Esports Research and Links to Resources

Parks, Recreation and Facilities

April 15, 2020

Video
- Tyler “Ninja” Blevins - “Get Good” and Life as an Elite Professional Gamer: https://www.youtube.com/watch?v=F-v3ut9tpCw&feature=youtu.be

Articles
- Teenagers are fueling a competitive gaming tidal wave: https://www.washingtonpost.com/news/sports/wp/2018/03/09/teenagers-are-fueling-an-esports-tidal-wave/
- Why the esports audience is set to surge — and how brands can take advantage of increased fans and viewership: https://www.businessinsider.com/the-esports-audience-report-2018-11

High Schools
- National Federation of State High School Associations (NFHS): Esports in High School: https://www.nfhs.org/sports-resource-content/esports/
- PlayVS: Compete for an Esports State Championship: https://www.playvs.com/
- This 26-year-old entrepreneur wants to turn high school gamers into professional esports stars: https://www.cnbc.com/2019/06/21/playvs-ceo-wants-to-turn-high-school-gamers-into-esports-stars.html
College

- UC-Irvine: https://esports.uci.edu/about/
- Full Sail University: https://www.fullsail.edu/about/esports
- NACE – What is Varsity Esports?: https://nacesports.org/what-is-esports/
- NCAA Votes to Not Govern Collegiate Esports: https://esportsobserver.com/ncaa-nogo-collegiate-esports/
- The Role of College Programs in Pro Esports: https://www.sporttechie.com/role-of-college-esports-ncaa-league-of-legends-overwatch/
- ESPN: Pac-12 student groups form independent esports league: https://www.espn.com/esports/story/_/id/22273704/pac-12-student-groups-form-independent-esports-league

Olympics

- IOC Hosted First Esports Forum as Gaming’s Olympic Inclusion Edges Closer: https://www.sporttechie.com/ioc-esports-forum-olympic-games-inclusion/
- Paris 2024 Olympics: Esports 'in talks' to be included as demonstration sport: https://www.bbc.com/sport/olympics/43893891

Research


STEM & Skill Development

• Esports encourage skills development in education: [https://edtechnology.co.uk/Blog/esports-encourages-skills-development-in-education/](https://edtechnology.co.uk/Blog/esports-encourages-skills-development-in-education/)


**Diversity**

• League of Legends fan? This all-girls school is 1st to offer varsity esports: [https://www.usatoday.com/story/sports/2019/07/23/online-gaming-varsity-esports-program-launches-ohio-girls-school/1802489001/](https://www.usatoday.com/story/sports/2019/07/23/online-gaming-varsity-esports-program-launches-ohio-girls-school/1802489001/)

• Esports Can Increase STEM Equity in Higher Education: [https://edtechmagazine.com/higher/article/2019/06/esports-can-increase-stem-equity-higher-education](https://edtechmagazine.com/higher/article/2019/06/esports-can-increase-stem-equity-higher-education)


• AnyKey: [https://www.anykey.org/about/](https://www.anykey.org/about/)