



NJCAA ESports SHOWCASE AT HV GAMERCON 2020

October 23, 2020

CHARLOTTE, NC – The NJCAA Esports took part in the first virtual HV GamerCon and ECAC Esports National Championship this past weekend. The ECAC crowned champions in Rocket League, Overwatch and Super Smash Bros. Ultimate. The NJCAA Esports accepted an invitation to participate in GamerCon as a means to offer NJCAA Esports members another tournament to compete in and to also provide a recruiting opportunity for our member players to 4-year colleges in the ECAC. The Lackawanna College Falcons earned the championship title coming out of the 16-team Rocket League tournament bracket.

“We played as a team, using our strengths to our advantage. JKfoshizzle, our MVP, acts as a catalyst for the team, setting up plays and finishing them as well. The entire team is at their best when they are passing the ball to each other and communicating effectively. We will look to improve upon our strengths as a team on and off the pitch, building our team chemistry even higher, going forward,” stated Dan “diggs” Boschi, Lackawanna’s College Esports Coach for Rocket League. “It feels really great to go into a tournament and come out on top without dropping a single game. If we are able to connect our passes and finish on those offensive opportunities, it usually leads to a victory for us. When playing in back to back matches like this, it helps us improve on the little mistakes and perform better in the following match. Coming off of this HV GamerCon win, we plan to go back into regular season play with aggression and our heads held high,” stated Matt “JKfoshizzle” Kelly, MVP of the Showcase.

The goal of the NJCAA Esports is to provide engagement and competition opportunities for their student-athletes. The Rocket League Showcase offered the current student-athletes a chance to practice during regular season game play and experience the excitement of a National Championship event. Additionally, this showcase provided the 4-year institution coaches with the ability to watch and potentially recruit the next wave of players from these 2-year institutions. “The HV GamerCon 2020 National Championship provided exposure and competition to not only our student-athletes, but the NJCAA Esports as a whole. This includes those coaches and administrators working behind the scenes to support the growth of esports at the two-year level. We appreciate the ECAC for allowing us this great opportunity and look forward to working together in the future,” stated Bryson Collins, Coordinator of Esports at NJCAA Esports.

For more highlight realms, playback, and exclusive content from HV GamerCon and NJCAA Esports follow CSMG’s twitch account at [twitch.tv/esportsUnetwork](https://www.twitch.tv/esportsUnetwork), the first-ever 24/7 college esports streaming outlet for all clients.

ABOUT NJCAA ESports

The National Junior College Athletic Association Esports (NJCAA Esports), founded in 2019, is the only national esports association exclusively for two-year colleges. The NJCAA Esports is committed to increasing access to team dynamics, school representation, and campus life for the benefit of student-athletes and member institutions alike. Esports participants and NJCAA Esports member benefits through meaningful, educational, and transformative opportunities which lead to greater retention and completion rates for participants. Already boasting over 60-schools from all regions of the United States after just two semesters of competition, the NJCAA Esports continues to make inroads to be the association of choice for all 2-year schools

ABOUT COLLEGIATE SPORTS MANAGEMENT GROUP

Founded in 2014, 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 for more information.