Esports in Higher Education

A "Getting Started" Checklist

Esports in higher education:

- **200+** careers linked to esports
- **6** million video game players in the U.S.
- **3** million video game players in the U.K.
- **63%** of gamers are under age 35
- **$3** million in tournament winnings since its inception in 2013

**Why esports matter:**

- **Teamwork**
- **Leadership**
- **Critical thinking**
- **Problem solving**

**Esports players:**

- Student players
- Those playing supporting roles
- Varsity
- Clubs

**Players drive the industry:**

- Professional players
- Esports coaches
- Video game developers

**Pathways for students:**

- **Outcomes**
- **Employment**
- **Entrepreneurship**
- **Academic programs**

**Students need to know to start and maintain a successful esports program:**

1. Identify your technology needs.
2. Identify your games.
3. Identify your goals.
4. Understand the requirements.
5. Identify your resources.
6. Plan your path.
7. Build your case.
8. Get buy-in.
9. Start small, grow as you go.

**To get started:**

- **Tip:**
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