

DIVISION OF INFORMATION TECHNOLOGY

## **Tech Bytes**

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# Engaging with Esports

**Presented by Deputy CIO, Bill Chang and Director, Kevin Buchmiller**

CALIFORNIA STATE UNIVERSITY, DOMINGUEZ HILLS

**CSUDH** | INFORMATION  
TECHNOLOGY

“Esports is a strategy and not just an outcome”

– *Dr. Thomas A. Parham,  
President of CSUDH*

**CSUDH**





# WHAT IS “ESPORTS”?

- **A form of competition within video games**
  - Does not necessarily mean “sports” video games
- Esports continues to evolve
- What games are played?

## Core factors:

- Popularity
- Easy to understand and watch
- Hard to master, skill expression-ability



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# ESPORTS AT CSUDH

- Esports at CSUDH began as a small club in 2017 with three student members. It is now the largest student organization and an official program on campus
- “When people think about esports, they think only in terms of competition, **but esports offers so much more..**”
- “...we want our program to **provide students with experiences** they could readily translate into life skills and career opportunities...”
- The program is based on a foundation of **five pillars**:







# OUR TEAMS SUCCESSES

## Nation wide competitions

- 13 Teams
- 80+ Players
- 8 Game titles
- 3 championship titles to date

## Fall 2022

- 7 teams made playoffs
- 2 made it to the finals

## Spring 2023 – anticipating similar figures

- Playoffs start in mid-April

NACE  
STARLEAGUE

NECC



ROCKET  
LEAGUE





# OUR SPONSORS



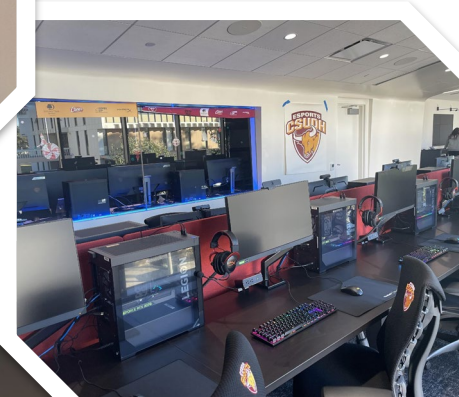
**TOYOTA**





# HOW TO ENGAGE

- **Social Media** – <https://linktr.ee/esportscsudh>
- **Discord** – primary community platform
- **Twitch** – primary streaming platform
- **Events**
- **Seminars & workshops**
- **The pillars!**







# ENTERTAINMENT



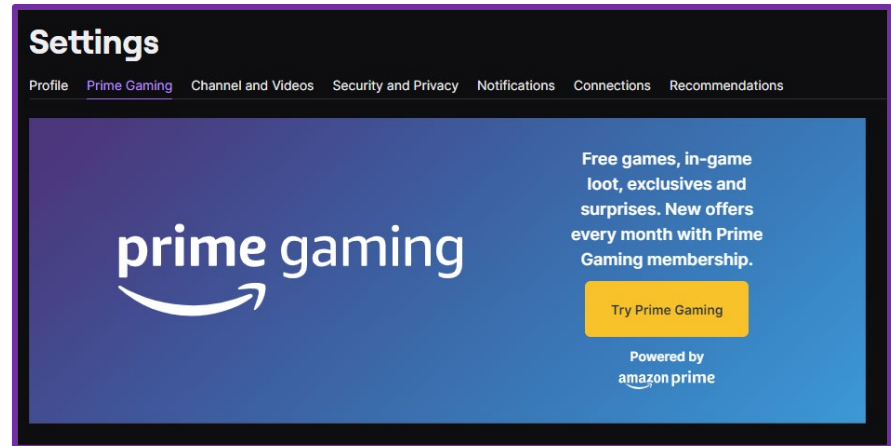
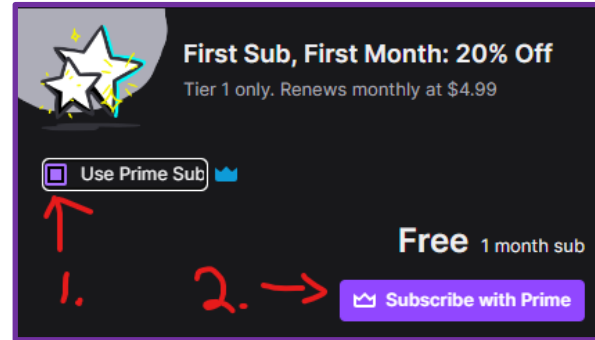
- [https://twitch.tv/esports\\_csudh](https://twitch.tv/esports_csudh)
- Worldwide Broadcast
- Student Content Creation
- In our first year, an all-student team produced **over 50 hours** of live streaming per semester on Twitch, which was broadcast to **over 1,000 unique viewers**





# HOW TO SUPPORT FOR FREE!

- [https://twitch.tv/esports\\_csudh](https://twitch.tv/esports_csudh)
- **Twitch Prime** through existing Amazon Prime subscription
- **Free** to do once per month
- Does not automatically renew
- Each subscription **gives the program \$2.50**





# ACADEMICS & RESEARCH

- **Curriculum Development:** Working to develop curriculum related to esports and video games
  - Intent to establish certificates, minors, and majors
  - Have started with seminars and workshops
- **Faculty:** We work directly with faculty to ensure students are setup for academic success.
- **Research:** Students and faculty have a rare opportunity to research, innovate, design, and develop the field of esports.
  - CSUDH is positioned to pave the way forward
  - Our Health & Wellness team submitted a proposal for the upcoming Symposium on 4/21





# CAREER DEVELOPMENT







# COMMUNITY

- Beyond inclusion, a sense of belonging
- Outreach and retention
- Local K-12 school districts
- CUSD and Gear Up

## Highlights so far:

- BCRF Charity Stream Week
- SoFi Stadium Tech Showcase
- Tomorrow's Leaders CSU Summit
- GEAR UP Girls in STEAM
- Cal State Esports Cup







# ESPORTS Ribbon Cutting Ceremony



Esports at CSUDH invites you the

## Toro Esports Academy Ribbon Cutting Ceremony

**Monday, April 24, 2023**

**1:00 p.m. to 6:00 p.m.**

CSUDH University Library  
Toro Esports Academy

**1:00 PM**

Ribbon Cutting Ceremony featuring remarks by President Parham

**1:15 PM**

Refreshments - Mancillas Courtyard

**1:15 – 2:30 PM**

Toro Esports Academy Tours

**3:00 – 6:00 PM**

CSUDH and CSU Team Gaming



### THE PILLARS OF ESPORTS

Academics & Research, Career Development,  
Community, Competition, and Entertainment





# TORO ESPORTS ACADEMY

- Students have a home base to feel a sense connection and belonging, while having the opportunity to learn vital skills to bolster their future careers in gaming and media/entertainment
- Sponsors, such as **ViewSonic** and **HyperX**, have donated and provided equipment for lab operations
- There are currently **18 gaming and 3 broadcast stations**
- The space is further broken down into four sections, which are designed to be flexible



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***SCAN ME***

Or visit the following links:

<https://linktr.ee/esportscsudh>

[esports.csudh.edu](https://esports.csudh.edu)

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