MEDIA RELEASE

Esports League Underway

Regular sports may still be sidelined, but Fresno Unified’s esports league is underway, providing virtual competition to hundreds of students and fostering school spirit at 13 district high schools and the Center for Advanced Research and Technology (a Fresno and Clovis unified partnership). The Fresno Unified eSports League – FUeL – began the League of Legends regular season Sept. 30 and will conclude with the district-wide tournament beginning on Nov. 15.

Students, part of five person teams, compete from their individual homes on Wednesdays from 3:30-5 p.m. Players and coaches can check on their team’s status from the Battlefy online platform after each match.

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 so many activities on pause, it’s exciting to have our esports athletes competing and representing their schools. This is just one of the many virtual activities that our teachers and staff are encouraging to keep our students engaged,” said Superintendent Bob Nelson.

Stay informed of Fresno Unified’s activities online: