FOR IMMEDIATE RELEASE

DePaul University Announced as Official Partner of the Academic Esports Conference & Expo

*DePaul University will host a captivating and interactive session plus exclusive access to their esports arena for attendees of the inaugural show.*

PALM BEACH GARDENS, Fla. – April 15, 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 DePaul University as an official partner. DePaul University will give attendees a glimpse into the real world of collegiate esports by hosting a captivating session reviewing their bystander intervention training as well as a Field Trip to their premier collegiate esports facility. AECE will be held October 19 - 21, 2020 at the Hilton Chicago.

DePaul University prepares their students for careers in esports with majors that range from game design to sports management. It is ranked as the No. 7 Game Design program in the nation, according to *Animation Career Review* (2018), and the No. 20 graduate school for Game Design, according to *The Princeton Review* (2019).

Their session, *Integrating Bystander Intervention Trainings Into Your Esports Community*, hosted by Director of Student Involvement and Esports, Courtney James, will review how DePaul University integrated a bystander intervention training program specifically for members of the esports community. During the session, James will report on why the school decided to launch this esports-specific program; how it marketed the program and encouraged student participation; what the basics of the training looked like; and what the results have been.

DePaul University will also host a tour of their collegiate esports facility. The site visit will include an overview of the school’s program and tour of their esports arena, as well as opportunities to engage staff and administrators in discussion.

“We are proud to be partnered with such an esteemed, diverse and student-focused university like DePaul on our inaugural show,” said Chris Burt, Program Co-Chair for the Academic Esports Conference & Expo. “DePaul has been a champion in furthering student development through its innovative degree programs and in areas related to esports, such as entrepreneurship and game design. It has also been a champion outside the classroom, with the Blue Demons competing and winning at the highest levels, including its esports teams, which recently captured two BIG EAST titles. We are looking forward to their contributions and Courtney’s session on a topic that is certainly front of mind for educators, faculty and parents – eliminating toxic behavior online.”
“DePaul University is proud to be a part of the inaugural Academic Esports Conference and Expo,” said James. “We are excited to give attendees an inside look at the real world of collegiate esports and provide insight on how to build a top-notch educational esports program.”

AECE 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 two keynote presentations from former Senior Policy Analyst of the White House Executive Office of Science and Technology Policy, Constance Steinkuehler, and Senior Director of Education Strategy for Dell Technologies, Adam Garry.

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

About DePaul University

DePaul University is the nation’s largest Catholic university and the largest private university in the Midwest. It's faculty members’ priority is teaching, as more than 98% of all classes are taught by faculty. DePaul has more than 300 undergraduate majors and graduate programs and ranks among the nation’s most innovative schools and best national universities (U.S. News & World Report). DePaul is committed to an educational experience that weaves together mind, place, people and heart.

About LRP Media Group

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Media Contact

Rennette Fortune
LRP Media Group
P: 561.622.6520
E: rfortune@lrp.com
www.LRP.com