

FEBRUARY 2021



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MONTHLY NEWSLETTER

PRESENTED BY



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The spring 2021 season is here! check out more events coming up this season.

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These two colleges join us for spring 2021 to participate in our 4 day championship event this spring in Raleigh.

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Uni Esports partner with us to create an article.

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With the world of Esports expanding rapidly around them, CSMG brings on new members to assist their Esports work!

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This month we are hearing from three different universities, John Jay College, Fordham University and Lakeland University.

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In our league we have so many great students, check out Stockton University's Esports student leadership.

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We have some amazing coaches in our league, let's take a minute to hear what they are doing with their program.

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Our member's have some stunning state of the art arenas. Here's one of our favorites.

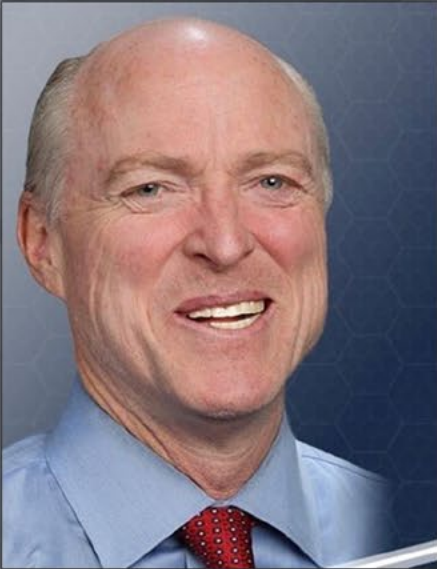
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More information about ECAC and the people who work with us.

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Links to contact ECAC partners, as well as the Quote of the Month.

COMMISSIONER'S STATEMENT



We are thrilled to have ECAC Esports spring leagues competition getting underway next week. With each new season ECAC Esports gets bigger and better. When we commence competition for spring we will number nearly 100 schools, 350 teams and 2500 competitors, and our competitions will be broadcast around the world by our distribution partner ESTV, in addition to Twitch.

We are thrilled to be adding the following schools to the ECAC Esports family; Averett University, Bellarmine University, Carroll University, Coe College, College of Staten Island, Dallas Baptist University, Five Towns College, Florida State University, Fordham University, John Jay College, Lakeland University, Missouri Baptist University, Muskingum University, Roger Williams

University, St. John's University, SUNY Empire, UNC Greensboro and University of Hartford.

ECAC teams will be competing for titles across nine different sports, and another ECAC Commissioner's Cup will be awarded to the overall champion - the ECAC member school that has achieved the greatest across-the-board success in multiple games. It is our way of rewarding schools that are developing comprehensive esports programs at a high level.

Additionally, through our partnership with CSMG, we now have a new sponsorship partner - Lenovo which will be bringing you this letter each month. Thank you to everyone at Lenovo for making this happen and supporting this cause.

We are so appreciative that esports has enabled students and colleges and universities continue to interact and compete when so much of the rest of their lives have been dramatically altered during this pandemic. Esports has truly been a godsend. We are very happy to be a part of that.

Thank you for being involved with ECAC Esports. There remains so much more on the horizon for us. Stay tuned . . .

SUNY POLY INSTITUTE ESPORTS PRESIDENT, JOE CENTER, SAW AN OPPORTUNITY TO BRING HIS PASSION TO LIFE



My passion for esports began in 2013 when I was introduced to a game called League of Legends. I have watched the esports industry explode in popularity over the past eight years and my interest for esports has risen with it. After applying to SUNY Poly, my main extracurricular goal was to get SUNY Poly involved in esports and to allow students to get engaged in competitive gaming.

I jumped on the first opportunity to get my ideas out there to the student population by joining our school's casual gaming club which was aptly named Video Game Club (VGC), and later became the club president. During my time as VGC president I was responsible for hosting Fragfest, a three-day event for casual and competitive video game tournaments with over 200 attendees. It was one of the largest student-run events at SUNY Poly.

Due to the success and increased attendance of Fragfest, I saw an opportunity to bring in my passion for esports onto campus in a greater way by using the skills I learned as VGC president. In the beginning of 2019, I attended the HV Gamer Con in the hopes to learn more about collegiate esports and was inspired to start an esports organization after meeting Dan Coonan at the event. Creating a new organization at SUNY Poly is exceedingly rare and involves an in-depth process. It was a huge achievement when it was unanimously approved by the student government senate and was officially founded. I could not have done it without the support of my friends and faculty members.

Since our founding, we have grown to almost 60 active players across eight esports titles. We have fostered a large community around our organization through Discord and have nine great Wildcat Esports executive members. We have come remarkably close to winning an ECAC title and we hope to bring home a championship win next season.

FUTURE SCHEDULE

ECAC ESPORTS 2020-21 SEASON

2020-21 ECAC Esports spring season has kicked off make sure to follow along and watch matches live @ twitch.tv/ecac_esports . If your program is interested in becoming a member, contact Esports Director, Lydia Fister at lfister@ecac.org for more information!

Regular season: 2/1 - 3/25
Playoffs: 4/5 - 4/29

SPRING 2021 COLLEGE LEAGUE OF LEGENDS

Regular Season
Round 2: Feb 1 - Feb 7
Round 3: Feb 8 - Feb 14
Round 4: Feb 15 - Feb 21
Round 5: Feb 22 - Feb 28

Conference Playoffs
Quarterfinals: Mar 8 - Mar 14
Semifinals: Mar 15 - Mar 21
Finals & 3rd Place: Mar 22 - Mar 28

COLLEGIATE NATIONAL ESPORTS CHAMPIONSHIP (CENC)

April 29 - May 2

REGISTER NOW FOR 2020-2021



MEMBERSHIP



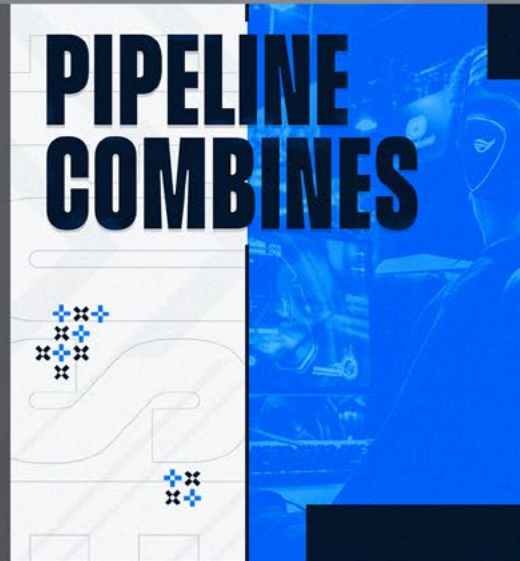
24 TEAMS
4 DAYS
3 TITLES
1 CHAMPIONSHIP

COLLEGIATE ESPORTS NATIONAL CHAMPIONSHIP

LAN EVENT
RALEIGH, NC
APRIL 29 - MAY 2

Pipeline Combines:

The stage is set every weekend as hundreds of the top high school recruits in Rocket League, Valorant, League of Legends, and Overwatch battle it out for a chance to get noticed by the best collegiate programs in the nation. The eFuse Pipeline Combines are a chance for high school recruits at the top of their class to not only show off their skills in hopes of getting picked up by a college, but also to talk to program directors about the path to collegiate esports during “college fairs” that follow every combine. Join the Pipeline Discord server and contact partnerships@efuse.io to get involved!



Leaderboard:

The eFuse Pipeline Top 50 is a list of the best high school esports recruits in the nation at any given time. From students in the Class of 2021, to those in the Class of 2025, from students in California, to those in New York, this is the place to be to get noticed by college esports recruiters. Collegiate recruiters can view and sort through students by skill rating, hours played, GPA, location, and so many more characteristics. Although the leaderboards are set to release at a later date, contact partnerships@efuse.io to get a sneak peak at the thousands of recruits in our database for free!

Institution Portal:

The eFuse Institution Portal was created for and by collegiate directors who had a goal of measuring their impact on the esports landscape. The dashboard gives administrators insights on the number of people they are impacting through eFuse. It also gives them a chance to create unique opportunities tied to their institutions, create, plan, and execute tournaments for their students, and grow their audience on a plethora of platforms.





eFuse Pipeline

The eFuse Pipeline is THE all-inclusive platform for high school gamers looking to pursue collegiate esports. Take advantage of eFuse's premier offerings to go to college and earn a scholarship for your gaming talent.

The Pipeline Consists of a variety of scholarships, 60+ official college coaches and directors, a leaderboard of the best high school players. Current Games Available are; Fortnite, Valorant, League of Legends, Rocket League, Overwatch.

Mount Union Esports - Esports Commentator

Alliance, OH, USA

Mount Union is looking for students that are interested in esports commentating for a scholarship commentating position starting in Fall 2021. You will be responsible for live commentating all Mount Union Esports livestreams, and continuously learning more about commentating and honing your craft.

If this is something you might be interested in, please apply on eFuse @ efuse.gg! The scholarship is \$1000/year in addition to any academic scholarships you might be awarded.

ECAC Esports - Casters

The ECAC is seeking students who are passionate and interested in commentating. Students will have the opportunity to work alongside a professional production team and cast ECAC Esports weekly regular season matches. The game titles that will be broadcasted are Overwatch, Rocket League, VALORANT, and League of Legends. If you are interested in this opportunity or want to learn more, please reach out to Lydia Fister at lfister@ecac.org.

CSMG BRINGS FLORIDA STATE AND WAKE FOREST TO CENC AND ECAC ESPORTS



The continued growth of Collegiate Sports Management Group'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.

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.

CSMG CREATES PARTNERSHIP WITH ATHLETIC DIRECTOR U UNIESPORTS COLLABORATES TO CREATE ARTICLE



The First Wave: College Esports Programs

Since the term “esports” was coined to describe a particular type of competitive gaming, a philosophical debate has raged on about whether “esports” really are a sport, or something entirely different. Wherever you land on the semantics, however, nothing is less unambiguous than the trend in collegiate esports program adoption that has swept athletic departments and institutions across the country. This trend has accelerated over the last two years in particular, with more colleges and universities adding esports programs, often at the varsity level, to their roster of programs and teams.

But why are institutions leaning into esports? And how fast is the collegiate scene really taking off? In this article, we explore

- the trends in esports program adoption
- the concrete numbers and ROI driving growth
- the future for collegiate esports

CSMG and UNI esports is excited for this article to go live as it will provide key data and graphics surrounding esports as well as quotes from many esports professionals. Keep your eye out for the full article release on AthleticDirectorU soon!

COLLEGIATE SPORTS MANAGEMENT GROUP EXPANDS ESPORTS TEAM

Collegiate Sports Management Group (CSMG) has an exciting start to the New Year as they have expanded their Esports team. Through the transitioning of some and the addition of others, CSMG is excited to increase our bandwidth in all directions from school acquisition, sponsorship and marketing, to social media and more. This new team is ready to work and excited to get to know all of the ECAC Esports members, if you have any questions please do not hesitate to contact our team!



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Taylor Phillips
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MEMBER SPOTLIGHT

**JOHN JAY COLLEGE OF
CRIMINAL JUSTICE**
CAT ALVES
DEPUTY DIRECTOR



John Jay is thrilled to become a member of the ECAC Esports family and offer Esports competitions to our over 15,000 students, faculty, and staff this spring. It is more important than ever to find ways to connect with our college community while studying and working from home. Esports is an emerging industry where all types of people, of all different backgrounds, can compete, converse, and build relationships, even virtually.



FORDHAM UNIVERSITY
NICHOLAS LAMARCA
ASSISTANT AD FOR MARKETING

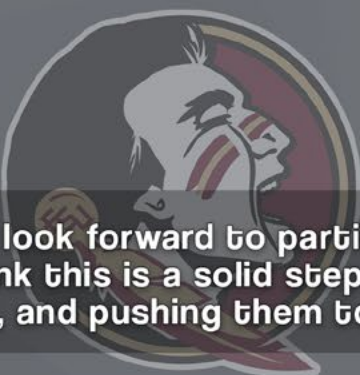
“We are extremely excited to join ECAC Esports this Spring. This is an outstanding opportunity for our students to compete in the gaming world, and provides another way to interact with other students on campus!”

LAKELAND UNIVERSITY
AHMAN GREEN
HEAD ESPORTS COACH



“I am very excited for my players to compete in ECAC!”

LAKELAND UNIVERSITY
eSPORTS



FLORIDA STATE UNIVERSITY
JAKE FORD
ESPORTS COORDINATOR

“We look forward to participating in our first season of competition with ECAC. I think this is a solid step towards captivating the attention of our peers in the ACC, and pushing them towards building their esports programs.”

PLAYER PLUGGIN STOCKTON UNIVERSITY ESPORTS



Isaac Strozyk

A recent computer science graduate, Isaac was instrumental in developing the student leadership team at Stockton Esports. Passionate about esports and technology, Isaac competed with ECAC and at HVGC in 2019, and serves as a role model within our community.

Alexander Rodriguez
A founding member of the program, Alex is a recent graduate of the Computer Science program at Stockton. As a student, he was a core member of our technology innovation team, tasked with executing live event production and maintaining Stockton's esports lab. Following graduation, Alex entered the field of cybersecurity professionally, and maintains part-time employment at Stockton where he supports the esports program by providing technical support and serving as a mentor to our student leaders and participants.



Vincent Nelson

Vinnie is a senior studying Business Marketing at Stockton. Recently featured on eFuse, he's the game manager for Rocket League and captain of the team ranked among the top 8 in CRL in North America. His leadership has brought great success to the competitive Rocket League team at Stockton.

Hayley Parks
A junior studying business management at Stockton, Hayley is currently serving as the Stockton Esports program coordinator. Inheriting a lot of responsibility from her predecessor Isaac, Hayley manages both the competitive and community aspects of the program. She recently executed an intercollegiate League of Legends tournament featuring competitors from 8 colleges and universities.



Demetrios Roubos

Demetrios, Stockton Esports program manager has a unique background in technology innovation and cybersecurity. A former student leader and resident assistant, he strives to provide an engaging environment for students while promoting excellence and celebrating diversity.

COACHES CORNER

“The ECAC has been a massive win for esports overall. Being a part of Tespa before the ECAC, it felt frustrating for the league administration to be running over the voices of the players and coaches. The ECAC staff truly listens and implements ideas that come from the community. I have regularly gave ideas and suggestions and a few have been taken and implemented which feels very empowering. This voice has led to my players getting great experiences. My FIFA player this past season couldnt play on a PC. I suggested moving to console and he was not only able to play, but took home a Championship for the PS4 FIFA tournament. Kindness, and the utmost professionalism by the ECAC.”



SIENA HEIGHTS UNIVERSITY
BEN SUNDERMAN
HEAD COACH



“It has been a pleasure to watch the ECAC Esports scene grow and mature into what I feel is the best arena for intercollegiate esports. Honestly, being a member of the ECAC Esports league legitimized esports to our stakeholders, alumni, students, faculty, and administration. Participation growth comes easy in esports, here at Keuka, we are proud to be upgrading our facilities this year since from our 2016 arena to a new arena with 5 times the capacity. ”



KEUKA COLLEGE
JOSH STALEY
HEAD COACH OF ESPORTS



“Esports is a true passion of mine as I have been in the industry, as a player, manager, coach and analyst, for over 10 years. Having the legitimacy of an athletics conference behind the competition means everything to the integrity and quality of the collegiate scene. The ECAC has given several schools, including Johnson and Wales, a home. ”



JOHNSON AND WALES
ESPSPORTS COORDINATOR





ARENA SHOWCASE BENDIX ARENA



Bendix Arena will be the home of Bethel University Esports. The LAN Center in South Bend, Indiana, is the region's first (and only) dedicated esports facility and the perfect venue for competition. The LAN Center is prepared to support professional, collegiate, and local events with turnkey production and broadcasting equipment, flexible space, and cutting-edge technology that comes with accommodating and knowledgeable staff. The Pilots Overwatch, Rocket League, and Super Smash Bros. Ultimate teams return this spring season to compete in the ECAC with hopes to bring home a title.

Bendix Arena socials
Twitter: @BendixArena
Instagram: @BendixEsports

Bethel University Esports socials:
Twitter: @BUPilotsEsports
Instagram: @BUPilotsEsports

SPACE

- 42,000 sq ft
- 60 Person Capacity
- Livestream Capabilities
- High Density Foam Flooring

AUDIO, VIDEO & LIGHTING

- NDI Encoder/Decoders
- JBL Surround Sound System
- MackiePro Sound Mixer
- Shure Mic Kit – Includes 2 Wireless Mics and 1 Wired Mic
- Stage Lighting, American DJ Stringer Spotlights & Hex PAR Fixtures
- Programmable DMX Controller

FURNISHINGS

- 2 – Board Game Tables (up to 6 people per table)
- Secret Lab Omega Gaming Chairs for Each Gaming Station

PCs

- 36 – Gaming PCs | HP OMEN | i5-10600K | 16G RAM | 3070 RTX
- Gaming Station Monitors – BenQ 144 hz | 27" | 1080 | 1ms
- Stage Monitors – BenQ 240hz | 24" | 1080 | 1ms

XBOX SERIES X

- 2 – Xbox Series X Game Stations
- Astro A20 Console Gaming Headsets
- Access to Xbox Game Pass
- LG 65" LED TVs – 4K | 120hz

PLAYSTATION 5

- 2 – PlayStation 5 Game Stations
- Astro A20 Console Gaming Headsets
- Access to PlayStation Now
- LG 65" LED TVs – 4K | 120hz

ECAC INFORMATION



The ECAC is an 82 year-old organization with over 200 member schools across all NCAA Divisions. The ECAC exists to enhance the experience of student-athletes participating in intercollegiate athletics and provides great value for universities and colleges by sponsoring championships, leagues, bowl games, tournaments and other competitions throughout the Northeast. ECAC Esports is growing and now totals more than sixty colleges and universities and is expanding the geographic footprint for the conference nationally. ECAC's Esports program is dedicated to providing and activating intercollegiate esports competition for colleges across the country.



Dan Coonan
CEO of ECAC
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Lydia Fister
Director of ECAC Esports
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APPENDIX

THIS MONTH'S IMPORTANT LINKS

SUNY POLY

<https://sunypoly.edu/student-life/clubs-organizations/wildcat-esports.html>

BENDIX ARENA / BETHEL ESPORTS

<https://www.bendixarena.com/>
<https://www.bupilots.com/sport/esports>

LENOVO

Lenovo.com

ADU

athleticdirector.uconn.edu

eFUSE PIPELINE

<https://efuse.gg/pipeline>

QUOTE OF THE MONTH

*Sometimes we're
tested not to show
our weaknesses,
but to discover
our strengths*

KEEPING UP WITH ESPORTS

Make sure you stay up to date
with all things Esports!

Follow the ECAC Esports Social
Accounts at @ECAC_Esports

Follow CSMG's LinkedIn and
Twitter @collegiatesmsg



LEAGUESPOT PLATFORM

LeagueSpot is an all-inclusive platform created to provide comprehensive support at all levels of esports competition. Whether you are planning a large single tournament or plan to run year round seasonal competitions, LeagueSpot has power and all the needed management tools to accommodate the seasoned expert as well as entry-level organizers looking to add esports to their existing programs.