

# ABOUT W&M ESPORTS

Established in the fall of 2020, our Academic & Applied Esports program prepares students for Division 1 competition and entrance into the esports industry. We offer a dedicated Esports Training & Research Center (ETARC) to support the exploration of esports in academia and the development of varsity gaming abilities. With an emphasis on health and wellness, our supportive community includes students, coaches, faculty, staff, and administrators.

## VARSITY TITLES\*

- Apex Legends
- Chess
- FIFA
- League of Legends
- Overwatch
- Rocket League
- Super Smash Bros. Ultimate
- Valorant



FROM LEFT TO RIGHT:

THE GRIFFIN, MAX SIMON ('24), JONATHAN NEWBY ('22), CALEB RIVERS ('22), CHAI HIBBERT ('22), TIM CHO ('22), NICK KAUFMAN ('22), TYLER STANDFIELD ('22), DR. MICHELE KING

\*Subject to change



[wm.edu/esports](http://wm.edu/esports)

## Fan-Portal

[esports08.wixsite.com/wmesports](http://esports08.wixsite.com/wmesports)



@esportsatwm



[twitch.tv/esportsatwm](https://twitch.tv/esportsatwm)



# WILLIAM & MARY ACADEMIC & APPLIED ESPORTS PROGRAM

EST. 2020  
WILLIAMSBURG, VA

# ACADEMIC

With a student-centered, experiential approach, we prepare our students to enter the esports ecosystem to become casters, event planners, coaches, producers, marketers, digital content creators, nutritionists, data analysts, game developers, esports journalists, and so much more!

As we continue to grow, we will expand our course offerings to include a variety of subjects from business and data science to communications, gender studies, and more!



*Hannah Smith ('20)  
&  
Matt Wittingham ('20)*

# APPLIED

We value the character and development of our varsity players and seek to provide students a positive esports experience.

- Custom W&M Esports jersey
- Direction from coaches
- ETARC facility access
- National recognition
- Sponsorship opportunities
- Team comradery

# STUDENT TESTIMONIALS

## ALONDRA 'ALONDRII' BURTON (VARSITY PLAYER)

"W&M Esports taught me incredible lessons in communication, teamwork, resilience, and tenacity. This program has allowed me to persist in my mission to exemplify the voices of those in the gaming community who are often underrepresented. I cherish the opportunity I have been given to serve the teammates and community that I have come to care about so very deeply."

## ALLEN 'GAVANT' NGO (VARSITY PLAYER)

"The esports classes at William & Mary gave me opportunities to talk to leaders of the industry and gain new perspectives."

## PEGGIE 'IWINDOWS' ZENG (VARSITY COACH)

"I am super excited for the season. As a team, we may encounter many challenges, but I am confident that we will grow through those challenges. We have a great team of passionate and dedicated gamers."

## PHOTO CREDITS

Andrew King  
Sarah Noelle Photography  
([@sarahnoellephoto](https://www.instagram.com/sarahnoellephoto))

# FAQ

## ARE THERE SCHOLARSHIPS AVAILABLE?

Students may apply to external organizations. Marissa Chai Hibbert ('22), received the \$10,000 Gen. G. Foundation scholarship!

## WILL THERE BE TOURS OF THE ETARC? (ESPORTS TRAINING & RESEARCH CENTER)

Tours of the facility can be scheduled! Use the contact info below to plan your visit.

## ARE THERE ESPORTS RESEARCH OPPORTUNITIES?

Yes! Esports is an interdisciplinary field and students are encouraged to pursue research as it intersects with their interests.

## ARE THERE INTERNSHIP OPPORTUNITIES?

Yes! Internship opportunities are available through our alumni network and industry connections.

## IS THERE AN ESPORTS MAJOR OR MINOR?

The Esports Faculty Task Force is currently developing curricula.

## HOW CAN STUDENTS GET INVOLVED?

All students may join the esports community on Discord. Those interested in representing W&M by competing on a varsity team may apply on the [wm.edu/esports](https://www.wm.edu/esports) website.

Contact us at  
[esports@wm.edu](mailto:esports@wm.edu)