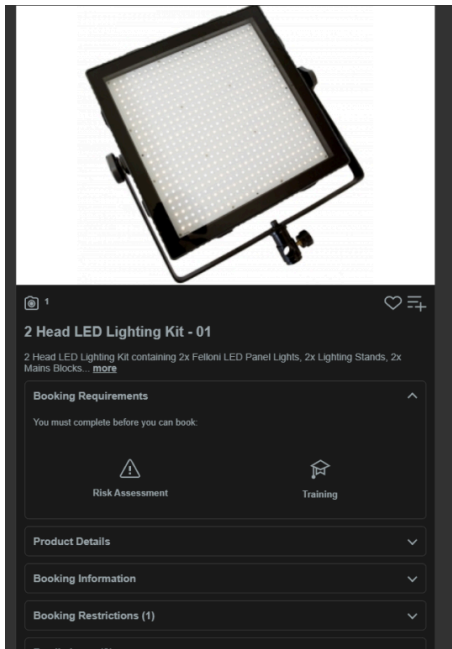| 9 | Electrical Hazards | Injury to self and others due to exposed cables or faulty electrical equipment. | The individual, and any other surrounding individuals too | Ensure all equipment used is PAT tested and safe for use. All equipment will be visually tested before use. | 1 | 4 | 4 | A |

Review Date: Mar 2027

Approved Risk Assessment

Venue Procurement & Location

2 Head LED Light used during event

For the jeopardy segment we needed a more precise light source as it was not on the regular stage setup in the hub. We opted to utilise the 2 Head LED Lighting Kit as we could focus the light sources on the talent whilst keeping the room illuminated enough to look good on stream.
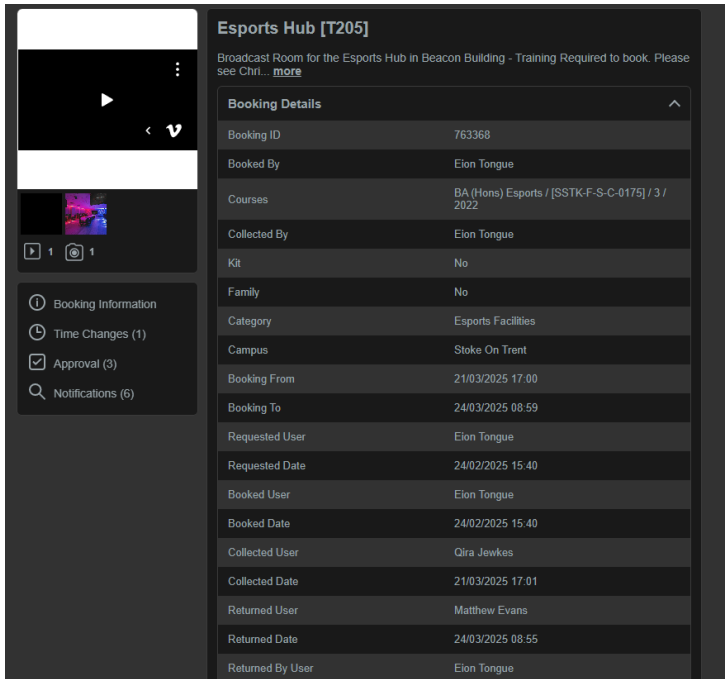
Evidence of T205 room booking

During the pre-production process, I made the decision to use the esports hub (T205) rather than the arena as I wanted a more casual experience for viewers and staff as well as having a way to make it so that the players and on-air talent could talk and commentate over the runs at the same time which I believed to not be as realistic in the arena as it would the Esports Hub.

Marketing Assets

Motosonic
@motosonic13

On 22-23 March, I will be involved in hosting Summit of Speed, a 24 hour speedrun marathon event complete with races, challenges and Speedruns. We are actively looking for players for this event so if you're interested, please contact me and we can get you involved
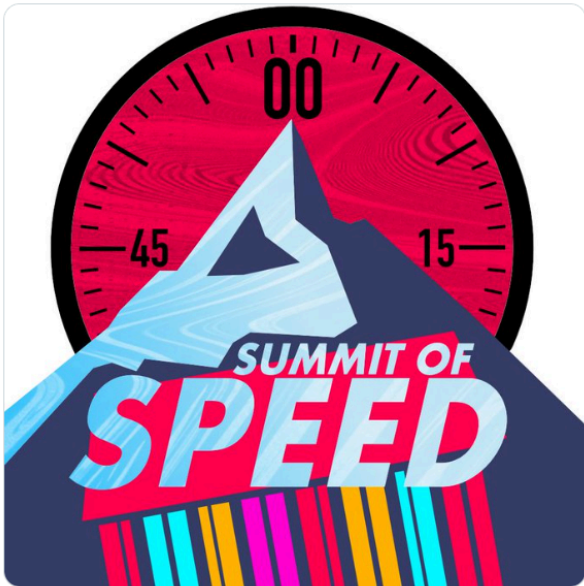
1:31 PM · Mar 6, 2025 · **179** Views

Event Announcement Post

Motosonic
@motosonic13

SUMMIT OF SPEED:
Announcing your hosts for Summit of Speed '25
@RyanTheReviewer
@avidotwav
@JustJ4ck_
Cassj (on twitch, doesn't have twitter :))
Mako2k

You can donate to Macmillan Game Heroes at tilt.fyi/U46VxXxBHA

12:00 PM · Mar 18, 2025 · **444** Views

Talent Announcement Post

Motosonic
@motosonic13

SUMMIT OF SPEED:
Announcing the games that will be played
Resident Evil 2 Remake
Pokepark 2
Forza Horizon 5
Catherine
Sonic 06
Monster Hunter Wilds
Disney Bolt
Clock Tower 3
Daily Games (wordle-likes)
Elden Ring
You can donate to Macmillan Game Heroes at: tilt.fyi/U46VxXxBHA

Event Games List
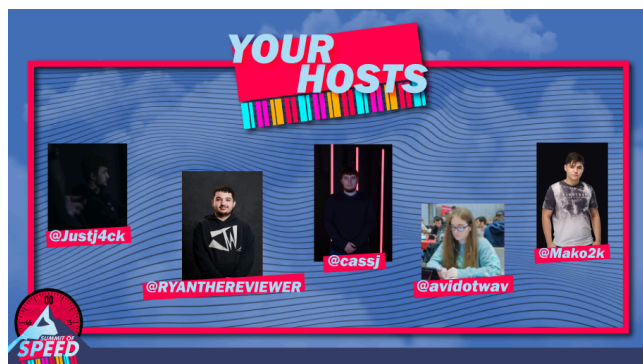
Talent Announcement Graphic and draft

Format and Event Structure (with Broadcast Rundown)

Summit of Speed Content mind palace

Host segment Incentive Wheel
- Hosts hot sauce
- Bean boozled
- Try not to laugh dad jokes
- Jeopardy
-

Talent challenges / Races / VT Segments
- Survival series quiz (gaming categories)
- Archipelago randomiser
- Speedrun trick tutorials
- Mini summoning salt esque videos
- Elden Ring Boss Battle bounty
- Bingo (on something like pokemon, elden ring etc.)
- Tenable
- Monster hunter but i'm the guild handler and someone is my hunter and I read fun facts about the monster while they die over and over (Ava M)
- Sonic Free Riders Race tournament (1v1 Kinect)
-

Confirmed Runs
- Resident Evil 2 Remake Claire (1 hour)
- Sonic 06 Sonic Story Gems Emulator Xenia (90 Mins)
- Daily Games Gauntlet (Wordle, Gamedle, Smashdle, Loldle, Pokedle) (1 hour)
- Pokepark 2 (2-3 Hours)(more than likely through dolphin but will try official hardware)
- Monster Hunter Wilds Ava's Idea (? hours)
- Disney Bolt race (Motosonic vs RTR)(3 hours)
- Sekiro Shura Ending Glitchless (1 hour)

Summit of Speed Content ideas draft

During the planning and pre-production phases of the project, I worked with the talent team to pose ideas that could be used for VT segments, live segments or host segments. We created a document to note all this in an informal context that could be edited at a moment's notice as well as note down which was the confirmed runs during the event as well as how long each of the runs would take.

Game Name	RTR	Avi	CassJ	Mako2k	ReaperJ3
Resident Evil 4 Remake	1			1	
Resident Evil Village	2			2	
RE 3Make	3			3	
Resident Evil 2 Remake	4			4	
Resident Evil 7	5			5	
Umbrella Corps				6	
Resident Evil Revelations 2				7	
Resident Evil 6				8	
Resident Evil Operation Racoon City				9	
Resident Evil Revelations					
Resident Evil The Mercenaries 3d					
Resdient Evil Darkside Chronicles					
Resident Evil 5					
Resident Evil Umbrella Chronicles					
Resident Evil Deadly Silence					
Resident Evil 4					
Resident Evil: Outbreak File 2					
Resident Evil Outbreak File					
Resident Evil Dead Aim					
Resident Evil Zero					
Resident Evil Remake					
Resident Evil Gaiden					
Resident Evil Survivor 2 Code Veronica					
Resident Evil Code Veronica					
Resident Evil Survivor					
Resident Evil 3 Nemesis					
Resident Evil 2					

VT quiz content table

The VT idea we landed on was a quiz in which I would ask each of the on-air talent members to name me every single Resident Evil game in reverse chronological order (from release date). However we were only able to get 2 sets of recordings for this segment so it was cancelled for the event.

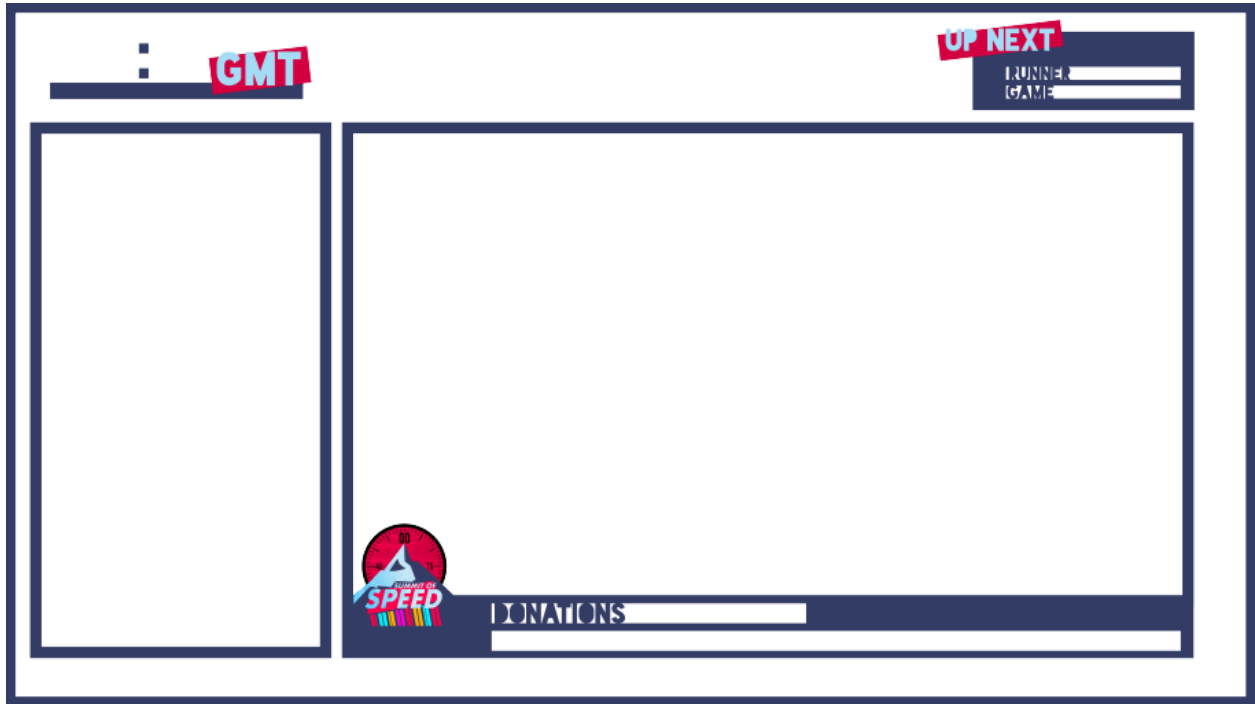| Section	Time Start	Duration	Time End	Audio	Cameras	Lighting	GFX	Staff
Stream Start Countdown	12:00:00	0:10:00	12:10:00	Lofi Playlist	N/A	N/A	Starting Soon	N/A
Hosts Intro	12:10:00	0:10:00	12:20:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, Avi, Mako2k,Cassj
Resident Evil 2	12:20:00	1:00:00	13:20:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 1, Avi, Mako2k,Cassj
Intermission	13:20:00	0:15:00	13:35:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Hosts Intro	13:35:00	0:05:00	13:40:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, Avi, Mako2k,Cassj
PokePark	13:40:00	3:00:00	16:40:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 1, Rein, Avi
Intermission	16:40:00	0:15:00	16:55	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Host Intro	16:55:00	0:05:00	17:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, Avi, Mako2k,Cassj
Forza Goliath Race	17:00:00	1:00:00	18:00:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 1, Avi, Mako2k,Cassj
Intermission	18:00:00	0:15:00	18:15:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Host Intro	18:15:00	0:05:00	18:20	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, Avi, Mako2k,Cassj
Catherine	18:20:00	2:30	20:50:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 1, Avi, Mako2k,Cassj
Intermission	20:50:00	0:10:00	21:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Jeopardy	21:00	1:00	22:00	Handheld Mics	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 2, All Talent
Intermission	22:00	0:20:00	22:20:00	Lofi Playlist	N/A	N/A	BRB Screen	
Host Intro	22:20:00	0:10:00	22:30:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 2, RTR, Reaperj3
Sonic 06	22:30:00	1:30	0:00:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 2, RTR, Reaperj3
Intermission	0:00:00	0:10:00	0:10:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Monster Hunter Wilds	0:10:00	2:00	2:10:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 2, RTR, Peashy
Intermission	2:10:00	0:10:00	2:20:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Disney Bolt	2:20:00	3:00	5:20:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (Potentially x2 webcam if needed)	Esports Hub lighting	Multiplayer Run scene template	Prod Shift 2, RTR, Reaperj3, Motosonic
Intermission	5:20:00	0:10:00 5:30:00		Lofi Playlist	N/A	N/A	BRB Screen	N/A
Clock Tower 3	5:30:00	2:00:00	7:30	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Solo Run Scene Template	Prod Shift 2, RTR, Reaperj3, Motosonic
Intermission	7:30:00	0:10:00	7:40:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Daily Games Gauntlet	7:40:00	1:20:00	8:00	Caster Headsets	Esports Hub Cam 1 (Potentially x2 Webcam if needed)	Esports Hub lighting	Multiplayer Run scene template	Prod Shift 2, RTR, Reaperj3
Intermission	8:00:00	0:20:00	8:20:00	Lofi Playlist	N/A	N/A	BRB Screen	N/A
Hosts Intro	8:20:00	0:20:00	8:40:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, Mako2k, RTR,
Elden Ring Bingo	8:40:00	3:00:00	11:40:00	Caster Headsets, In Game Audio	Esports Hub Cam 1 (potentially webcam if needed)	Esports Hub lighting	Multiplayer Run scene template	Prod Shift 1, Mako2k ???
Hosts Event Recap	11:40	0:20:00	12:00:00	Caster Headsets	Esports Hub Cam 1	Esports Hub lighting	Hosts Screen	Prod Shift 1, All Talent
Stream Ending	12:00			Lofi Playlist	N/A	N/A	Ending Screen	N/A

Final Event rundown

My aim with the final rundown was to have a steady stream of content being produced with minimal breaks. The first production shift would have some of the shorter games played like Resident Evil 2 and Forza Horizon 5 as it meant we could have more games being shown off and more talent available for hosting and casting. The Jeopardy segment was utilised as a transition point between the day and night shift teams as it was the only point where every member of staff was available. We moved the longer games like Disney Bolt and Monster Hunter to the night shift as it meant that we could have as few cut off points and game transitions as possible during the early hours of the morning. I then planned for Elden Ring to close off the stream as it was planned as the most competitive game played at the event using rules similar to that of competitive Elden Ring tournaments (such as Bingo Brawlers).
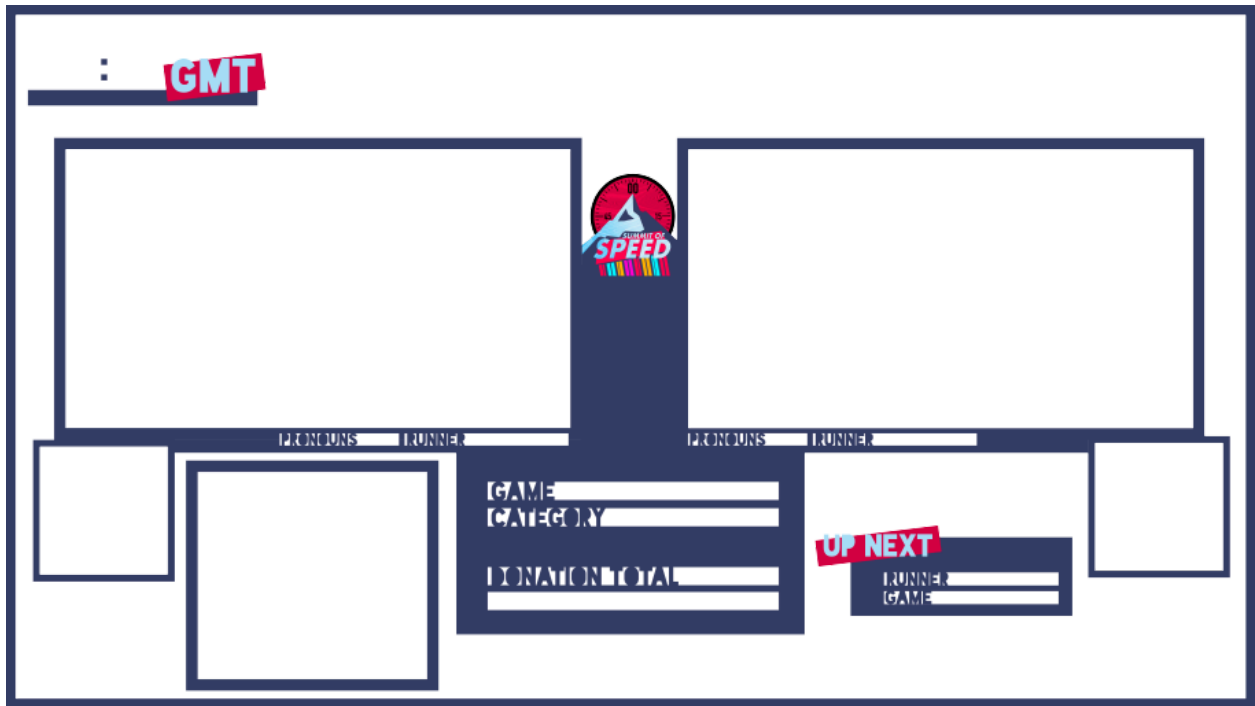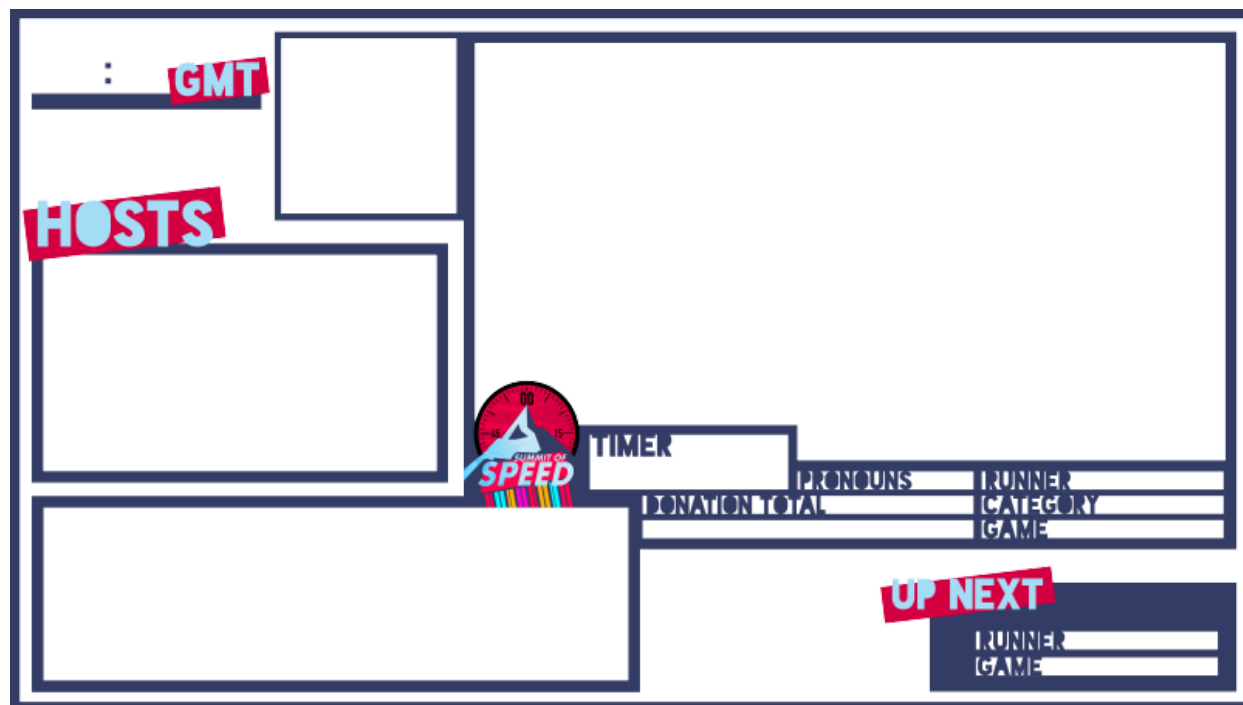
Broadcast Package

GMT

UP NEXT
RUNNER
GAME

SUMMIT OF SPEED

DONATIONS

Host screen

GMT

SUMMIT OF SPEED

PRONOUNS   RUNNER

PRONOUNS   RUNNER

GAME
CATEGORY

DONATION TOTAL

UP NEXT
RUNNER
GAME

Multiplayer Game graphics

Solo Game graphics

Production Schedule

	GFX OP	Vision Mix	Camera Op / Photographer	Talent	Audio
12-9PM	Aniya	???	Max, Jake	Ava (Avi), Michael, Cass	Max
9PM-9AM	Ava (Peashy), Jack	Don	Jay	Ryan, Jack, Eion	Jon
9AM-12pm	Aniya	Don	Max, Jake	All	Jon

Production staff shift schedule

I planned the production schedule into 2 separate shift teams where the day shift (12-9pm) would be the team that had the most transitions between games as well as the most diversity in games played. As we never had a 2nd person apply for the Vision Mixer position, I filled in that role during the 12-pm shift before transitioning to a more comfortable talent role during the night shift (9pm-9am). My goal was to make sure that no-one worked more than 12 hours at a time except for myself as I was the only person in the staff crew to work the entire 24 hour broadcast. This was to prevent fatigue in the rest of the staff to minimise the amount of errors in production.

Evidence of Event

Stream Duration
5h22m last stream
23h59m

Average Viewers
-7 from last stream
8

Max Viewers
-11 from last stream
19

Unique Viewers
+498 from last stream
626

Unique Chatters
-3 from last stream
28

Live Views
+765 from last stream
1,103

Followers
+3 from last stream
8

New Subscriptions
+0 from last stream
0
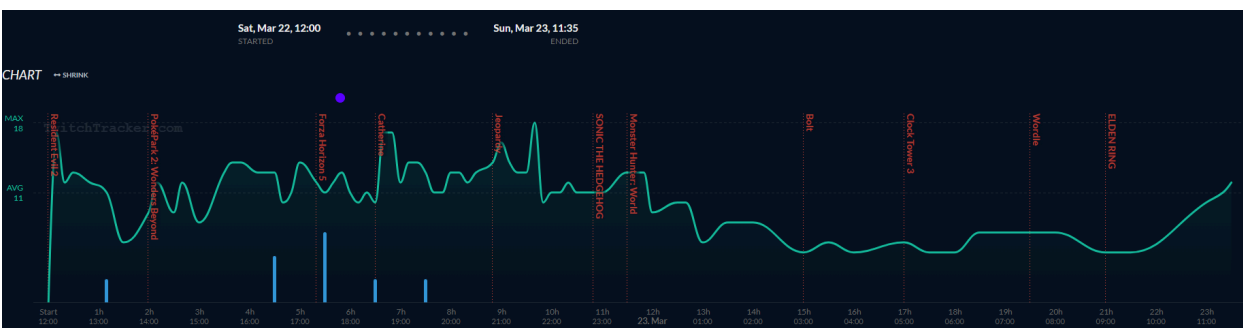
Event Summary for Summit of Speed

Screenshot of Event broadcast and twitch chat

Photos and Screenshots from live event

Conclusion

To answer the question 'How is Speedrunning perceived as an Esport?' I believe that the answer lies in the presentation. Speedrunning is an inherently competitive art form but the manner in which it is currently presented does not necessarily lend itself to being treated as a competitive esport, similar to games like League of Legends or Dota 2. The more personal journeys that players go through in speedrunning is very different to esports professionals as they do not have the same funding or support systems in place to create a professional speedrunning scene. However with tournaments like Bingo Brawlers and organisations like GDQ regularly hosting events for the scene, I believe that Speedrunning has the potential to be viewed as an equal to speedrunning or a parallel form of gaming entertainment.

Appendices

Summit of Speed Full VOD.mp4
Event Photos: 📷 SD Card 1 📷 SD Card 2
Summit of Speed Risk assessment (1).docx
🟩 Summit of Speed Rundown Draft 1
🟩 Shifts
📄 Summit of Speed Content mind palace
StingerSOS
📄 Research Proposal - Eion Tongue
🟩 gantt chart
📄 Reflective diary
Approved Ethics Forms: Eion Tongue
research poster.pdf

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