



## **Academic Esports Conference & Expo Program Designed to Enhance Educational Esports Learning**

*Forward-thinking event will give K-12 and higher education leaders crucial insights on how to make esports a viable part of school culture.*

**PALM BEACH GARDENS, Fla. – April 28, 2020 – Academic Esports Conference & Expo™ (AECE)**, a forward-thinking event for K-12 and higher education academic, technology, development, athletics and esports leaders, announced the full agenda. The program includes various learning opportunities and presentation formats for the inaugural event, being held October 19 - 21, 2020 at the Hilton Chicago. The conference will feature leading solution providers and sessions to expand attendees knowledge on starting and improving an esports program, an Expo Hall including The Gaming Arena and The Gear Up Zone, plus a Field Trip to DePaul University to explore a collegiate esports facility.

AECE will bring together a unique mix of education and video gaming experts for 55 in-depth sessions. The sessions will be focused in five learning tracks: *Starting Up*, *Advanced Level*, *Academic Development*, *Infrastructure & Technology* and *Emerging Trends*. Sessions in each track are designed for K-12 and higher education leaders with esports experience of all levels, whether they are interested in starting an esports program or are looking to improve their current program. AECE will also include two captivating 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.

AECE will provide attendees with unique opportunities to learn from top esports experts and solution providers on services and products relevant to esports, and an esports Gaming Arena that will allow attendees to observe the technologies that will become a part of their program. AECE's Expo Hall will host a variety of industry-advancing esports vendors showcasing their products in The Gear Up Zone which will allow attendees to meet with solution providers for insight into starting or growing their esports program.

“There are few, if any, events in the world that offer such a wide-ranging agenda devoted to the education opportunities inherent to esports,” said Chris Burt, Program Co-Chair, Academic Esports Conference & Expo. “The entire ecosystem of esports leaders will be represented – from K-12 technology experts to higher education faculty to those who are advancing initiatives in the industry. No matter the level of the attendee – from beginner to advanced – the takeaways from those sessions and the networking potential at the expo will be second to none.”

DePaul University will also be hosting a Field Trip for attendees who are looking to see real-world applications of what they are discovering at AECE. The site visit will include an overview of the school's program and a tour of its arena, as well as opportunities to engage with staff and administrators involved in the program.

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. Media members can apply for press passes to the event. 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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