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MONTHLY NEWSLETTER

PRESENTED BY



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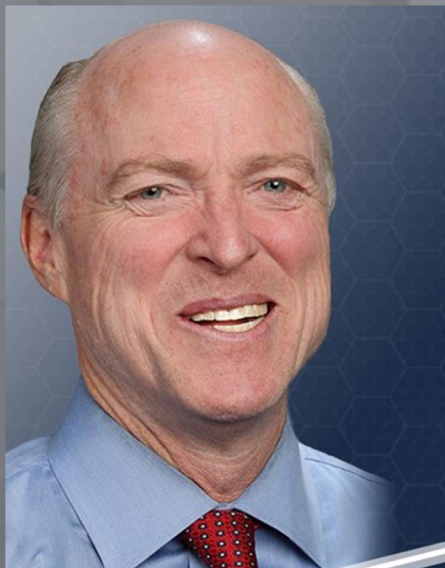
More information about ECAC and the people who work with us.

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Links to contact ECAC partners, as well as the Quote of the Month.

COMMISSIONER'S STATEMENT

PRESENTED BY LENOVO LEGION



As we wrap up our spring seasons, I want to take this opportunity to thank all of our member schools, competitors, coaches and administrators for being a part of ECAC Esports and for making it the beast of a conference it has become in the world of intercollegiate esports. This was by far our biggest, most ambitious season yet, and it showed.

After adding 23 new schools for the our spring seasons, we already have a growing list of additions for the fall. We have been able to accomplish all we have to this point by listening to our membership and responding to your needs. You can expect more of that as we go forward.

We eagerly anticipate an amazing April of ECAC Esports playoffs with 304 ECAC teams vying for championships across then titles, with many key matches streamed lived on [Twitch.tv/ecac.esports](https://www.twitch.tv/ecac.esports) and on ESTV.

Just like last year, we'll keep rolling with events through the summer. We'll plan some summer tournaments and give people plenty of notice about them.

Meanwhile, The ECAC is proud of its four qualifying teams which will be representing this juggernaut of an esports conference at the upcoming Collegiate Esports National Championship. Competing for the ECAC April 29 - May 2 in the National Championship will be Rensselaer Polytechnic Institute in Overwatch, WVU Potomac State College in Rocket League, and both Wayne State University and New Jersey City University in Super Smash. The National Championship is hosted by our business partner for all things esports and for so much more, Collegiate Sports Management Group. Good luck to these teams representing the nearly 100 ECAC Esports member schools.

Next year for ECAC Esports, of course, promises to be bigger and better than ever. We till believe we're just getting started. There's so many great things happening with this Conference. Stay tuned . . .

- Dan Coonan

A stylized, handwritten signature in white ink, appearing to read 'Dan Coonan'.

LEGION
by Lenovo

LEADERSHIP HELPS NATHANIEL PAGE GROW RPI ESPORTS TO 100 MEMBERS



My journey in esports started, as many do, with my passion for video games as a child. I spent my younger years grinding Halo and Battlefield on console, and in high school, I moved to PC. I learned to love competition in CS:GO and Rainbow Six. When PUBG came out, I came into my own, peaking in the top 500 and taking home some smaller prizes in community tournaments. When I got to RPI, I made friends with some Overwatch players, and learned to love the game. I discovered our budding esports club, and found myself a comfortable spot on the B team.

I quickly started taking on responsibilities in our tiny club, and when the old leaders graduated, they passed ownership to me. I immediately pushed for us to run more teams, in more games. We advertised online and all over campus, and hosted open PUG (Pick-up game) nights to attract new members. As I write this today, TeamRPI Esports is a funded, recognized club with over 100 members. We have over a dozen teams across 8 games, and have found tremendous success in the ECAC. Growing our club took the refining of my leadership and organizational skills, and the communication of esports to a variety of faculty at RPI.

As I took on more administrative responsibilities, I also grew as a player, moving from platinum to masters in Overwatch. I participated in our Spring 2019 team that won Gamer Con, and have since played on our B team and as a sub for our A team. I am also the substitute on our Rocket League team, recently reaching Champion 3 on the ranked ladder. As a player, manager, or substitute, I have helped lead our Overwatch A team to four back-to-back championship titles in Overwatch. Additionally, I have helped guide our younger officers as they navigate scheduling, conflict resolution, tryouts, and more, across all of our games.

As I look forward into the future, I am currently looking to secure an engineering job. However, I know my passion for esports will never let me truly leave. I stream when I have time, and plan to help out as a caster for RPI after my departure. I look forward to the growth of esports at RPI, and across the country, as both a fan and a member of the community.

- Nathaniel "Huragok" Page

FUTURE SCHEDULE

ECAC ESPORTS 2020-21 SEASON

The Spring 2021 playoffs are here!
Make sure to follow along and watch live
@ twitch.tv/ecac_esports . If your program is
interested in becoming a member, contact
Lydia Fister at lfister@ecac.org for more
information!

Playoffs: 4/5 - 4/29

Semifinals & Finals stream schedule
(all times 8PM EST):

ROCKET LEAGUE: 4/28

VALORANT: 4/20 & 4/27

OVERWATCH: 4/21 & 4/28

ECAC SPRING 2021 COLLEGE LEAGUE OF
LEGENDS CHAMPIONS: RPI

COLLEGE CHAMPIONSHIP SCHEDULE

MAY 1-2: ROUND OF 32

MAY 8-9: ROUND OF 16

MAY 27-28: QUARTERFINALS

MAY 29: SEMIFINALS

MAY 30: FINALS

COLLEGIATE NATIONAL ESPORTS CHAMPIONSHIP (CENC)

April 29 - May 2

REGISTER NOW FOR 2021-2022



MEMBERSHIP

24 TEAMS
4 DAYS
3 TITLES
1 CHAMPIONSHIP

COLLEGIATE ESPORTS NATIONAL CHAMPIONSHIP

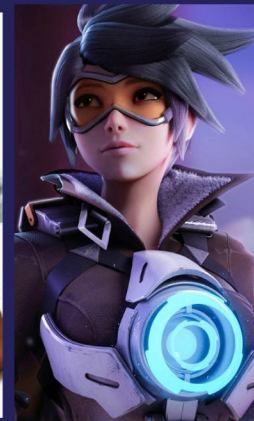
LAN EVENT
RALEIGH, NC
APRIL 29 - MAY 2



OFFICIAL NATIONAL TITLES!



SUPER SMASH BROS



OVERWATCH



ROCKET LEAGUE

CSMG ANNOUNCES CENC DETAILS

3 NATIONAL TITLES

OVERWATCH

ROCKET LEAGUE

SUPER SMASH BROS ULTIMATE



Collegiate Sports Management Group (CSMG) is set to host the first ever inclusive Collegiate Esports National Championship (CENC) scheduled for April 29-May 2, 2021.

"We are thrilled to have 48 schools from multiple associations, conferences, and esports power programs participate in the CENC. The CENC represents the first time that teams from across the entire collegiate esports ecosystem will go head-to-head for the crowning of a true national champion in Overwatch, Super Smash Bros, and Rocket League", said Michael Schreck, CEO of Collegiate Sports Management Group.

CENC weekend will consist of several events including tournament style matches, charitable events, educational elements, an Esports Expo, pre-game and post-game shows and opportunities for player and fan engagement. The East College Athletic Conference (ECAC), the governing body for all 4-year Esports institutions, will also send representative teams to compete in 3 national titles at CENC.

All CENC competitions will be broadcast across the CSMG media network consisting of multiple Twitch channels, the EsportsU Network, and on ESTV domestically and globally (the first linear Esports network). With over 250 programs nationwide being narrowed down to the top 48 schools, CSMG will utilize a proprietary bracket-based tournament system. The tournament brackets will follow a regional and seeding formula.

Conferences and Schools are currently participating in play-in tournaments during championship week, March 27-April 5, 2021, the CENC brackets will be announced on April 17, 2021 during the CENC Tournament Selection Show, "Skins Saturday" to be aired on the EsportsU Network and on ESTV.

"CSMG has secured strategic partnerships with endemic and non-endemic brands as well as industry leaders in media and marketing. Combined with the tremendous array of talented gamers competing against each other, CENC will be a festival-like atmosphere which will redefine college esports for years to come," stated Neil Malvone, EVP Partnerships, Chief Esports Officer at CSMG.

For more information visit www.collegiatesmg.com/cenc

ECAC Q&A SESSIONS FEATURING: MEGAN PODGORSKI, M.S., CSMG



TITLE: Director of Esports Programming & Property Acquisitions
At Collegiate Sports Management Group

HOMETOWN: Buffalo, New York

EDUCATION: Elon University - B.S. Sport and Event Management;
Communications Minor. Columbia University - M.S. Sports Man-
agement, Digital Media and Marketing Focus

PREVIOUS EXPERIENCE: Chicago Cubs, Atlantic Coast Conference,
Columbia University Athletics, MSG Network

Q: Can you give an overview of the duties, functions and responsibilities of your job?

A: My position is divided in two! Half of my job is speaking with current collegiate Esports programs, and trying to help align them with opportunities to play, through the ECAC and CSMG tournament opportunities. The other part of my position focuses on growing the Esports team and conference's brands through programming, content and social media strategies.

Q: What kind of decisions do you make regarding the Collegiate Esports National Championship?

A: I work together with our team at CSMG on determining what different aspects go into running a successful CENC. Firstly, I work with our partnering conferences, such as the ECAC, to determine how teams will be selected for key spots in the CENC. From there, my duties shift to programming and content. I collaborate with the content team at CSMG to determine social media strategy and implementation. This means everything from collecting photos and video content from participating teams to creating the graphics you see on our social media.

Q: What was the outreach process like to coordinating participating schools and coaches?

A: It was awesome to get to talk to so many teams! We reached out to our target conferences for play-ins, and top performing schools for our "At-Large" bids. From there, it was all just about educating the programs as to how amazing CENC will be. One of my favorite things about working in collegiate Esports is that every team is unique, and I enjoy hearing about how their teams are organized and structured. My experience prior to CSMG was mainly in traditional sports, and I have really enjoyed getting to learn something new from every student advisor or coach.

Q: Which event are you most excited to showcase during the CENC?

A: Our content team has put in so much work and effort into our social media plan and strategy for the event, that I cannot even explain how excited I am to see all of our content in action.

Q: What advice would you give to current students who are looking to be employed in the Esports Industry?

A: Network, Network, Network! Get involved with as many internships and have as many informational calls as you can. I cannot stress enough how important it is to know people in the Esports industry, as it is a really small and tight-knit group. Esports industry professionals are always looking to help the next generation of professionals, so reach out and get to know us!

PLAYER PLUG-IN: SUNY CANTON OVERWATCH MANAGERS



Emily Oeser

Veterinary Technology major Dana Olmstead is the manager for the SUNY Canton Overwatch B team. She is a support main, playing Moira and Mercy, and specializes in providing heals for her teammates. She has actively given her time, energy, and efforts to raising awareness of her school's Esports program through events such as Esports exhibitions and summer Esports camps for area youth. Her work has vastly impacted community awareness of Esports as a whole.

"I found esports late in my college career and it's been the best thing to happen to me. I have helped build SUNY Canton's Overwatch B team from the very beginning, and it's been such an amazing experience to be able to work alongside such passionate players. My goal is to continue helping others reach their true potential" stated Olmstead.

Game Design and Development major Emily A. Oeser, manager for the SUNY Canton Overwatch A team, has helped her college's Esports team expand not just in size but overall female participation of the program. She helped lead the team to an ECAC Championship title in 2018 and a second-place finish in 2019. Oeser is also credited for her role in orchestrating the first recorded collegiate all-women's Overwatch match against Stephens College in Columbia, Mo. last year.

"My dream is to inspire young women – and women of all ages – to push themselves to reach their goals. I want to let women know that if I can do it, they can do it," said Oeser. "It is important that we don't force gender roles on children at a young age and give them the resources necessary to chase their esports dreams. You seldom hear stories about up-and-coming esports players. We need to start planting these seeds at a young age. It is okay to love games, it is okay to be a female gamer."



Dana Olmstead

COACHES CORNER

“ECAC is one of the largest collegiate leagues on the East Coast, with over 100 colleges nationwide under their banner they provide opportunities for each team to succeed regardless of their program size. The Conference is well organized and has the interest of players at the forefront. With it's wide array of games, it allows every kind of gamer to show their skills and make a name for themselves in the emerging collegiate space.”



**NEW YORK TECH
CYBEARS**

**NEW YORK TECH
ELIESER DURAN
DIRECTOR OF ESPORTS**

“The ECAC has given college esports a great start! I am very grateful my program has been able to be a part of it. I look forward to the following seasons to see not only how my own team will grow, but also how the ECAC will grow and really put collegiate esports on the map.”



**THE COLLEGE OF ST. ROSE
JACK VIGNONE
HEAD COACH**

“Working with the ECAC has been great! The ECAC consistently goes out of their way to get input from the coaches each pre-season and post season which really makes you feel heard. I’ve also noticed the ECAC works incredibly hard to provide fair and effective support when items like technical issues and ruling issues come up, that makes every school feel supported at a high level. We look forward to competing and watching the Conference grow!”



**PAUL SMITH'S COLLEGE
MATTHEW BAILEY
HEAD COACH**

ARENA SHOWCASE: LONG ISLAND UNIVERSITY

In the summer of 2020, Long Island University undertook the process of expanding its esports facility. LIU Esports has grown exponentially in its times on the LIU Post Campus. Starting with six computers, in a small 300 square foot room, the facility has grown into a brand arena totaling 2000 square feet.

Inside this new facility, there are 30 brand-new custom-built computers. To name some of the features these computers sport 1.5 TB Hard drives, state of the art graphic cards, and 16 GBs of Ram and include gaming mice, keyboards, and headsets. On top of state of the art computers, LIU has a six console stations to allow for student athletes to not only play games such as Madden, NBA 2k, and Super Smash Bros, but are designed with the idea of competition in mind.



The room also features the ability to stream from each one of these computers and will have a broadcasting station that will be live starting in Fall of 2021. This will allow fans, family, and friends to watch all matches live at [twitch.tv/LIU_Sharks](https://www.twitch.tv/LIU_Sharks).

LIU's Esports facility not only offers an opportunity for student-athletes to safely compete in their chosen esports but offers students opportunities to get involved with esports management. The facility offers federal work study positions designed for students to get experience in facility management, team management, and broadcasting opportunities. This design continues to expand over to the LIU Brooklyn campus that is looking to open a similarly fashioned 50 station esports arena in the heart of Brooklyn, NY.

Twitter: @LIU_esports

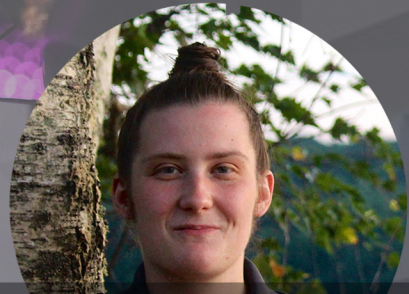
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ECAC AND CSMG INFO



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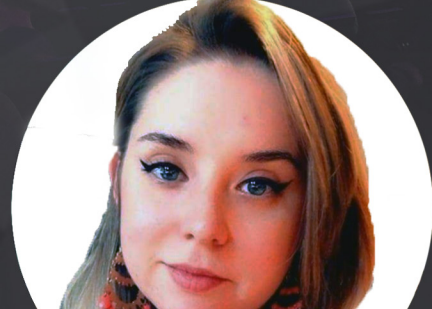
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APPENDIX

THIS MONTH'S IMPORTANT LINKS

LEAGUESPOT

<https://ecac.leaguespot.gg/league>

CENC

<https://collegiatesmg.com/cenc>

SUNY Canton Esports

<https://www.canton.edu/esports/>

LIU Esports

<https://www.liuathletics.com/sports/esports>

RPI Esports

<https://union.rpi.edu/club-directory/teamrpi-esports/>

QUOTE OF THE MONTH

*If people are
doubting how far
you will go, go so
far you can't hear
them.*

KEEPING UP WITH ESPORTS

Make sure you stay up to date
with all things Esports!

Follow the ECAC Esports Social
Accounts at @ECAC_Esports

Follow CSMG's LinkedIn and
Twitter @collegiatesmg



LEAGUESPOT PLATFORM

LeagueSpot is an all-inclusive platform created to provide comprehensive support at all levels of esports competition. Whether you are planning a large single tournament or plan to run year round seasonal competitions, LeagueSpot has power and all the needed management tools to accommodate the seasoned expert as well as entry-level organizers looking to add esports to their existing programs.