The Rise of Collegiate Esports

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The Birth of a New Sports Industry
Development of Collegiate Esports

• 80’s and 90’s: Informal competition begins at the Collegiate level

• Early 2000’s: College clubs begin organizing online and live events.

• 2016: The National Association of Collegiate Esports is founded, with seven schools participating.

• 2017: The Big Ten Network partners with Riot Games to create a season-long Esports League within the conference. The Peach Belt Conference soon follows suit with its own league.

• 2018 NACE membership expands to 80 schools, all but two of which offer scholarships.
College Esports Overview

- Top Games: League of Legends, Overwatch, Rocket League, Hearthstone, CS:GO.

- Competition is held by various organizations, including the Collegiate Star League, TESPA and Riot Games.

- Game Companies sanction Collegiate events and control much of the direction and policy.

- No distinction between Amateur and Professional. College players are eligible for prize money.

- Scholarships value can vary greatly.
Example Game: League of Legends
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- Strategic Thinking
- Analytical Thinking
- Teamwork
- Competition
- Discipline
- Calm Under Pressure
Issues and Concerns: Sexism

- Gender gap exists at the highest level of Esports.
- Very few women play competitively.
- More women play at the High School and Collegiate Level, but the number is still small.
- Artwork for some games is stereotypically geared towards male players.
- Male and Female champions are played by both genders and are equally effective in game.
Issues and Concerns: Sexism
Issues and Concerns: Violence

- Recent studies have concluded that no conclusive link exists between video games and violent behavior.
- Earlier studies have shown some correlation between video games and aggressive behavior.
- Generally Inconclusive.
- Source Link: https://www.nature.com/articles/s41380-018-0031-7
Issues and Concerns: Realistic FPS
Issues and Concerns: Fantasy FPS
Issues and Concerns: Tilting
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- Tilting is defined as the state where a player becomes so emotionally upset that it affects their game play.
- Anger, frustration, depression.
- Player will attempt to play to get a win, even though their emotional state prevents it.
- Activation of Fight or Flight response prevents analytical thinking needed for optimal play.
- Similarity to Addictive/Gambling Behavior
Issues and Concerns: Tilting

Strategies for dealing with tilting

- Insist that players sit out after losing two matches.
- Require players to stand up and move around after each game.
- Teach techniques to de-stress and calm down.
- Encourage a regular exercise program.
Recruitment: What Colleges are Looking for:

- Rank Minimum: Platinum or above for League of Legends and Overwatch
- Tournament and Team experience
- High School Team experience
- Coachability, team-oriented, demonstrated ability to improve, TILT PROOF.
Recruitment: Where Colleges Are Looking

- Recruitment sites like BeRecruited.com
- Live events/tournaments
- High School Esports League
- Online through the game servers
- Word of Mouth/Networking
- Open Try-Outs, Summer Camps
Recruitment Information

• Website: OP.GG Database containing the game stats on League of Legends players. Used by Colleges for preliminary evaluation.

• IGN/Summoner Name: The name used when playing the game. Needed to look up stats on OP.GG

• Current Rank: (Minimum Platinum)

• Champion Pool: List of Champions that the player is proficient in.

• Position/Role: The player’s favorite position or role in game.
Recruitment Information

• Discord: Chat/Communication Application used by Gamers to communicate. Now used by recruiters.

• Twitch.TV: Streaming service for gamers. Largest source for streaming content.
At the High School Level

- Esports has become a viable pathway to college through scholarships
- Majority of High Schools do not support Esports at the same level
- Collegiate Esports will continue to expand for the foreseeable future.
- High Schools should consider the impact Esports will have on their students
At the High School Level

- Be aware of both the positive and negative aspects of Esports and Gaming
- Encourage a structured approach to High School Esports Programs
- Consider Esports as a Varsity Sport
- Support organized High School Play
Changing the Game

- High Schools represent the first and best opportunity to promote the positive aspects of Esports.
- Develop a structured program that promotes sportsmanship, inclusion, and traditional sports values.
- Expose esports athletes to the same coaching expectations that exist in traditional sports.
- This can help combat the issues of tilting, toxicity, and sexism that currently exist.
Conference Announcements

For all conference related information, download the Conference Yapp App. The Yapp ID is MSCA18.
Please complete the Workshop Evaluation:
Please complete the Full Conference Evaluation:
http://bit.ly/2yGVzBy
Support this year’s Annual Project through raffles, bingo, Monday reserved seating, Monday power hour, and service project. Visit the activities desk for additional information.
Visit exhibitors and the MSCA promotions booth in Windgate Hall.
Make plans to participate in evening activities:
Hospitalities from 7:30 to 9:00 p.m.
Bingo from 9:30 to 10:30 p.m.
Dance beginning at 9:30 p.m.
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