



CASE STUDY

Extron Technologies Help to Power the Success of SPACEJUMP's Supersonic Cup Summer Major Event

Extron



SPACEJUMP is dedicated to nurturing local talent and offering opportunities for players, crew, and brands, highlighting their commitment to advancing esports in Western Australia and across the nation.

“Extron’s products really helped elevate our production value and we were incredibly happy with the results.”

Alyssa Boyer
Founder and Managing Director
SPACEJUMP

Australian esports is a thriving and growing enterprise. The fusion of cutting-edge technology and innovative event management is pivotal for delivering unforgettable experiences. Recently, SPACEJUMP, an event management company and esports tournament organizer, hosted the Supersonic Cup Summer Major in Perth. SPACEJUMP's mission is to develop the esports industry in Australia by providing a platform for aspiring gamers and those who love esports.

Extron video extension, multi-window processing, streaming, and control technologies played a critical role in making the Supersonic Cup a success. Overall, the event was a demonstration of the transformative power of advanced AV solutions in the esports arena.

CHALLENGES

The event organizers' primary goal for the AV system was to ensure seamless, high-definition audio and video for both streaming and display. It was critical that the output of the system be able to match the intensity and pace of the esports competition. The AV system also had to be able to accommodate the varied formats and resolution of competition video throughout the tournament.



Two teams of players on the main stage focused on their gaming monitors while spectators watched the action on a large screen above the players' heads.

The Supersonic Cup's success hinged on flawless audiovisual execution. Every frame, transition, and audio cue had to be delivered with precision. Due to the unique demands of broadcasting a live esports event, they needed to design a flexible system that could support the real-time processing and high bandwidth output of the gaming systems. Reliability was a key factor for both the participants and the spectators.

DESIGN SOLUTION

SPACEJUMP and Extron collaborated closely on the system design, leveraging Extron's expertise in AV solutions. The flexibility of Extron's MGP 641 multi-window processor combined with Extron Control allowed for fast, real-time adjustments and quick configuration changes for each segment of the event, from individual matches to the grand finale.

Vivid Multi-Window Video Processing

The Extron MGP 641 xi multi-window processor played a pivotal role in enhancing the viewing experience. Capable of scaling and presenting up to four 4K/60 source signals on a single screen, the MGP 641 xi allowed for dynamic layouts, including windowed presenter MC's and side-by-side comparisons of live gameplay, critical in tournaments where multiple perspectives



As players engaged in game play, they could also experience the crowd's reactions.

enhance the viewer's understanding and enjoyment. Extron's Vector™ 4K scaling technology provided unparalleled image quality, making every detail of the fast-paced action crystal clear.

Extensive Live Streaming Capabilities

Live streaming is a major factor in the popularity of esports events, and conveying the onsite excitement sufficiently to a remote audience can be a challenge. Delays, interruptions, and poor audio or video quality in the live stream can cause viewers to tune out. In order to stream the gaming action from the event directly to Twitch, system designers selected the Extron SMP 351 Streaming Media Processor.

The SMP 351 is able to stream content at two different resolutions and bit rates concurrently. This dual-streaming capability was crucial for helping the Supersonic Cup reach a wider audience with varied internet speeds and device capabilities. By offering a high-resolution stream for viewers with robust internet connections and a lower-resolution option for those with limited bandwidth, event organizers were able to ensure every viewer had an enjoyable experience.

The AV system allowed the commentators to keep both the live audience and those streaming the event apprised of the action as the tournament progressed.



The visual clarity and low latency of the AV system contributed to a seamless viewing experience, akin to watching live sports, boosting audience engagement and excitement.

User-Friendly System Control

The Extron TLP Pro 1025T, a 10" Tabletop TouchLink® Pro Touchpanel, was the interface of choice for controlling the AV system. It provided a user-friendly platform for rapid switching between video inputs, essential for an esports event where transitions between games, player viewpoints, and other visual elements are frequent and must be flawlessly executed. The touchpanel's ease of use and reliability meant that the technical team could focus on the event rather than managing the technology, ensuring smooth operations throughout.

Additionally, the system's flexibility was highlighted by a custom graphical user interface (GUI) developed by Extron specifically for this event. This GUI allowed for modifications to inputs on-the-fly, demonstrating the adaptability of Extron's system to dynamic event requirements. This capability to create, modify, and upload code effortlessly on-site was instrumental in the flawless execution of the event, ensuring all changes were handled seamlessly without disrupting the live experience.

RESULTS

The use of Extron technologies at the Supersonic Cup Summer Major 2024 was a resounding success. The seamless integration of audio and video over IP, coupled with the high-fidelity streaming and display capabilities, provided an immersive and dynamic viewing experience that captivated audiences both onsite and online. The reliability and performance of the AV system enabled SPACEJUMP to focus on delivering an exceptional event, free from the technical glitches that can detract from the esports experience.



The 3v3 Rocket League tournament, hosted by SPACEJUMP, attracted an impressive 41 players from 12 teams, each competing fiercely for the coveted title.

“Extron’s products really helped elevate our production value and we were incredibly happy with the results,” said Alyssa Boyer, Founder and Managing Director at SPACEJUMP. “We received great feedback from players and spectators alike who were pleased with the improvements to the overall tournament experience.”

The positive feedback from participants, in-person spectators, and online viewers validated the choices made by the system designers and reinforces the importance of using a high-quality AV infrastructure for esports events. The Supersonic Cup not only achieved its goal of fostering the local esports community but also set a new standard for event production quality in the industry.

The collaboration between SPACEJUMP and Extron for the Supersonic Cup Summer Major 2024 exemplifies the critical role of advanced AV technologies in the success of modern esports events. By leveraging Extron's MGP 641 xi multi-window processor, SMP Streaming Media Processor, and TLP Pro tabletop control, SPACEJUMP was able to deliver an unparalleled competitive and spectator experience.

The Supersonic Cup Event demonstrates how advanced AV technologies can transform esports tournaments into highly engaging and globally connected spectacles, which is sure to pave the way for future innovations in the field.

EXTRON EQUIPMENT LIST

Model	Description
MGP 641 xi	4K/60 HDMI Multi-Window Processor with DTP3 Extension
SMP 351	H.264 Streaming Media Processor
TLP Pro 1025T	10" Tabletop TouchLink Pro Touchpanel
IPCP Pro 250	IP Link Pro Control Processor

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