

## **OVER 170 HIGH SCHOOLS ON PLAYVS WAITLIST AS CONNECTICUT PREPARES FOR ITS SECOND YEAR OF VARSITY ESPORTS**

*Esports platform partners with CIAC to offer students school-sanctioned esports, providing access to premier game titles and college scholarship opportunities*

**LOS ANGELES, CA – September 18, 2019 – [PlayVS](#)**, the company bringing varsity esports to high schools across the country, today announced the start of the Fall 2019 season. Last year's program saw 20 schools participate, with Manchester High School (14-3) winning the League of Legends championship and Xavier High School (24-3) taking home the Rocket League crown. The current waitlist to build an interscholastic esports program with PlayVS is over 13,000 schools long -- 68% of all high schools -- and spans across all 50 US states. This puts esports on par with traditional programs like football, which is available in 14,247 schools.

"The students have led a tremendous charge in legitimizing esports by upholding traditional values of sportsmanship," said **Thomas Young, esports coach at Woodstock Academy**. "Those who didn't participate in clubs or activities came into their own as teammates, captains, and leaders who became advocates for esports. Keith Carlson, a 2019 graduate from Woodstock Academy, got the school's esports team off the ground. Known for being quiet and not participating, Keith was changed by the program - he was on the radio, at state level tournaments, and his team blazed a trail for esports in Connecticut."

"Esports brings out the best in people," said **Antonio Valdez, Manchester High School's 2019 Esports Captain**. "It really shows the flame of passion that people have towards a game where it takes grit and grime to play at a competitive level."

"Esports has provided member school students an opportunity to develop meaningful relationships with peers and adults who share their passion for gaming," said **Glenn Lungarini, Executive Director, CAS-CIAC**. "CIAC strives to promote the academic mission of schools and honorable competition. Esports participants are building deeper connections with their school communities and those connections enhance their academic, social, and emotional development."

"It is clear the impact esports has already had on these student-athletes, from bringing up their GPA to getting involved in school activities," said **Dr. Clint Kennedy, Director of Education & Acquisition at PlayVS**. "We are excited to continue to partner with teachers and schools to empower students to pursue their dreams."

During the first year of PlayVS' 'Seasons,' esports teams nationwide had an average of 15 players per program, with one in three players participating in their first-ever school activity. More than 70% of the students who participated said they found a community to connect with, and more than 40% plan on using their esports experience to apply for colleges and universities.

The cost to participate -- \$64 per player -- is paid for by a parent/guardian or, in most cases, the school. This cost provides students with a full suite of unlocked, in-game content (valued at over \$700) and access to the full games themselves (each valued at \$20-\$60). Most schools already have the required computer equipment in existing labs or libraries, making esports a simple, low-cost/high-benefit program to get off the ground. Participating teams are all eligible for a varsity letter and a state championship title in League of Legends, SMITE and Rocket League. Schools can still register for the fall season for free by

signing up at PlayVS.com. **The deadline for schools to register for this upcoming Fall season is October 11th.**

*For more information on PlayVS, please visit <https://www.playvs.com/>.*

*For company background, visual assets and more, please visit our [media kit](#).*

#### **ABOUT PLAYVS**

PlayVS is the premier high school esports provider, in partnership with the NFHS and 17 state associations. Its product is the single destination where players come together to compete, fans gather to spectate and coaches manage their programs. Through partnerships with top game publishers, PlayVS powers inclusive league and State Championship play across the nation. For more information, visit [www.playvs.com](http://www.playvs.com).