



KINBER ESports Initiative

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The Quilt Fall Member Meeting
September 26, 2019

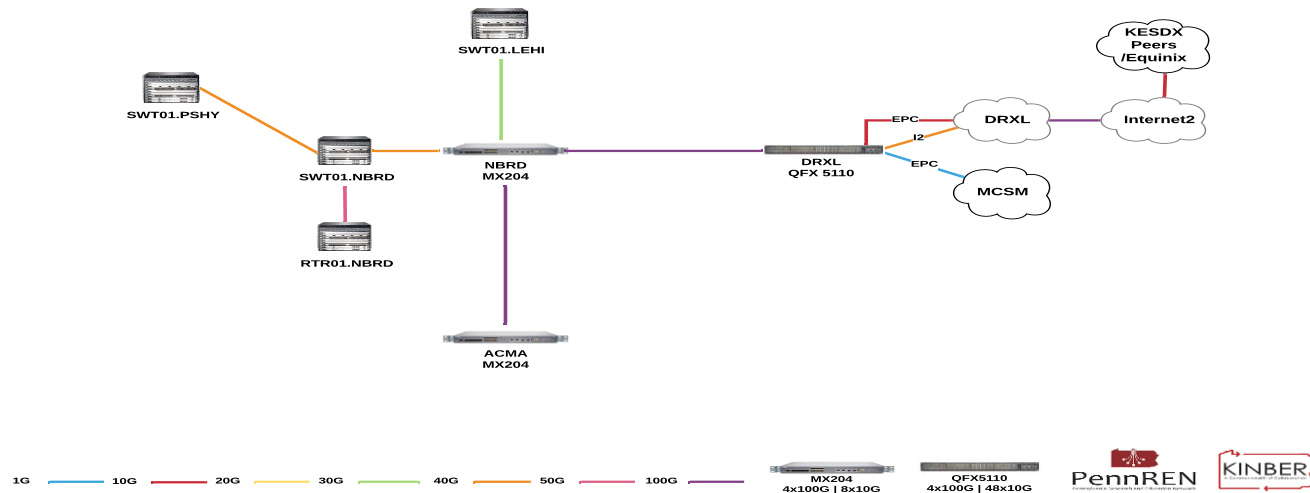
Strategy

- KINBER's E-Sports Direct Connect (KESDX) service
- Direct Peering connectivity with selective gaming service providers
- Connection is done using Internet2's Rapid Private Interconnect service to connect to the Equinix Peering Exchange in Ashburn, VA.
 - Internet2 is piloting this service
- Peering with gaming services such as Twitch, Riot, Blizzard and Valve.
- Help provide technologies and support to the community in the varying levels of Esports activities happening on campus.
- Working with the PA ESports coalition

Technical Implementation

- Currently through KINBER's Internet2 connection to Drexel
- Migrate to KINBER's planned direct 100 GE connection to Internet2 by end of the year

Backbone to Drexel and KESDX Connections



Strategy

- Piloting the KESDX Service in Fall 2019
 - Competitive ESports
 - Formal campus ESports program
 - Typically used as a recruiting tool, including scholarships
 - Often have a gaming arena or stadium
 - Casual Gaming
 - No formal school sanctioned team
 - Often clubs or significant on-campus gaming environment.
 - Distinguish between viewing (Twitch) and actual gaming networks

Who is Interested

- Edinboro University of PA
 - Initial pilot school
 - ESports team is part of its athletic department
 - Ties their competitiveness to their Animation and Computer Animation Computer Science Program
- Small Colleges
 - ESports program distinguishes them from other small liberal arts colleges
 - Lackawanna College, East Stroudsburg University of PA , LaSalle University, Arcadia University, Franklin & Marshall College
- Community Colleges
 - Typically not a residential college environment
 - Provides a community environment for the school

Education and Outreach

- Webinars
 - Example - May webinar on Lackawanna's ESports program
 - Continue to offer opportunities for education and training based on demand
- Esports Working Group
 - Newest KINBER working group, launched Sept. 5
 - Very well attended – 31 attendees across 25 organizations, including other regional networks
 - Monthly meeting - 1st Thurs. each month
 - Way to get input from the community about other game networks they want to get to

What is Next

- Technical
 - Using pilot to test, gather traffic data and institution requirements
 - Make decisions as how to offer the service
 - Does it need to be redundant
- Marketing
 - Package as a production service
 - How to price the service
 - Depends on how we offer the service technically
 - Cost recovery for any additional infrastructure