

OPPORTUNITIES FOR SUPPORT

Ball State Esports



Evan Puckett, member of the Sim Racing team, drives in Ball State's state of the art sim racing unit.

Our esports program provides students with opportunities to learn the ins and outs of esports production while using industry-standard equipment. In addition to producing our varsity events, our production program has partnered with iRacing to produce an official race in their Dallara Championship Series from our on-campus facility.

“Students are finding their passion, not only playing but producing. I’ve talked to multiple casters and back-of-house producers who found something they love doing, switching over from other degrees like construction and architecture to esports production. It’s proving not to be a waste of time, but a passion—a passion that is placing students in an industry that is projected to be worth \$1.8 billion dollars.”

—Ethan Dahlen, '21

New to the University as of April 2021, Ball State Esports has seen immediate success both on and off campus. Starting with the grand opening of our state-of-the-art esports center in the Robert Bell Building, our varsity esports teams have shown they have the talent to compete with the very best schools in the country. Boasting nearly 50 students, our varsity teams compete in Valorant, League of Legends, Overwatch, Sim Racing, and Rocket League. In our first semester as a varsity program, our League of Legends team won the ECAC conference championship, the Overwatch team reached as high as 10th in national rankings, and our Rocket League team finished 15th in national qualifiers for the collegiate championship.

Similarly, our esports production program has become a national leader in the collegiate space in its first semester, out-drawing nearly every other collegiate program in viewership and engagement for esports broadcasts. In concert with our varsity production program, an esports production major was launched in Fall 2021 to equip current and future students with the knowledge and experience to be successful in such a new and exciting field.



Student Brooke Bonek broadcasts an esports event from the Ball State Esports Center production room.



OUR CALL TO
Beneficence

The Campaign for Ball State University

MAKE AN IMPACT: *Esports Funds*

Competition Fund

While esports is “electronic,” this fund supports the costs associated with getting our students to and from competitions and extending the reach and reputation of Ball State Esports. This includes, but is not limited to, uniforms, entrance fees, and travel expenses. With collegiate esports evolving by the day, opportunities to compete in new sports – both locally and around the world – are also expanding. The Competition Fund will allow our teams to show up and be seen as they compete locally, regionally, and nationally, and become recognized as the best collegiate program in the country.

Teams of 3–15 players typically incur the following costs per tournament:

- Starting at \$600 per student for hotel, meal, and transportation fees for a weekend.
- Starting at \$225 for uniforms per student; typically 10 uniform kits are purchased each semester.

Equipment Fund

Equipment funds keep our students on state-of-the-art equipment. Even a millisecond can mean the difference between losing and taking home the trophy. We want to ensure that as the technology innovations of esports grow, our students are prepared to compete. Keeping both production and varsity teams operating on top-of-the-line equipment is paramount to maintaining our elite level of performance as well as supporting and sustaining our ever-growing number of students interested in club and casual play.

- Approximately \$3,500 for each of our 36 PC's, refreshed every three to five years.
- Approximately \$600 for each of our four consoles, refreshed every four to five years.

Scholarship Funds

Just like traditional sports, esports must compete to bring top talent to Ball State. Scholarship funds support in-state,

“The esports program has provided us a home at Ball State. Prior to the program, gamers didn’t have as much of an outlet to connect with each other as compared to Greek life, traditional sports, and student-run clubs. We’re incredibly thankful to have our own place here at Ball State.”

—Alex Stoker, '23

out-of-state, and international students attending Ball State as a coach, competitor, or member of the production team. These funds allow us to fill our ranks and to compete with other schools for diverse and talented students from around the world. Across the nation, more colleges are offering full tuition or full tuition plus room and board to secure top talent.

- Preferred in-state: Starting at \$9,000 per year for four years*
- Preferred out-of-state: Starting at \$13,000 per year for four years*

Graduate Assistantships

Graduate assistantships allow our program to recruit individuals seeking advanced degrees in their pursuit of working within the professional esports field. Assistantships will enable Ball State Esports to fill leadership roles within the program as field or specialty coaches, broadcast directors, and team managers. An added bonus is that these individuals will go out into the esports industry as Ball State graduates.



**Tuition rates listed are based on the 2022-23 Ball State University Tuition and Fees Undergraduate Rates and may increase in subsequent years.*