

Fenworks General Manger Responsibility Description

A General Manager in the Fenworks program is responsible for managing their esports or drone programs at their school and to act as the point of contact for the school they are representing. Listed below are the expectations for a General Manager.

Esports General Manager responsibilities:

- Manage and register students on the Fenworks League Platform.
 - Follow Fenworks' onboarding and guides to ensure your school, students, and teams are correctly registered
- Ensure students have paid their activity fee.
- Utilize and Book any purchased coaching
 - If your school has purchased coaching hours, view the Fenworks guide on coaching and how it works.
 - Book hours that work for your teams
 - Ensure the teams are showing up the scheduled bookings
- Check with students to make sure they are playing their matches and submitting scores correctly on the Fenworks League platform.
- Manage and supervise any equipment that your esports program uses at the school.
 - If your school has a esports lab, make sure students are able to play the games they compete in.
- Manage any after school practices your esports program might have.
- Work with and respond to any Fenworks employee outreach.

Drone General Manager responsibility:

- Manage and register students on the Fenworks League Platform.
 - Follow Fenworks' onboarding and guides to ensure your school, students, and teams are correctly registered
- Ensure students have paid their activity fee.

- Manage the purchased Velicodrone Simulator accounts.
- Make sure students are correctly submitting their race times each week.
- Manage the drone equipment your school purchased.
- Manage any after school practices with your drone program
 - Managing the time students use the physical drone equipment
 - Manage the time students practice on the drone simulator.
 - Make sure any computers that will be utilized have Velicodrone installed and a purchased account ready to be used.
- Work with and respond to any Fenworks admin outreach.