Esports

Centralia College Esports Arena Site Visit - Summary
(February 7, 2020)

Parks, Recreation and Facilities
February 20, 2020

Contact
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Esports arena

Start-up costs
Approximately $19,000 for 16 PCs and 4 consoles

Equipment

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
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<tbody>
<tr>
<td>Computers</td>
<td>-$1,000/each&lt;br&gt;-Example: iBuyPower (Gaming RDY SMRBG201) - $800&lt;br&gt;-If looking for something stronger, upgrade: processor, RAM, graphics card</td>
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<tr>
<td>Monitors</td>
<td>-$150/each&lt;br&gt;-Specs: 1ms response time, 144hz (very important), 24 to 32 inches&lt;br&gt;-Comes with video cables. Display port cords are preferred, but DVI or HDMI works well too.</td>
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<tr>
<td>Consoles</td>
<td>-PlayStation&lt;br&gt;-Xbox&lt;br&gt;-Nintendo Switch</td>
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<tr>
<td>Games</td>
<td>-Smash Brothers Ultimate&lt;br&gt;-Overwatch (requires paid accounts)&lt;br&gt;-League of Legends (does not require paid accounts)&lt;br&gt;-Rocket League (requires paid accounts)</td>
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<tr>
<td>Mechanical keyboards</td>
<td>-200 actions per minute</td>
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<tr>
<td>Wiring</td>
<td>-PCs require 2 power outlets and 1 Ethernet port/cord per set-up&lt;br&gt;-PlayStation/Xbox requires 2 power outlets and 1 Ethernet port/cord per set-up</td>
</tr>
</tbody>
</table>
- Nintendo Switch requires 2 power outlets but are usually connected to internet via wifi (Ethernet to USB adapters are also used)

Gaming chairs
- $120-$180 per chair
  - Example: GTRACING Gaming Chair - $135

Lighting
- LEDs provides the best “Esports environment”
- LED strips lining tables/walls or free standing floor lights

Tables
- Can use any types (Centralia College uses fold-out tables)
  - 3 ft. wide, 2.5 ft. deep

Gaming mouse pads
- $10/each
  - Example: SteelSeries QcK Gaming Surface - $10

Other peripherals
- Gaming mice: Death Adder RAZR
- Full ear headsets

Operating/ongoing costs:
- $2,000 in annual operating costs
- Equipment lasts for 2-3 years before needing to be replaced/upgraded (few individual part upgrades)
- Costs are associated with new games, expansions for games, and gear wearing out
- Everything should be hardwired (no wifi)

General notes
- Important to have better gear than what participants have at home
- Getting the right space for Esports is hard, but critical. Requires the following:
  - Dedicated space
  - Dedicated staff
  - Dedicated gear
- Connections are important. Need power and internet connection in floors or run wiring across base of walls
- Chairs are organized and set up by the particular game
- Esports arenas can be used for competitions, tournaments, practices, and camps
- Accessibility and wheelchair access will need to be considered

Esports participants
- Centralia College recruited 12 FTE (full-time equivalent students) just for Esports
- Centralia College draws Esports into IT/programming curriculum
  - Pre-requisites include 3D design and programming classes
- High school teams want Esports arenas. They need gear and space to play which is hard to find.
- Most kids begin at ages 12-13
- 90% of Esports athletes are men. Women make up 60% of content creators (playing, coaching, reviewing, journalists)
- Esports have academic requirements and encourages strength/conditioning
  - Core strength is important
  - Carpal tunnel is common injury amongst participants
  - General fitness improves eye focus
  - Mental and reaction time improves, learning curve improves

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1 2020 City of Sammamish Athletic Field Study cites research that found the average child plays athletic sports for 3 years then quits at the age of 11.
Leagues/colleges/high schools

➢ Centralia College (and most Esports teams) compete year-round
  o Not just focused on local competitions
  o Teams are able to compete with other teams online, anytime
➢ Leagues include:
  o National Junior College Athletic Association
  o NACE Esports
  o Northwest Athletic Conference (Esports may soon become part of general sports, starting in 2020)
  o NCAA (may be getting on board in a few years)
➢ About 200 colleges now offer scholarships
  o Several students were offered $13,500 from Missouri Valley College
  o Schools can recruit students nationwide, attract sponsors and increase enrollment
➢ High schools with Esports teams in Washington:

<table>
<thead>
<tr>
<th>High Schools</th>
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<tbody>
<tr>
<td>Chrysalis School</td>
<td>Foss</td>
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<tr>
<td>O’Dea High School</td>
<td>Highland High School</td>
</tr>
<tr>
<td>Sedro-Woolley High School</td>
<td>Pierce County Skills Center</td>
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<tr>
<td>Auburn Mountainview High School</td>
<td>Puget Sound Skills Center</td>
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<tr>
<td>Morton Jr/Sr High School</td>
<td>Lakewood High School</td>
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<tr>
<td>Selah High School</td>
<td>Shorecrest High School</td>
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<tr>
<td>Eastside Catholic School</td>
<td>Roosevelt High School</td>
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<tr>
<td>Cheney High School</td>
<td>Skyline High School</td>
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<tr>
<td>Seattle Academy of Arts and Sciences</td>
<td>Edmonds-Woodway High School</td>
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<tr>
<td>Anacortes High School</td>
<td>Burlington Edison High School</td>
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<tr>
<td>Port Angeles High School</td>
<td>Kent Meridian High School</td>
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Event coordination

➢ In-person (LAN) events are more successful than online events. Are also good because it draws in sales, entry fees and outside sponsorships
➢ Important to have someone with industry background to consult
➢ Someone is needed to run leagues, day-to-day operations, and marketing
➢ Staff would need to be onsite to log in guests (user names, passwords) for visitors if they are using City-sponsored (guest) accounts
➢ 1 vs. 1 events are ideal since accessibility is easier when there are not full teams
➢ Need a tournament organizer (TO)
  o Finding one is easy, but it’s important the TO is good and knows the rules
  o TO sets up, plans and serves as a referee
  o Smash TOs can be found at: Western Washington Smash Ultimate (Facebook)
    ▪ Also found on Discord
    ▪ Contact Scott “Gyromight” Thompson (current head TO for Western Washington)
➢ Tournaments are hosted by Challonge.com (user-friendly bracket generator) A tournament for Overwatch with 4 teams would take approximately 2 hours (45 minutes/game)
➢ Super Smash Bros would take approximately 1 hour with 10 players
Careers

➢ In reality, the following careers are more in line to Esports (skill development, experience, etc.):
  production, business management, Esports commenting, entertainment industry
➢ Microsoft and Amazon are supporters of Esports and hire gamers