Esports as a student success initiative

Esports is a growing interest with more than a niche audience. Globally, more than 23 million people watched the 2020 League of Legends final. Institutions that want to enter the esports arena have an opportunity to join a growing community—one that may be beneficial to their students.

What to know about esports

185 varsity esports teams are currently registered with the National Association of Collegiate Esports (NACE).

As a relatively new activity, esports offers opportunities for recognition and titles, even for smaller institutions.

Platforms like Discord and Twitch can create a campus community of gamers led by students.

Tournaments for more than 30 esports games, including...
- Rocket League
- DotA 2
- League of Legends
- Overwatch

Who has built esports infrastructure?

**Boise State** created an esports arena with multiple big-screen televisions, a professional-quality broadcasting section, and lighting and sound capabilities.

**University of Delaware's** 1,800-square-foot esports arena supports competition and community gaming with 33 gaming PCs and 31 available games.

**Rogers State University** converted an unused classroom with stadium seating, adding 12 gaming stations and 2 projection screens.

Student benefits

Career pathways
- IT development and support
- Journalism and media
- Marketing
- Event managers
- Strategists

Life skills
- Teamwork
- Communication
- Leadership
- Social growth

The North America Scholastic Esports Federation (NASEF) creates curriculum around the whole esports ecosystem to cultivate these opportunities.

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