



## 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

Item	Description
Computers	- \$1,000/each - Example: iBuyPower ( <a href="#">Gaming RDY SMRBG201</a> ) - \$800 - If looking for something stronger, upgrade: processor, RAM, graphics card
Monitors	- \$150/each - Specs: 1ms response time, 144hz ( <b>very</b> important), 24 to 32 inches - Comes with video cables. Display port cords are preferred, but DVI or HDMI works well too.
Consoles	- PlayStation - Xbox - Nintendo Switch
Games	- Smash Brothers Ultimate - Overwatch (requires paid accounts) - League of Legends (does not require paid accounts) - Rocket League (requires paid accounts)
Mechanical keyboards	- 200 actions per minute
Wiring	- PCs require 2 power outlets and 1 Ethernet port/cord per set-up - PlayStation/Xbox requires 2 power outlets and 1 Ethernet port/cord per set-up

	-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: <a href="#">GTRACING Gaming Chair</a> - \$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: <a href="#">SteelSeries QcK Gaming Surface</a> - \$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/updated (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<sup>1</sup>
- 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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<sup>1</sup> 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
  - Not just focused on local competitions
  - Teams are able to compete with other teams online, anytime
- Leagues include:
  - [National Junior College Athletic Association](#)
  - [NACE Esports](#)
  - [Northwest Athletic Conference](#)(Esports may soon become part of general sports, starting in 2020)
  - [NCAA](#) (may be getting on board in a few years)
- About 200 colleges now offer scholarships
  - Several students were offered \$13,500 from [Missouri Valley College](#)
  - Schools can recruit students nationwide, attract sponsors and increase enrollment
- High schools with Esports teams in Washington:

High Schools	
Chrysalis School	Foss
O'Dea High School	Highland High School
Sedro-Woolley High School	Pierce County Skills Center
Auburn Mountainview High School	Puget Sound Skills Center
Morton Jr/Sr High school	Lakewood High School
Selah High School	Shorecrest High School
Eastside Catholic School	Roosevelt High School
Cheney High School	Skyline High School
Seattle Academy of Arts and Sciences	Edmonds-Woodway High School
Anacortes High School	Burlington Edison High School
Port Angeles High School	Kent Meridian High School

## 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)
  - Finding one is easy, but it's important the TO is good and knows the rules
  - TO sets up, plans and serves as a referee
  - 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