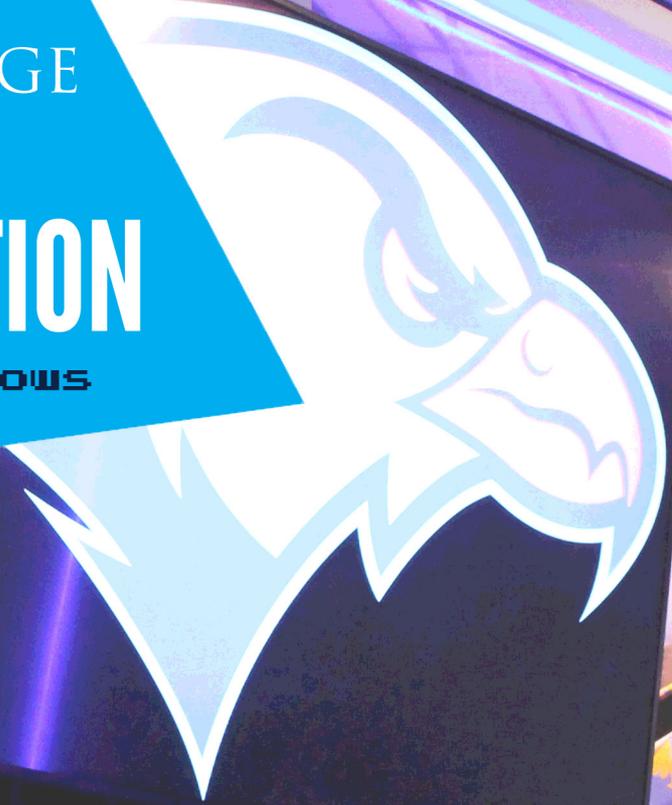


 LACKAWANNA ♦ COLLEGE

THE FUTURE OF COLLEGE COMPETITION

Popularity of esports grows in NEPA and beyond





Lackawanna College's Rocket League esports team practices in the College's state-of-the-art facility in Scranton. Studies have shown that esports enhances science, technology, engineering and mathematics (STEM) education.

GET YOUR HEAD IN THE GAME

Tucked away in the hallways of Lackawanna College you will find a room unlike any other on campus.

Blue neon lights outline massive video game posters in a room where students sit in sleek gaming chairs, faces lit up by the glow of 30 high-end gaming PCs. Across the room is a "battle station" where Lackawanna College Esports Program Coordinator and Head Coach Teddy Delaney streams the game-play live.

Lackawanna College launched the first known esports program in the region in fall 2018, and since then, there has been nonstop buzz about it. The hype is not just in Northeastern Pa., it has found its way into colleges and high schools around the globe. Competitive gaming has become a billion-dollar industry and is expected to continue growing. It is not a passing trend, but an athletic sport on the verge of going mainstream.



SECOND ANNUAL ESPORTS OPEN

taking place during the
Lynett Memorial Tournament

Fri., Dec. 27 and Sun., Dec. 29
1-7:30 p.m.

Lackawanna College
Angeli Hall, 501 Vine St., Scranton

Community tournaments in
Super Smash Bros. Ultimate
and **Fortnite!**



GRADUATE WITH LESS STUDENT LOAN DEBT!

Lackawanna College has
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ENROLL NOW FOR SPRING 2020

Classes begin January 21!

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EDUCATION AND ESPORTS

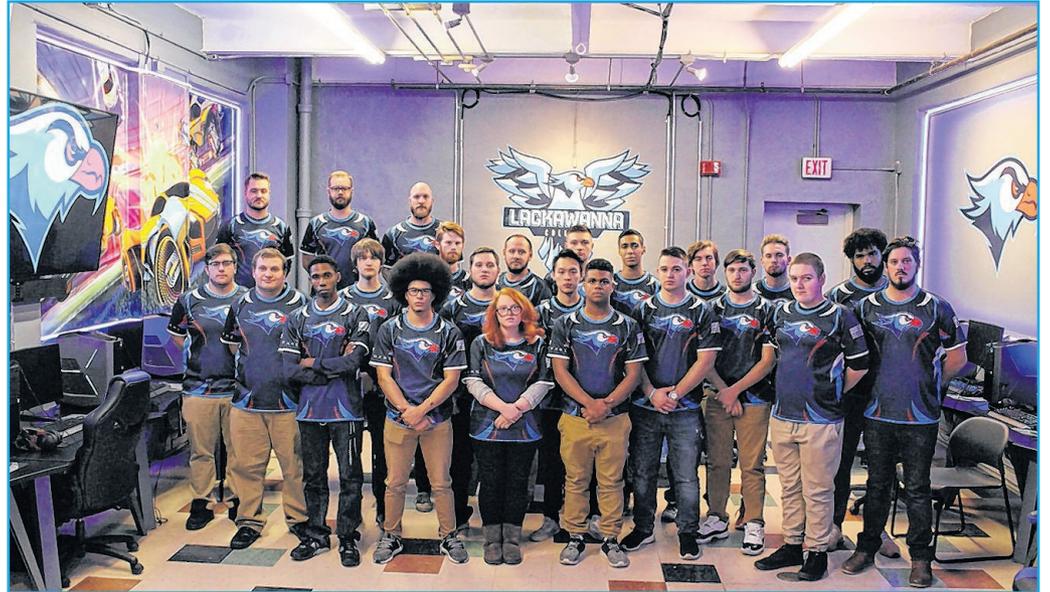
Lackawanna College's esports program falls under the direction of the athletic department, which means that students are held to the same academic standards as the College's other student-athletes.

"To be a good student-athlete, you first have to be a good student," said Delaney. "On a basic level, esports is a valuable opportunity for students to gain critical and analytical thinking skills. On a higher level, it helps bridge the STEM skills gap, driving women to gaming and STEM studies — areas where they have been known to be underrepresented. Recruits come from diverse backgrounds and varying academic levels. There are no limits."

Lackawanna College is leading the charge in collegiate esports with creative ways of bridging the gap between education and esports. When the program began, Delaney made it his mission to not only recruit students, but also generate interest from high school guidance counselors and athletic directors. The effort paid off and esports programs

are starting to pop up in K-12 schools locally and across the country.

"There's a strong interest in building Pennsylvania Interscholastic Athletic Association (PIAA) sanctioned esports events," said Delaney. "This is huge because it could establish esports as a varsity sport. Partnering with PIAA would help high schools form a more solid structure and schedule



around programs and matches and ultimately create direct pathways for students to access esports on a collegiate level."

PLAYER PROFILE: KEENAN LEWIS

Esports and Traditional Sports

Some of the biggest misconceptions about esports players is that they are out of shape, anti-social and live in their parent's basement. Esports have far surpassed these stereotypes with sold out stadiums, double-digit market growth and millions of spectators. The numbers say it all — esports is here to stay.

Lackawanna College Rocket League esports team member Keenan Lewis is a junior human services major. He also has a black belt in Tang Soo Do and a history of participating in organized sports. Like other gamers, Lewis sees a strong connection between esports and traditional sports.

"As an esports athlete we don't focus on physical strength," says Lewis. "It's more mentally exhausting because of the intellectual challenges involved, which can sometimes be more demanding than traditional sports."

For Lewis and the esports team, commitment, concentration, hand-eye coordination and the ability to communicate as a team are crucial. The team keeps to a strict training schedule to perfect

and advance their skills. They dedicate six hours to practice with a coach and 10 hours per week outside of regular hours. Players also have matches and scrimmages that do not have defined time limits, meaning players can be in a match for hours at a time.

"You relate to your team in the same way as a traditional sport. You have to know your team's strengths and weaknesses," said Keenan. "My skills in Rocket League improved from playing and practicing with my team. If you play with a certain kind of skill level, you'll advance because you want to be at the same level or higher."



Keenan Lewis, a junior majoring in human services at Lackawanna College, took the leap from traditional sports to esports.

Esports gives students the chance to learn important communications skills that will transfer to their future careers. Esports is an inclusive sport that provides students at all levels a chance to take part in an activity that boosts their success both in and outside the classroom. It also allows for people of different genders, ages and abilities, including people with disabilities who use adaptive controllers, to have a sport they can play together.

COMING SPRING 2020



COMPETE IN SUPER SMASH BROS. ULTIMATE AND FORTNITE!

Lackawanna College, the region's first college esports team, is adding **Super Smash Bros. Ultimate** and **Fortnite** to its esports titles **in the Spring 2020 semester**.

New esports athletes must be enrolled in a **minimum of 12 credits** per semester and maintain a **2.5 GPA**.

The Falcons will continue to compete in League of Legends, Overwatch, and Rocket League.

READY TO BATTLE?

Contact Admissions at **(570) 961-7898** or visit explore.lackawanna.edu/esports for more information!



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INDUSTRY LEADERS

Lackawanna College produces one of the only video series podcasts in the country about collegiate esports. Called The Game Room, the podcast delivers updates from important matches around the country and showcases interviews with some of the industry's top influencers.

The Game Room has created valuable opportunities for students to work with Executive Producer Chris Hughes to gain experience in video production. They work behind the scenes gathering content and running cameras and microphones. Hosted by Delaney and Overwatch Coach, Robert Eskra, The Game Room releases new episodes on Fridays during its 12-episode Fall 2019 season. Subscribe to Lackawanna College's YouTube channel where you can find past episodes and other content and be alerted to new episodes as they are released.



Lackawanna College Esports Program Coordinator and Head Coach Teddy Delaney demonstrates the game League of Legends. Esports is unique in its inclusivity of people of different genders, ages and abilities, including people with disabilities who can use adaptive controllers.

HOW TO GET RECRUITED



Lackawanna College esports students participate in HUE Fest, an esports tournament hosted by Harrisburg University.

Curious on how to get involved in esports and maybe get a college scholarship? The recruitment process is simple and the same as traditional sports. Lackawanna College's Esports Program Coordinator and Head Coach Teddy Delaney travels to high schools in search of talent, compiles lists of interested student-athletes and then conducts interviews.

Interested students can also set up a profile on berecruited.com where they can upload game highlights and stat information.

For more information on becoming a Lackawanna College student, visit lackawanna.edu/admissions.

For more information on our esports program, visit lackawanna.edu/esports.



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If you've ever found it rewarding to help others in need,
a career in the healthcare industry may be for you!

Healthcare degrees at Lackawanna College lead to
careers worth up to \$72,510 per year!*

Lackawanna's health care-related degrees are independently approved and accredited by leading agencies including the Commission on Accreditation of Allied Health Education Programs, the Accreditation Council for Occupational Therapy Association, and the Commission on Accreditation in Physical Therapy.

* SOURCE: Bureau of Labor Statistics



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A photograph of three students in a classroom or computer lab. A young woman with long blonde hair is pointing at a laptop screen, smiling. A young man with short dark hair is looking at the screen and smiling. A third student is partially visible on the left. The background shows a wall with several small framed pictures.

WINTER SESSION

January 2-17, 2020

\$199 PER CREDIT

Take your courses **online**
or **on campus** and **transfer them**
to any institution for Spring 2020!

lackawanna.edu/winter



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CYBER SECURITY

Lackawanna College's new
associate degree in **Cyber Security**
is available **entirely online!**

Obtain hands-on training in
the skills needed to combat
cyber threats to protect both
businesses and individuals.

More info at lackawanna.edu!

