

**FOR IMMEDIATE RELEASE**

## **Constance Steinkuehler Revealed as Opening Keynote for Academic Esports Conference & Expo**

*Former Senior Policy Analyst of the White House Executive Office of Science and Technology Policy revealed for inaugural conference in Chicago.*

**PALM BEACH GARDENS, Fla. – March 31, 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 today its Opening Keynote speaker, Constance Steinkuehler, Professor of Informatics for the University of California, Irvine. The presentation, *The Intellectual Life of Esports*, being held October 19 - 21, 2020 at the Hilton Chicago, will assist education leaders in fully understanding the implications of esports in academia and help them in developing programs.

Steinkuehler will also discuss the growing evidence of the effectiveness of academically enriched esports programs and game-based learning. Her keynote will describe a novel esports program for youth with academic, career and social-emotional learning built into its design as well as the student outcomes that result for this “enriched esports” approach. As Principal Investigator for the North American Scholastic Esports Federation (NASEF), Steinkuehler will also outline NASEF’s approach to esports as connected learning.

Steinkuehler previously served as a Senior Policy Analyst in the Office of Science and Technology Policy at the White House Executive Office. While advising on policy matters relating to video games and learning, she also assisted in coordinating cross-agency efforts to leverage games toward national priority areas, including childhood obesity, early literacy and STEM education. Steinkuehler also played a key role in the Vice President’s office on the debate over violent video games.

“Constance is one of the most respected authorities on gaming, esports and education, and has been a continual advocate for child development, inclusion and diversity,” said Chris Burt, Conference Co-Chair, Academic Esports Conference & Expo. “We are very honored to have her presenting at our inaugural show and sharing her research from NASEF and Cal-Irvine. Her tireless work in areas such as game-based learning, early literacy and cognitive wellbeing – and those relevant findings – will provide participants with a unique window into the natural connection between academics and esports, which is the very mission of the conference.”

In addition to this highly anticipated Keynote, AECE will feature more than 50 sessions in five unique learning tracks: *Starting Up, Advanced Level, Academic Development, Infrastructure/Technology* and *Emerging Trends*. The Expo Hall will showcase top esports solution providers and allow attendees to get an in-depth experience with the technologies and services available.

Registration for the 2020 Academic Esports Conference & Expo is now open. Professionals registering by June 5, 2020 can take advantage of Super Savings of \$500.00 off the on-site rate. For more information, 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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