



## **THE ECAC AND THE COLLEGIATE ESPORTS NATIONAL CHAMPIONSHIP ADDS ACC POWERS FLORIDA STATE AND WAKE FOREST ESPORTS**

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New York, NY – The continued growth of Collegiate Sports Management’s esports platform continues with the announcement that the Florida State University esports program will become a member of ECAC Esports beginning in the Spring of 2021. In addition, another ACC power, Wake Forest Esports will be participating in the Collegiate Esports National Championship (CENC) in Raleigh, NC. The 4-day championship event will take place April 29 – May 2, 2021 at the Raleigh Convention Center.

Florida State joins the ECAC, the only true collegiate governing body of esports. Under the leadership of Dan Coonan, ECAC Esports now boasts over 80 members across all college divisions, with continued expansion into Division I and the Power 5/65 schools. CSMG’s Director of Media and Property Partnerships, Dan Girard, helped facilitate this membership agreement for the ECAC.

Wake Forest Esports will be competing in the CENC, which offers bids to all colleges with an esports program. Play-in tournaments hosted and operated by CSMG will take place in March 2021 for qualification for the CENC. The National Championship event will include corporate sponsorship opportunities, an esports competition for the benefit of the Kay Yow Cancer Fund, an HBCU Technology Fair, and other events featuring NFL alumni.

Neil Malvone, EVP-Partnerships and Chief Esports Officer at CSMG stated, “The CENC is already shaping up to be the collegiate esports event of the year as more collegiate esports programs from all Divisions look to earn the chance to play for the true collegiate esports national championship.”

### **ABOUT THE COLLEGIATE ESPORTS NATIONAL CHAMPIONSHIP**

The CENC is a collegiate esports tournament played from April 29-May 2, 2021, featuring 48 collegiate esports teams from across the entire collegiate esports landscape. The CENC is fully inclusive as participants will include members of the ECAC and the NJCAA, the only true governing bodies for collegiate esports at the 4-year and 2-year levels, respectively. Additionally, automatic bids will be awarded to conference champions during their play-in tournaments in March. The remainder of the CENC championship brackets will be rounded out by at-large berths.

### **ABOUT ECAC ESPORTS**

The ECAC is an 82-year-old organization with over 200 member schools across all NCAA Divisions. ECAC Esports is growing and now totals more than 70 colleges and universities and is expanding the geographic footprint for the conference nationally. ECAC’s Esports program provides and activates intercollegiate esports competitions for colleges across the country. For more information about your school joining ECAC and competing in the collegiate national esports championships visit <https://ecacsports.com/>

### **ABOUT COLLEGIATE SPORTS MANAGEMENT GROUP**

CSMG is a College Sports Properties Group that drives the business performance of college athletic conferences and schools, providing them with a successful growth strategy, and generating revenue to support their athletic department and initiatives. CSMG specializes in Marketing Rights/Revenue Generation, Content Creation & Distribution, Media Rights Strategy & Negotiation, Sponsorship Sales, Name Image and Likeness Solutions, Licensing, Event Production & Management, Ticketing and Esports. Visit [www.collegiatesmg.com](http://www.collegiatesmg.com) for more info.