

WELCOME TO THE **UNCG ESPORTS ARENA**

The UNCG Esports Arena opened on April 25, 2022. The 3,300 square foot arena is intentionally designed to engage students both socially and academically. The arena provides UNCG students with a cutting edge learning environment in the field of gaming. From event planning to broadcast production, students have a space to express their creativity while also creating community with fellow gamers on campus.

Possible career paths for Esports athletes include: Software developers, graphic designers, IT professionals and more





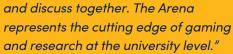
In 2022, global **Esports** gaming revenue will soar to \$3.5 BILLION



"We believe we can create over time a comprehensive set of academic, social, and cultural experiences around esports at UNCG that adheres to our fundamental principles of delivering opportunity, excellence, and access to a vast array of students from a wide range of backgrounds and experiences."

- UNCG Chancellor Franklin D. Gilliam, Jr.

"With the Esports Arena, we can teach using games on a technical scale otherwise unimaginable. We treat it like a labratory- where students can play, collaborate,



- John Borchert **Associate Director UNCG Network for the Cultural** Study of Videogaming





Beyond Gaming

Network for the Cultural Study of Videogaming

The UNCG Network for the Cultural Study of Videogaming was founded in the Fall of 2021 with the goal of bringing together scholars and students at the University to create a hub of research and learning around videogames and their cultures. The Network is made up of faculty from across the campus, representing a wide variety of disciplines in the College of Arts and Sciences and beyond.

Esports Management

UNCG's Bryan School of Business and Economics now offers an Esports Management concentration in the Hospitality and Tourism Management program. The new concentration is designed to prepare students for careers in Esports administration and management with a focus on Esports operations, such as event management and marketing, destination management, and strategic planning.

Esports Certificate

UNC Greensboro's new noncredit digital certificate program in Esports develops career skills in the fast growing industry of competitive video gaming. Although these are noncredit courses, they're acdemically rigorous. Students will earn a digital badge for each 4-week course they complete. When they complete all six courses, they will earn a digital certificate.

LIVE WELL GAME WELL

Live Well to Game Well is our motto for prioritizing student well-being among the gaming community at UNCG. We believe a healthy gamer is an effective gamer. Our four-pillar approach is designed to educate students in ways to balance their well-being as it relates to sleep, nutrition, movement, and mental health.



SLEEP HYGIENE

- Practice good sleep hygiene. What you do before you go to sleep, including room temperature, lighting, and how much time you need to wake directly affects your motor function and learning capacity.
- Remember good snoozing keeps you from losing!



NUTRITION HYDRATION

- Maintain a balanced and healthy diet by being aware of what is going into your body. The healthier choices you pick, the better energy your body will have to be a better gamer.
- Hydrate! Hydrate!
 Hydrate!



MOVEMENT

- Follow the 3S program (sip, stand and stretch) every hour that you are gaming.
- Utilize the VR machine to move your body.
- Take a break! Visit
 Piney Lake, workout at
 the Kaplan Center, or
 take a walk through
 Peabody Park.



MENTAL HEALTH

- Take days off from gaming.
- Support one another.
- Amplify positive messaging to combat negative sentiments and provide support.
- Access campus resources such as Counseling Services and Recreation & Wellness for an outlet.



Esports Club

Founded in 2016, what started of as a off-shoot of a League of Legends gaming club, eventually became the UNCG Esports Gaming & Esports Club. The program has grown to over 150+ active SpartanConnect members, and a Discord server with over 1.000 members.

Members of the club sport are now able to utlize the state-of-the-art facilities to practice and compete on the arena's fully-quipped battlestage. The arena's streaming capabilities even allow these competitions to reach national audiences.

"The Esports Arena is a game changer. It gives students in Esports Management classes the opportunity to gain hands-on experiences with developing and managing Esports related activities, such as marketing and events. Because of the Arena, students graduating from UNCG will have a competitive advantage in the Esports job market."

Erick T. Byrd, PhD
 Associate Professor
 Department of Marketing, Entrepreneurship,
 Hospitality & Tourism



GAMERS TODAY. MAKERS TOMORROW.

Students engaged in Esports do so much more than play games. In our learning lab, curiosity expands outside the walls of the arena, teaching students technical skills as well as employability skills generally held in high esteem.

- Teamwork
- Leadership
- Strategic Thinking
- Adaptability
- Tenacity
- Self-Regulation

Our facility presents students with the ability to enhance their learning experience. "Esports partnered with academia, offers a gateway to STEM-related career pathways such as game design and development, information technology, engineering, web development, as well as orbital careers in sports marketing regulated fields," wrote the Association for Career & Technical Education (2022) in their article analyzing academic Esports.

- Nintendo Switch
- Retro Gaming Consoles

Virtual Reality

• Oculus Quest 2



• Logitech Headsets

• Acer Mouse &

KeyboardsAcer Predator

Monitor



Location: Moran Commons, Room 109 Phone: 336.334.3236 **esports.uncg.edu**