



ESPORTS BAR

The World's Esports Business Arena

MIAMI

ESPORTS BAR 2019
MIAMI

2-4 October 2019

Forum Wrap Up



ESPORTS

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Esports studies can add substance to the development of professional gaming’s long-term infrastructure, claimed the speakers on the panel called Focus on Education & Collegiate Esports.

“I think education has a huge role to play because there are all these young professional esports stars out there that may be successful into their twenties, but after their esports career ends, what else do they do?” asked Mark Deppe, Director at UCI (University of California, Irvine) and esports commissioner at NASEF (North American Scholastic Esports Federation).

“There is a buzz term in the industry, ‘the path to pro’ And I really don’t like it because it makes it sound like that once you become a professional esports athlete you’re set.”

The goal of esports education is to encourage young students to use their innate gaming talents not only for a potential future professional career but also for acquiring skills that will be useful in other professions.

Samantha Anton, NASEF’s COO, stated why young people, especially those in high and middle schools, need to manage their expectations after hearing about the millions to be earned in professional esports.

“The reality is that a majority of those high-school students will not get the opportunity to go pro right off the bat,” she said. “So how do we encourage them to use their interest in esports and turn that into a career in accounting or in event management while still staying true to what they are passionate about?”



Focus on Education & Collegiate people with Susie Kim, Esports Veteran, Consultant, Advocate for the newest generation of gamers & Mark Deppe, Director at UCI and Esports Commissioner at NASEF & Mark ‘Garvey’ Candella, Director of Strategic Partnerships at Twitch & Samantha Anton, COO at NASEF

Being fanatical about esports should never be seen as a waste of time, declared Mark ‘Garvey’ Candella, the Director of Strategic Partnerships at Twitch who advises academic institutions adding esports to their curriculum.

“So we’re talking about incorporating brand safety, digital citizenship in parts of these curriculums because the students already know how to stream,” Candella said.

“Now, they will understand they are young professionals and future leaders of this industry. This is what is going on at UCI and some of the universities around the world.”



**The must-attend event to meet esports industry leaders
and build the future of entertainment.**

**Our upcoming events : Esports BAR Cannes
11- 13 February 2020**

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