



## 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

- Esports: The Next Big Thing for Parks and Rec: <https://www.nrpa.org/parks-recreation-magazine/2019/september/esports-the-next-big-thing-for-parks-and-rec/>
- The massive popularity of esports, in charts: <https://www.washingtonpost.com/business/2018/08/27/massive-popularity-esports-charts/?noredirect=on>
- Teenagers are fueling a competitive gaming tidal wave: <https://www.washingtonpost.com/news/sports/wp/2018/03/09/teenagers-are-fueling-an-e-gaming-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>
- The explosive growth of eSports: <https://www.weforum.org/agenda/2018/07/the-explosive-growth-of-esports/>

### 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>
- NFHS, NFHS Network Announce Partnership with PlayVS to Begin Esports in High Schools Nationwide: <https://www.nfhs.org/articles/nfhs-nfhs-network-announce-partnership-with-playvs-to-begin-esports-in-high-schools-nationwide/>

## College

- ESPN: List of varsity esports programs spans North America: [https://www.espn.com/esports/story/\\_/id/21152905/college-esports-list-varsity-esports-programs-north-america](https://www.espn.com/esports/story/_/id/21152905/college-esports-list-varsity-esports-programs-north-america)
- ESPORTS COLLEGE SCHOLARSHIPS CREATE A LEAGUE OF THEIR OWN: <https://www.newsweek.com/esports-college-teams-scholarship-overwatch-lol-1439554>
- An Epic Update on Collegiate Esports: <https://www.insidehighered.com/blogs/student-affairs-and-technology/epic-update-collegiate-esports>
- UC-Irvine: <https://esports.uci.edu/about/>
- Full Sail University: <https://www.fullsail.edu/about/esports>
- Boise State - Varsity eSports Celebrates a New Arena and an Ambitious Future: <https://www.boisestate.edu/news/2019/02/11/varsity-esports-celebrates-a-new-arena-and-an-ambitious-future/>
- Video Games: Entertainment or Sports?: <https://www.insidehighered.com/news/2019/02/12/new-frontier-college-athletics-video-games>
- NACE – What is Varsity Esports?: <https://nacesports.org/what-is-e-sports/>
- 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](https://www.espn.com/esports/story/_/id/22273704/pac-12-student-groups-form-independent-esports-league)

## Olympics

- IOC AND GAISF TO HOST ESPORTS FORUM: <https://www.olympic.org/news/ioc-and-gaisf-to-host-esports-forum>
- OLYMPIC MOVEMENT, ESPORTS AND GAMING COMMUNITIES MEET AT THE ESPORTS FORUM: <https://www.olympic.org/news/olympic-movement-esports-and-gaming-communities-meet-at-the-esports-forum>
- 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

- Newzoo: Global Esports Economy Will Reach \$905.6 Million in 2018 as Brand Investment Grows by 48%: <https://newzoo.com/insights/articles/newzoo-global-esports-economy-will-reach-905-6-million-2018-brand-investment-grows-48/>
- NEW RESEARCH DETAILS AUDIENCE BEHAVIOR ACROSS BIGGEST ESPORTS TITLES AND TOURNAMENTS: <https://niensports.com/new-research-details-audience-behavior-across-biggest-esports-titles-tournaments/>

## STEM & Skill Development

- STEM Skills in Gaming and Esports: <https://www.esportsfed.org/news/blog/stem-skills-in-gaming-and-esports/>

- Esports encourage skills development in education: <https://edtechnology.co.uk/Blog/esports-encourges-skills-development-in-education/>
- Not Your Traditional Athletics Program: The Value of Esports in Education: <https://clalliance.org/blog/not-your-traditional-athletics-program-the-value-of-esports-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/>
- Esports Can Increase STEM Equity in Higher Education: <https://edtechmagazine.com/higher/article/2019/06/esports-can-increase-stem-equity-higher-education>
- New report shows esports audience becoming more diverse: <https://globalsportmatters.com/business/2018/06/26/report-shows-esports-audience-becoming-more-diverse/>
- UC-Irvine – UCI Esports 2017-18 Inclusivity Plan: <https://esports.uci.edu/wp-content/uploads/sites/3/2017/09/Inclusivity-Plan.pdf>
- AnyKey: <https://www.anykey.org/about/>