



Board of Trustees Esports Presentation

October 8, 2019

What are Esports?

- A form of competition based around video games
- Existed as long as video games, but expanded in popularity beginning in the late 2000s
 - First ever video game competition was hosted at Stanford University in 1972
 - Students played a game called Spacewar! The tournament prize was a year's subscription to Rolling Stone
- Esports viewership is rivaling traditional sports.
 - League of Legends World Championship in 2018 had 100 million unique viewers vs. Super Bowl LII's 98 million
 - Estimated 201 million "frequent/ enthusiast" viewers and an additional 253 "occasional" viewers in 2019
- Teams range in size from 1 to 6 players
 - Games such as Hearthstone and Fortnite can be played solo, while Overwatch has the largest team at 6 players
- Commonly played Esports games (professionally and collegiately) are:
 - Multiplayer Online Battle Arenas (MOBAs) – DOTA 2, League of Legends
 - First Person Shooters – Overwatch, CS: GO, R6: Siege
 - Fighting – Super Smash Bros.
 - Digital Collectible Card Games – Hearthstone
 - Battle Royales – Fortnite, Apex Legends
 - Real Time Strategy – Starcraft

How Have Esports Evolved on College Campuses?

- Started as student run events in the 70s
 - Small events, such as Stanford in 72
- Grown to institutionally run in mid 2010s
 - Robert Morris created the first varsity program with scholarships in 2014
- Grown to 115 universities and colleges offering scholarships during AY18-19
- Student run events still account for about half of college Esport events
 - Lots of growth and market to capture
- Further evolved to Publisher and Governing Body run events in the past few years
 - NACE – National Association of Collegiate Esports
 - TESPA – Texas Esports Association
 - NJCAA – Planning leagues in the future

What Games are Played at the Collegiate Level?

- **League of Legends (declared by 93% of schools)**
 - Multiplayer Online Battle Arena (MOBA)
 - Free to Play
 - Team of 5
 - Requires quick thinking, micromanagement, problem solving, communications
- **Overwatch (declared by 86% of schools)**
 - First person shooter (FPS)
 - Needs to be purchased
 - Teams of 6
 - Requires precision and dexterity, game knowledge and communication
- **Rocket League (declared by 73% of schools)**
 - Vehicular Soccer
 - Needs to be purchased
 - Teams of 3
 - Requires dexterity, game sense, and communication
- **Hearthstone (declared by 41% of schools)**
 - Digital Collectible Card
 - Free to Play
 - Team of 1
 - Requires problem/puzzle solving and nonlinear thinking
- **Fortnite (declared by 38% of schools)**
 - Battle Royale
 - Free to Play
 - Team of 1 to 4
 - Requires precision and dexterity, awareness, and communication
- **Games 6 through 10**
 - Counter Strike: Global Offensive (36%)
 - Super Smash Brothers (32%)
 - Apex Legends (27%)
 - Rainbow Six: Siege (20%)
 - NBA2K (20%)

What Does a Collegiate Esports Team Look Like?

- Consist of as many students as needed spanning as many games as determined
- Spans all ages and genders
 - Estimates are women make up 15% of esports participants at the collegiate level, compared to less than 5% at the professional level
- Typical Schedule
 - Practice up to 5 times per week (2-3 hours)
 - Study Hall up to 3 times per week (1-2 hours)
 - VOD Reviews up to 2 times per week (1-3 hours)
 - Private Sessions (1 on 1s) as needed
 - Workout Programs up to 3 times per week (1-2 hours)

Videos

- Heroes of the Dorm on ESPN (two minutes)
- Collegiate Esports Championship from ESPN, Overwatch Finals (two minutes)
- C9's First American Win in Boston Major (three minutes)



Q & A Period