



Academic Esports Conference & Expo™ Announces Six Featured Speakers

Speakers with a variety of esports and academic backgrounds will lead sessions for education professionals with all levels of esports experience.

PALM BEACH GARDENS, Fla. – May 12, 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 six featured speakers who will host sessions focused in five different learning tracks. These presentations will take place throughout the conference being held October 19 - 21, 2020 at the Hilton Chicago.

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, whether they are looking to launch an esports program or advance their already established program. Attendees will have opportunities to learn from the following professionals:

Dr. Jay Prescott, Vice President of Student Affairs, Grand View University Esports and Executive Director, National Association of Esports Coaches and Directors (NAECAD): Prescott has spent the past 30 years in education, including serving as a high school teacher, guidance counselor, high school principal and coach. His presentation will focus on a range of topics including starting an esports program, student development/retention, certification and leadership.

Gerald Solomon, Executive Director, Samueli Foundation and Founder, North America Scholastic Esports Federation (NASEF): Solomon offers a diverse executive leadership background, having served as President and CEO of several highly successful and nationally recognized non-profit and for-profit organizations. He currently serves as chair of the Orange County STEM Initiative, co-lead for the National STEM Learning Ecosystems Initiative, and co-chair emeritus of the National STEM Funders Network. His sessions will focus on a variety of topics including advanced esports, finance/funding, integrated/cross curriculum and game-based learning.

Dr. Kirsten Turner, Associate Provost for Academic and Student Affairs, and Dr. Eric Monday, Executive Vice President for Finance and Administration, University of Kentucky: Drs. Turner and Monday were instrumental in the school's recent unique partnership with global esports organization Gen.G. Turner oversees key academic areas, including Institutional Effectiveness and Strategic Planning, Institutional Research, Advanced Analytics and Academic Decision Support. Monday ensures compliance with the university and external fiscal requirements, while providing human resources management and helping coordinate university-wide planning, budgeting and policy analysis. Their presentation will focus on student development, recruiting/scholarships, inclusion and more.

Kevin Hoang, Partnership Accounts Manager, Twitch: Hoang has been a thought leader in the collegiate esports community, having worked on hundreds of official university esports

programs while sitting on the board of advisors for University of California-Irvine Esports and as an advisor at social esports platform Taunt. His presentation will focus on a variety of topics including digital tools, emerging tech, learning space design and social media.

William Collis, Co-Founder of Gamer Sensei and Team Genji: Collis is the co-founder of Gamer Sensei (the world's largest esports coaching platform) as well as Team Genji (which uses analytics to solve talent scouting and betting for esports) and is an esports professor at Becker College. He is also co-host of the popular *Business of Esports* podcast and has a forthcoming book on the history of esports. His session will focus on advanced esports, leadership, finance/funding and emerging tech.

"The accomplishments of these speakers and their impact on K-12, higher education and the field of esports is immeasurable," said Chris Burt, Program Co-Chair for the Academic Esports Conference & Expo. "They are part of an incredible lineup of featured presenters at our inaugural show who are creative and innovative forces in education providing the most powerful outcomes for students in a field they love. We encourage those who are thinking of attending to check out the complete agenda on our website – the collection of esports leaders and the breadth of topics they'll be covering is truly impressive."

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 take advantage of 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.

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