



WELCOME!

CONFERENCE REMINDERS

CEU attendance will be taken by the collection of Evaluations at the end of class. You MUST fill out an evaluation if you would like CEU credit

The Evaluations help FRPA gather feedback for speakers and future education. Everyone is encouraged to complete one.

Please leave seating in all classrooms and General Sessions as it is upon entry as these are in place per safety protocols.

Follow current Conference mask, safety, and physical distance protocols at all times.

Keep your personal pen handy to cut down on sharing writing devices (and germs!).

Respect the comfort of others by judging your interactions based on what color wristband they have chosen.



ESPORTS: GETTING STARTED

PETE BARTOSIK, CITY OF SEMINOLE

CJ KEESTER, CITY OF PORT ST. LUCIE

ALEX KOAGEL, CITY OF SEMINOLE

LEARNING OBJECTIVES

1. Identify what Esports is and how to incorporate it into your programming
2. Discuss the benefits of Esports programming
3. Discuss examples of how to get started with Esports

WHAT IS ESPORTS?



A form of competition using video games



e.g.



e.g.



Consumers



Brands



Teams



Events



Publishers



Leagues

AMATEUR
COMPETITIVE GAMING

Channels

PROFESSIONAL
COMPETITIVE GAMING

© 2015 Newzoo

e.g.



THE VIDEO GAME PLAYER COMMUNITY

More than two out of every three Americans play video games.
There are players of all ages and from all backgrounds.



77% voted in the 2020 election

The average video game player is

31 years old

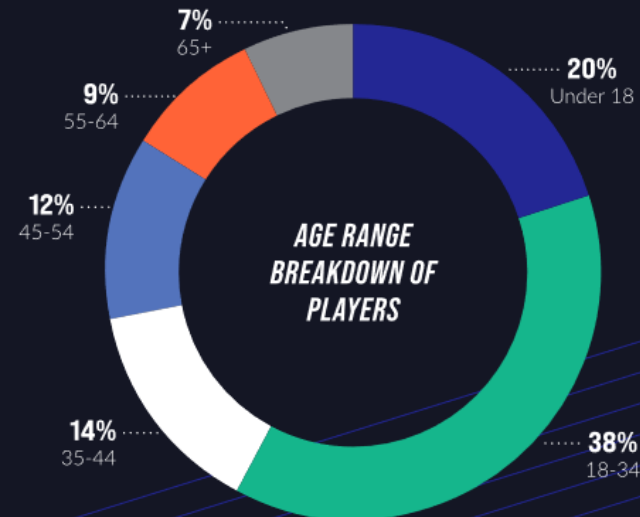
Across all ages, 80% of players are over

18 years old

There are nearly
227 million
players across all ages in the US
(226.6 million players)

67% of American adults
(age 18+) are players

76% of American kids
(under 18) are players



Information from [Entertainment Software Associations 2021 Essential Facts](#)

THE BENEFITS OF PLAY

We use games to relax, to connect and to be entertained.
Players are a diverse community, strengthening bonds through play.



89%

say video games can bring together different types of people (individuals of different cultures, races, ages, political affiliations, etc.)



89%

say video games can create accessible experiences for people with different abilities



Players think that video game play has a positive impact on their lives.

90%

say video games bring joy through play

87%

say video games provide mental stimulation

87%

say video games provide stress relief

81%

say video games can help build teamwork and collaboration skills

79%

say video games can inspire people

Information from [Entertainment Software Associations 2021 Essential Facts](#)

BENEFITS OF ESPORTS

Intergenerational



Growing Trends



Accessibility



Revenue Source

New Participants

HOW TO GET STARTED

- Use what you have
- What do you want
- What do you need
- In person and virtual
- Funding



FAQS

- What kind of games do you play?
- What game ratings do you use?
- Bullying, game chats, sportsmanship and behavior



Questions?



CONTACT INFORMATION

Pete Bartosik, Program Coordinator

pbartosik@myseminole.com

CJ Keester, Recreation Manager

ckeester@cityofpsl.com

Alex Koagel, Program Coordinator

akoagel@myseminole.com