



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.

The background is a gradient of deep red at the top to dark blue at the bottom, speckled with small white dots resembling stars. Overlaid on this are several faint, white, circular and semi-circular lines of varying thicknesses. Some of these lines have small arrows indicating a clockwise or counter-clockwise direction. A prominent circular scale with numerical markings from 160 to 260 in increments of 10 is visible on the left side, partially obscured by the text.

ESPORTS: THE NEXT LEVEL

PETE BARTOSIK, CITY OF SEMINOLE

ALEX KOAGEL, CITY OF SEMINOLE

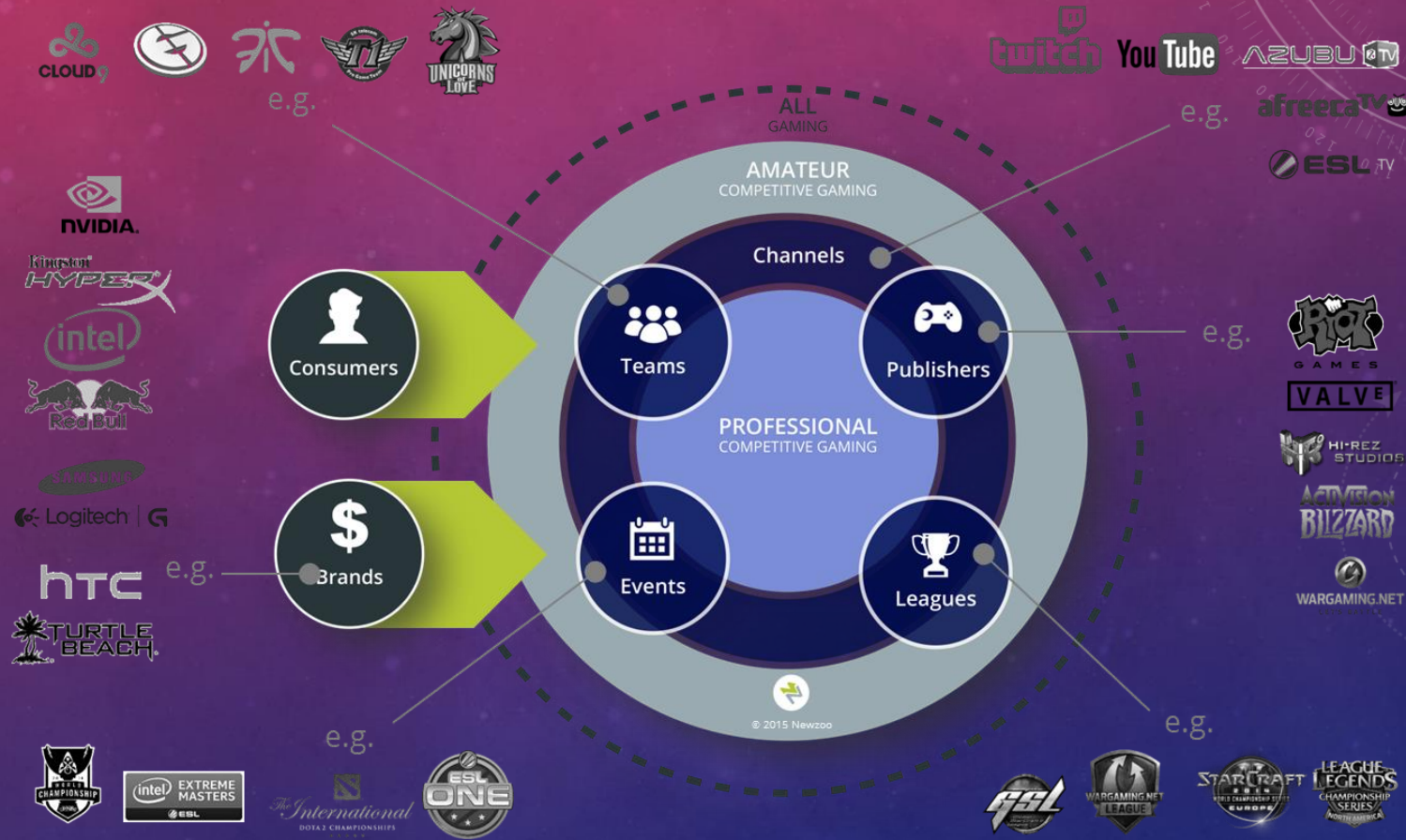
LEARNING OBJECTIVES

- Outline elements to running successful tournaments and leagues as well as obstacles you may face
- Explore the vast environment of Esports and how it can be implemented in a recreational setting including streams, commentating and other opportunities
- Learn techniques for developing teams and leagues as well as collaborating with other agencies for local and regional recreational competition

ELEMENTS & OBSTACLES

- In Person and Remote
- Equipment and Internet
- Scheduling and timing
- Rulesets

THE ESPORTS ENVIRONMENT



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

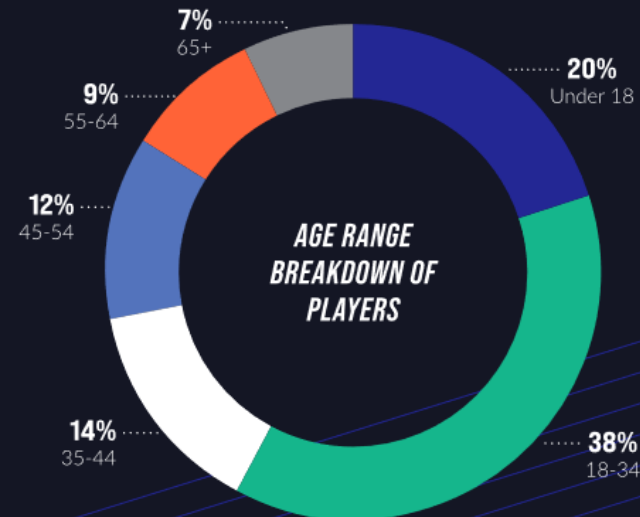
Across all ages, 80% of players are over

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

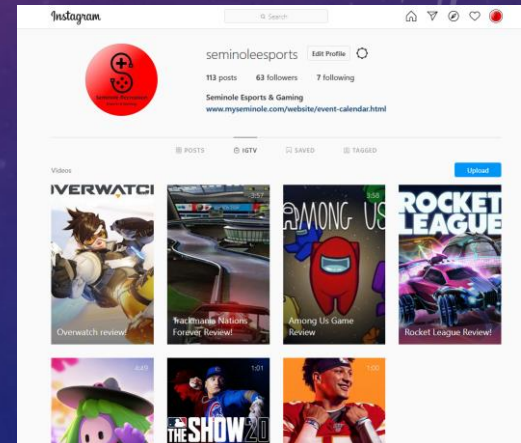
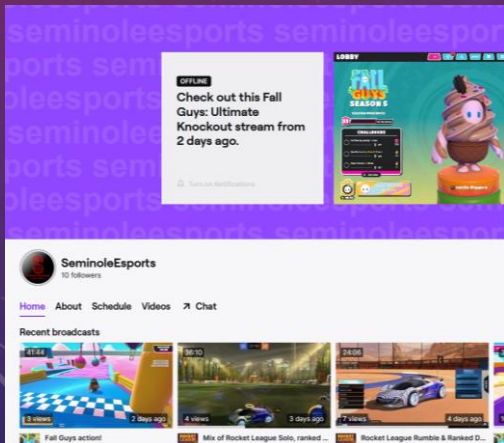
76% of American kids
(under 18) are players



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

THE ESPORTS ENVIRONMENT

- Free play
- Leagues
- Tournaments
- Clinics
- Camps
- Streaming
- Commentating
- Watch parties



TEAMS & LEAGUES

- Organizing Leagues
- Organizing Teams
- *Evaluations/Tryouts?*
- Not confined to close proximity
- Local, regional and statewide play
- FLREC and the FRPA State Tournament



Questions?



CONTACT INFORMATION

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