

**FOR IMMEDIATE RELEASE**

## **Academic Esports Conference & Expo Announces Learning Tracks for Inaugural Event**

*The forward-thinking conference will include five distinct learning tracks catering to education leaders with all levels of esports experience.*

**PALM BEACH GARDENS, Fla. – March 11, 2020 –** The **Academic Esports Conference & Expo™ (AECE)**, a forward-thinking event for K-12 and higher education academic, technology, development, athletic and esports leaders, announced five distinct learning tracks for the inaugural event, being held October 19 - 21, 2020 at the Hilton Chicago. The tracks will assist K-12 and higher education leaders and professionals in choosing which sessions to attend whether they are launching an esports program or looking for ways to expand their current program.

AECE 2020 will feature knowledgeable academic and esports leaders providing essential guidance in a highly collaborative and professionally facilitated environment focused on attendees' distinct needs. More than 50 sessions will be offered during the conference in the following tracks:

**Starting Up:** Giving those new to esports a window into how to launch a successful program at the K-12 or higher education levels. Attendees will gain insight on a variety of topics including planning an esports space; budgeting and fundraising; hiring the right faculty; implementing technology; and forming partnerships to help get their esports programs off the ground.

**Advanced Level:** Designed for attendees that have created an esports program with a goal to bring it to the next level. Sessions will include presentations by K-12 and higher education leaders involved in building top esports programs in the country.

**Academic Development:** Focusing on the esports-STEM connection, this track will highlight the power of game-based learning, plus the critical and strategic thinking methods that work well to connect esports and education.

**Infrastructure/Technology:** Experts and solution providers will help attendees at all stages of their esports program learn how to construct their esports facility from equipment, to budgeting, to cybersecurity and more.

**Emerging Trends:** With new technologies emerging into the esports world rapidly, this track will explore the newest equipment, the global impact of esports, professional opportunities ahead for students, the future of leagues and associations, and more.

“By offering five unique tracks, we are able to deliver a breadth of invaluable information on esports and education to a wide range of attendees – from those just starting up to those who are seeking more advanced solutions,” said Chris Burt, Conference Co-Chair, Academic Esports Conference & Expo. “More than 50 experts will provide cutting-edge insight and best

practices that can be implemented in school districts, colleges and universities. It will be the ultimate esports learning experience for those who come to Chicago in October.”

The inaugural AECE will bring together a unique mix of education, technology and video gaming experts for in-depth learning sessions, hands-on training and networking with peers and exhibitors. The Expo Hall will showcase top esports solution providers and allow attendees to get hands-on and in-depth experience with the technologies and services available.

Registration is now open. Professionals registering by June 5, 2020 can take advantage of AECE Super Savings up to \$500.00 off on-site rates. Media members can apply for press passes to the event. For more information and to register, visit [www.AcademicEsportsConference.com](http://www.AcademicEsportsConference.com).

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### **About Academic Esports Conference & Expo™**

The Academic Esports Conference & Expo™ is a newly launched, groundbreaking event that gathers academic and esports leaders in K-12 and higher education – including administrative, technology, and esports faculty and experts – for thought-provoking sessions, networking opportunities and a dynamic, hands-on trade show. This three-day event provides school and district administrators, deans and provosts, school technology leaders, program directors and industry insiders with sessions on starting up programs, developing existing ones, implementing academic curricula based on esports and gaining an edge through insight on emerging trends and technology. Visit [AcademicEsportsConference.com](http://AcademicEsportsConference.com) for more details.

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