

**FOR IMMEDIATE RELEASE**

## **Academic Esports Conference & Expo Reveals Dell Technologies' Senior Director of Education Strategy as Keynote**

*Senior Director of Education Strategy for Dell Technologies to keynote at inaugural event for K-12 and higher education leaders.*

**PALM BEACH GARDENS, Fla. – April 7, 2020 –** The **Academic Esports Conference & Expo™ (AECE)**, a forward-thinking event for K-12 and higher education academic, technology, development, athletics and esports leaders, announced today an additional Keynote, *Breaking Down Silos: Connecting K-12 and Higher Ed*, presented by Adam Garry, Senior Director of Education Strategy for Dell Technologies. His presentation will take place on Tuesday, October 20 at 8:30 a.m. during the conference being held October 19 - 21, 2020 at the Hilton Chicago.

At AECE, attendees will gain practical guidance on combining esports and academics and Garry will dive into how K-12 and higher education have both embraced esports in different ways. In his keynote session, Garry will debunk misconceptions about esports in academia and discuss how silos should be broken down to develop esports programs that will best prepare students for the future and further enhance esports in an academic setting.

He has previously worked as an elementary school teacher and served as the Director of Tech Services at Pearson where he supported education transformation through professional development and focused on shifting learning from teacher-centered to student-centered.

“We are delighted to have such a distinguished and highly respected education leader like Adam as one of the keynote speakers for our show,” said Chris Burt, Program Co-Chair for the Academic Esports Conference & Expo. “His presentation is one being talked about every day, in K-12 school districts and higher education institutions across the country – how to connect, how to share ideas and how to break down barriers to give students more opportunities to pursue futures in esports and other endeavors. For more than a decade at Dell, Adam has led the effort to help bring these groups together. We look forward to hearing his unique insight and best practices for ensuring that continues.”

AECE will bring together a unique mix of education and video gaming experts for in-depth learning sessions, a chance to hear what's working for peers and demonstrations of the latest innovations from top exhibiting companies. The conference will feature more than 55 sessions in five distinct learning tracks including *Starting Up*, *Advanced Level*, *Academic Development*, *Infrastructure & Technology* and *Emerging Trends*. AECE will also include an opening keynote session with former Senior Policy Analyst of the White House Executive Office of Science and Technology Policy, Constance Steinkuehler, who will discuss the growing evidence of the effectiveness of academically enriched esports programs and game-based learning.

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 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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