

JANUARY 2022



MONTHLY NEWSLETTER PRESENTED BY



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**Here's a message from ECAC
Commissioner, Dan Coonan, presented
by Lenovo Legion**

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**The Spring 2022 season is here! check
out more events coming up this season.**

Main Story - P.5

ECAC Esports expands its team

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**This month we are hearing from four
different universities**

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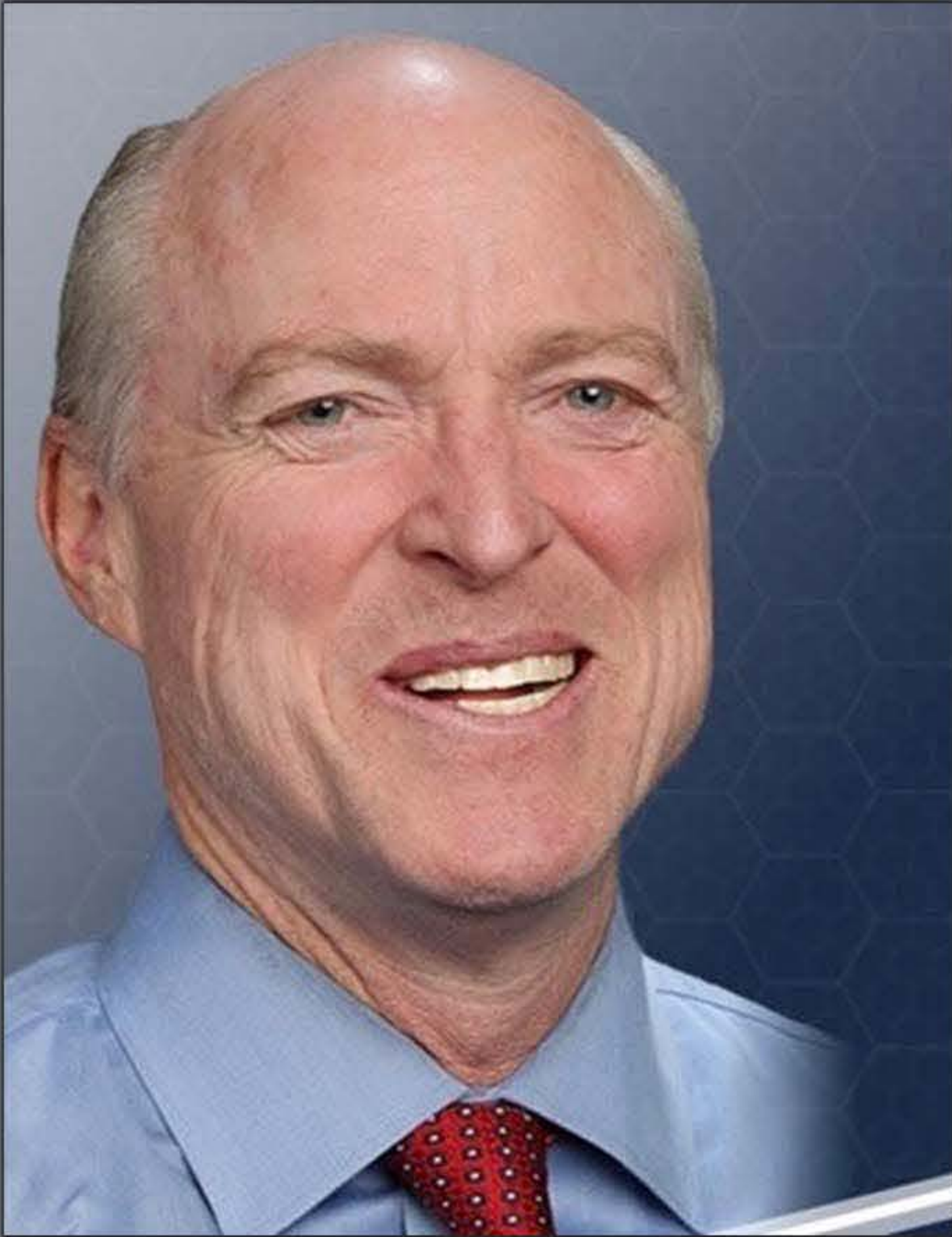
**We have some amazing coaches in our
league, let's take a minute to hear what
they are doing with their program**

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**ECAC Esports social handles and the Fall
2021 data recap**

COMMISSIONER'S STATEMENT

PRESENTED BY: LENOVO LEGION



We are thrilled to kick off another action packed season with over 100 schools and 800+ teams in the upcoming weeks. Our game titles are now Overwatch, Hearthstone, VALORANT, Rocket League, Halo Infinite, League of Legends, Fortnite, Knockout City, Rainbow Six, Super Smash Bros. Ultimate, FIFA 22, and Madden 22, NBA 2K22 and are powered so well again by our platform provider, LeagueSpot.

We are now providing the professional production to broadcast live events weekly for Super Smash, VALORANT, Rocket League, and Overwatch, livestreamed through ESTV – our linear broadcast distribution partner. ESTV is the first ever dedicated 24/7 channel for esports and gaming personalities, and their content can be found through their linear network available on Roku TV, Amazon Fire, Youtube, Sling TV, Vizio, Twitch, and Facebook. In addition to that, our competitions are streamed on our ECAC Esports Twitch channel: [twitch.tv/ecac_esports](https://www.twitch.tv/ecac_esports).

We are proud with so many of our new corporate sponsorship partners, including Velan studios, publishers of the popular new world-wide esports hit, Knockout City, which can be played by intercollegiate competitors only through ECAC Esports. We love our new partnership with Esports Gear as well, which provides first rate esports uniforms and apparel to all of our member schools at dramatically reduced prices, enabling them as well to set up an on-line esports apparel store to market their school's esports apparel to the public and retain profits. We had these to our growing list, which includes ESTV, HomeTown Ticketing, Inc, iBUYPOWER, HyperX, eFuse, Lenovo Legion, and DreamSeat.

We look forward to another in person Gamer Con on March 19 & 20th in Albany, funded again by virtue of a generous grant made possible by the State of New York. We welcome any ECAC Esports schools that are interested in participating.

Thanks for all of your continued support! So many great things in the works for ECAC Esports. Stay tuned . . .

FUTURE SCHEDULE

ECAC ESPORTS 2021-22 SEASON

The 2022 spring season will begin on January 31st, 2022! If your program is interested in becoming a member, contact Lydia Fister at lfister@ecac.org for more information!

Registration: open until 1/28

Regular season: 1/31 - 3/24

Playoffs: 4/4 - 4/29

SPRING 2022 COLLEGE LEAGUE OF LEGENDS

Regular Season

Round 1: Jan 24 - Jan 30

Round 2: Jan 31 - Feb 6

Round 3: Feb 7 - Feb 13

Round 4: Feb 14 - Feb 20

Round 5: Feb 21 - Feb 27

Conference Playoffs

Quarterfinals: Mar 7 - Mar 13

Semifinals: Mar 14 - Mar 2

Finals & 3rd Place: Mar 21 - Mar 27

HV GAMER CON 2022

March 19 & 20

Albany Capital Center - Albany, NY



REGISTER NOW FOR SPRING 2022



MEMBERSHIP



HR that expands possibilities

SEE WHAT'S POSSIBLE



ECAC ESPORTS ADDS LEAGUE OPS COORDINATOR, HAYLEY PARKS, TO EXPAND ITS TEAM



Studying Business Management at Stockton University, Hayley began her esports career as a team captain on one of Stockton University's League of Legends teams. After being a lifelong gamer, this ignited her passion for pursuing a career in esports. The following year she became the Stockton Esports Program Coordinator. While in her tenor there, she inherited a lot of responsibility with managing the competitive and community aspect of the program. She also gained incredible event management resume as she executed an intercollegiate League of Legends tournament featuring competitors from 8 colleges and universities.

Hayley has come on board to the ECAC family this past fall and has brought all of her knowledge and insight. She assist with day to day operations from Discord to competition time throughout the season.

Fun fact: Hayley also teaches an esports camp to elementary and middle school aged kids!

MEMBER SPOTLIGHT

CUMBERLAND UNIVERSITY
SPENCER CLAYPOOL
ESPORTS HEAD COACH



We are excited to join the competition in the ECAC, and can not wait to compete!



GEORGIA STATE UNIVERSITY
LUCAS BAILEY
ESPORTS COORDINATOR

We're excited to join the ECAC and looking forward to a great season of competition.

PACE UNIVERSITY
JESSE BODONY
DIRECTOR OF ESPORTS



We couldn't be more excited to have our esports teams playing in the ECAC. To compete against so many top-quality esports programs from across the country is an incredible opportunity for both our players and our institution.



NORTH CAROLINA WESLEYAN COLLEGE
CHANTONI GRANT
DIRECTOR OF BISHOP GAMING

We are excited to join the ECAC and have a chance to compete. We are eager to see how we measure up against some of the best competition in the nation!

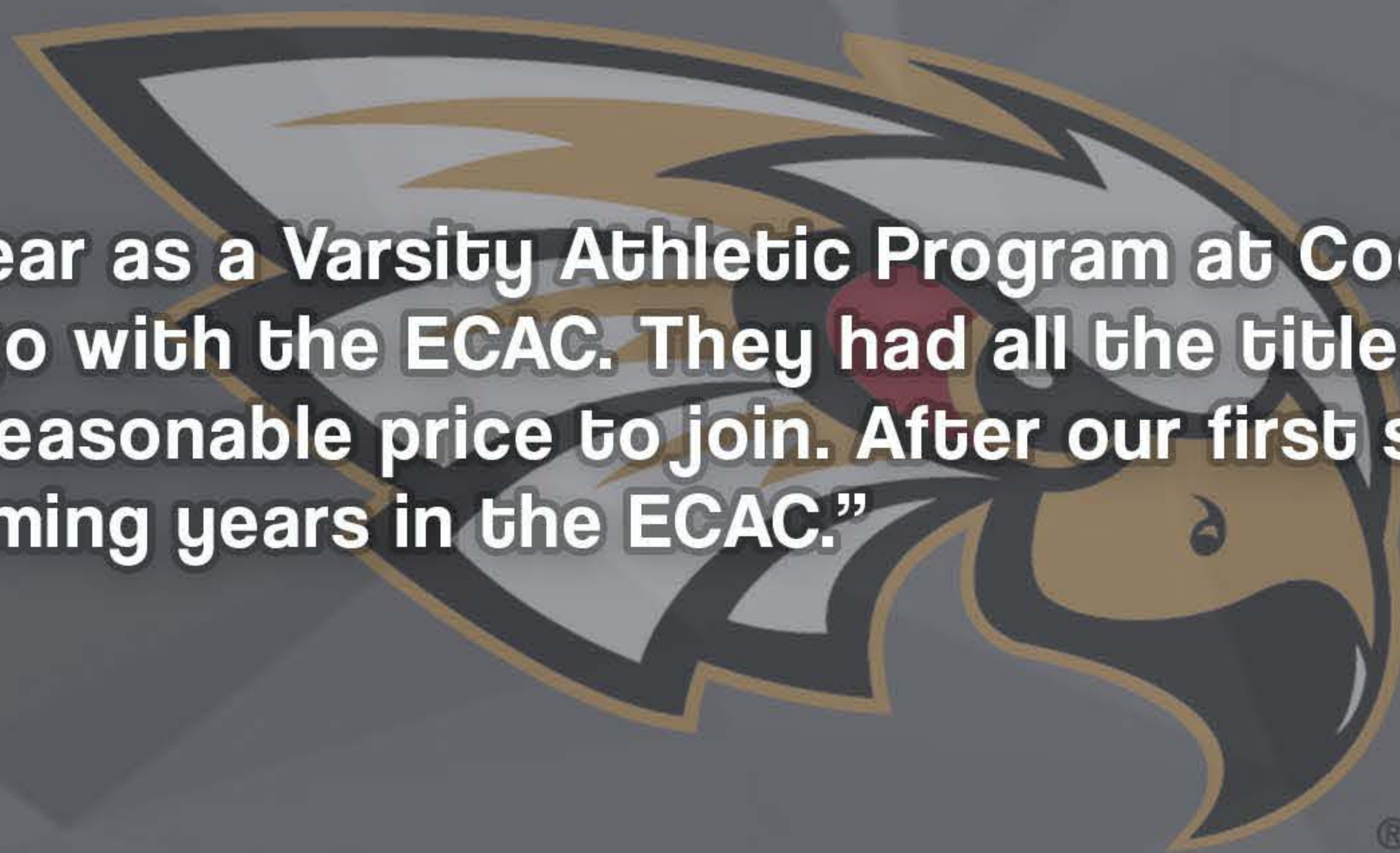
COACHES CORNER



"Being able to participate in the continuous development of collegiate eSports and compete with so many great accredited colleges across the country through the ECAC is a privilege to be a part of."

KEAN UNIVERSITY
MATT CZOPIK
ESPORTS HEAD COACH

"This year is our first year as a Varsity Athletic Program at Coe College and our first season we decided to go with the ECAC. They had all the titles we were looking to get into and at a very reasonable price to join. After our first season we look forward to competing in the coming years in the ECAC."



COE COLLEGE
CURT KIMM
DIRECTOR/ HEAD COACH OF ESPORTS

APPENDIX

FALL 2021 RECAP



QUOTE OF THE MONTH

*Sometimes we've
tested not to show
our weaknesses,
but to discover
our strengths*

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.