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10 College Sample - Institutions with eSports Programs of Note:

1. Edinboro University of PA
   a. KINBER pilot program
   b. Launching varsity eSports program Fall 2019
   c. https://www.edinboro.edu/directory/offices-services/communications-marketing/services/announcement-landing-pages/esports?com.dotmarketing.htmlpage.language=1&host_id=ca4713f9-5a09-43ad-9a2c-ae55c2bc7cb1
   d. https://youtu.be/bx9p9W0tZFo
2. Maryville University
   a. St. Louis, MO
   b. https://www.maryville.edu/studentlife/esports-clubs/
   c. Became the biggest name in college eSports gaming by winning the 2016 League of Legends championship and boasting an undefeated record of 40 wins in the 2017 Collegiate Star League
   d. Offers eSports scholarships
3. Miami University
   a. Oxford, OH
   b. http://miamioh.edu/news/top-stories/2017/09/esports-arena.html
   c. First top-tier US university to launch a varsity eSports program
4. Western Kentucky University
   a. Bowling Green, KY
   b. https://www.wku.edu/esports/
   c. WKU (Division I) was the second public university to start a varsity team back in the fall of 2016.
5. Robert Morris University
   a. Chicago, IL
   b. https://www.rmueagles.com/sport/0/147.php
   c. Home to the very first collegiate esports team
   d. Offers eSports scholarships
6. University of Pikeville
   a. Pikeville, KY
   b. https://upikebears.com/sports/esports
   c. Offers eSports scholarships
7. Stephens College
   a. Columbia, MO
   b. https://www.stephens.edu/student-life/esports/
   c. Program Overview Flyer [PDF]
      i. https://www.stephens.edu/assets/Docs/Admission/Esports-at-Stephens-College.pdf

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        d. First all-women eSports team

        e. Offers eSports scholarships

8. University of California-Irvine
    a. Irvine, CA
    b. https://esports.uci.edu/
    c. Offers eSports scholarships
9. University of Utah
    a. Salt Lake City, UT
    b. https://esports.utah.edu/
    c. Offers eSports scholarships
10. Midland University
    a. Fremont, NE
    b. http://www.midlandathletics.com/sport/0/43.php

Community eSports Presentations

https://meetings.internet2.edu/media/medialibrary/2019/12/18/KINBEREsportsInternet2TechEx2019-2.pdf

eSports Associations:

National Association of Collegiate Esports (NACE)

- https://nacesports.org/
    - The National Association of Collegiate Esports (NACE) is a nonprofit membership association organized by and on behalf of our member institutions. Together, our members are developing the structure and tools needed to advance collegiate esports in the varsity space. We are collaborating to lay the groundwork in areas such as: Eligibility, Path to Graduation, and Competition & Scholarships. NACE is the only association of varsity esports programs at colleges and universities across the U.S. Through membership, NACE provides guidance to institutions wishing to start varsity programming on their campuses.
    - Three years ago, the National Association of Collegiate Esports was a group of six schools. By 2017, NACE had 27 colleges with varsity-level esports and today, the organization boasts 170-plus schools and growing. The University of Utah made headlines when it became the first school within the Power Five conferences to welcome esports at the varsity — not just club — level.
- Collegiate Esports Governing Body Flyer [PDF]
    - https://nacesports.org/wp-content/uploads/2019/02/December-2018-NACE-Flyer.pdf
- National Association of Collegiate Esports (NACE) Official Handbook [PDF]
    - https://nacesports.org/wp-content/uploads/2019/10/NACE-Constitution-and-Bylaws.pdf

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- Example of a NACE Member Institution:
  - Centralia College (WA)
    - Program's homepage
      - https://www.centralia.edu/resources/student-life/esports.aspx
    - Program on Twitch
      - https://www.twitch.tv/centralia_college_esports
- News/Announcements
  - https://nacesports.org/nace-fortnite-championship-2020/

Riot Scholastic Association of America
- https://rsaa.riotgames.com/
- The governing body of collegiate League of Legends (published by Riot Games). The Riot Scholastic Association of America (RSAA) is comprised of an advisory board of six leaders in the college esports space, who will work in tandem with a dedicated Riot Games team. The RSAA has outlined three key pillars to its governance, being students first, developing long term stability, and upholding competitive integrity, and has listed their primary goal as "Govern varsity competition for Riot's games and foster the development of gaming as a meaningful and complementary part of the high school and college experiences."

High School Esports League (HSEL)
- https://www.highschoolesportsleague.com/
- High School Partnership Program
  - https://www.highschoolesportsleague.com/high-school-partnership/#high-school-partnership
    - A community of 2,100+ schools & 60,000+ students
    - Gaming Concepts – A video gaming curriculum for schools [PDF]
      - https://static1.squarespace.com/static/5317bce9e4b06ab557245f78/t/5d10f8d4bedffa00014e1252/1561393400257/Gaming+Concepts.pdf
    - High School Partnership Starter Packet - 2019 High School Esports League Handbook [PDF]
      - https://www.highschoolesportsleague.com/s/PacketFinal_Fall2019_sm-copy.pdf

Collegiate Starleague (CSL)
- https://www.cstarleague.com/
- The CSL Experience: Building Collegiate eSports
  - https://youtu.be/-zyQo43PXlI
  - https://cstarleague.com/about

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Tespa
- https://tespa.org/
    - Tespa is a network of students, competitors, and club leaders.
    - https://youtu.be/so2h4Mk69qs
- Chapter Structure Guides
    - https://drive.google.com/drive/u/0/folders/1Y1YKhRUHUbkQZF7LBJk8f2aUeU4D_BpF

Articles
- The New College Athlete: Why Universities Are Investing in Video Games
    - https://www.deseret.com/2019/8/18/20802101/esports-hearthstone-league-of-legends-riot-university-of-utah-varsity
    - By Sara Israelsen-Hartley@saraisraelsen Aug 18, 2019, 10:00pm MDT
    - DeseretNews
- An Epic Update on Collegiate Esports
    - https://www.insidehighered.com/blogs/student-affairs-and-technology/epic-update-collegiate-esports
    - Eric Stoller May 16, 2019
    - Inside Higher Ed
- The Future Is Now: Esports Policy Considerations and Potential Litigation [PDF]
    - http://journals.iupui.edu/index.php/jlas/article/view/22241/21381
    - Journal of Legal Aspects of Sport, 2017, 27, 46 -78
    - © 2017 Human Kinetics, Inc.
- Why Competitive Gaming is Starting to Look a Lot Like Professional Sports
    - https://www.theverge.com/2018/7/27/17616532/overwatch-league-of-legends-nba-nfl-esports
    - By Andrew Webster Jul 27, 2018, 10:00am EDT
    - The Verge

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