MEDIA ADVISORY

Fresno Unified Reboots Esports Gaming League

What: High school esports league resumes with students playing from their homes

Availability: Kurt Madden, chief technology officer, available for virtual interviews

Fresno Unified’s groundbreaking esports league has started up again, with students and coaches preparing for a championship tournament. With school clubs and sports sidelined due to COVID-19, esports is one of the few activities that students can participate in virtually while sheltering in place.

A Fresno Unified eSports League Twitch channel has been set up for fans to watch some of the weekly games and the virtual championship tournament. The free Twitch channel is: https://www.twitch.tv/fresnounifiedesports.

Teams from Bullard, Cambridge, Center for Advanced Research and Technology, Design Science Middle College, DeWolf, Duncan Polytechnical, Edison, Fresno, Hoover, Patiño School of Entrepreneurship, Roosevelt, Sunnyside and J.E. Young Academic Center high schools will finish out the spring season that had begun in February. The districtwide tournament will be held in early June, with a grand prize of five computer displays donated by ViewSonic.

Esports is a booming industry with numerous job opportunities beyond being a player, including game design, coding, testing, sales and marketing, production, streaming and management. More
than 200 colleges and universities are actively recruiting and providing scholarships for esports players.

“With our beloved sports and academic competitions shut down during this pandemic, we are grateful to our esports coaches for rebooting the gaming league and giving students an exciting challenge this spring,” said Superintendent Bob Nelson.

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