

Renowned Champion Esports Manager Daniel Clerke to speak on the Jeff Johnston Auditorium Stage!



**Daniel Clerke Esports Director at
Maryville University**

Esports has emerged as a prominent industry with a substantial and growing viewership, rivaling traditional sports. Collegiate Esports programs are increasingly popular, reflecting the recognition of Esports as a legitimate extracurricular activity.

According to the National Association of Collegiate Esports, there are currently more than 130 active collegiate varsity Esports teams, and in 2019, nearly \$15 million in scholarships were given to students for athletic scholarships for Esports players. Employment opportunities in Esports vary from gamers to writers, bloggers, event planners, team managers, multimedia graphic designers, and social media managers” (2020). According to Re-

search.com, the number of schools offering formal academic degrees (Bachelor’s, Master’s, or undergraduate minors) specifically in Esports has grown to over 50 credited universities.

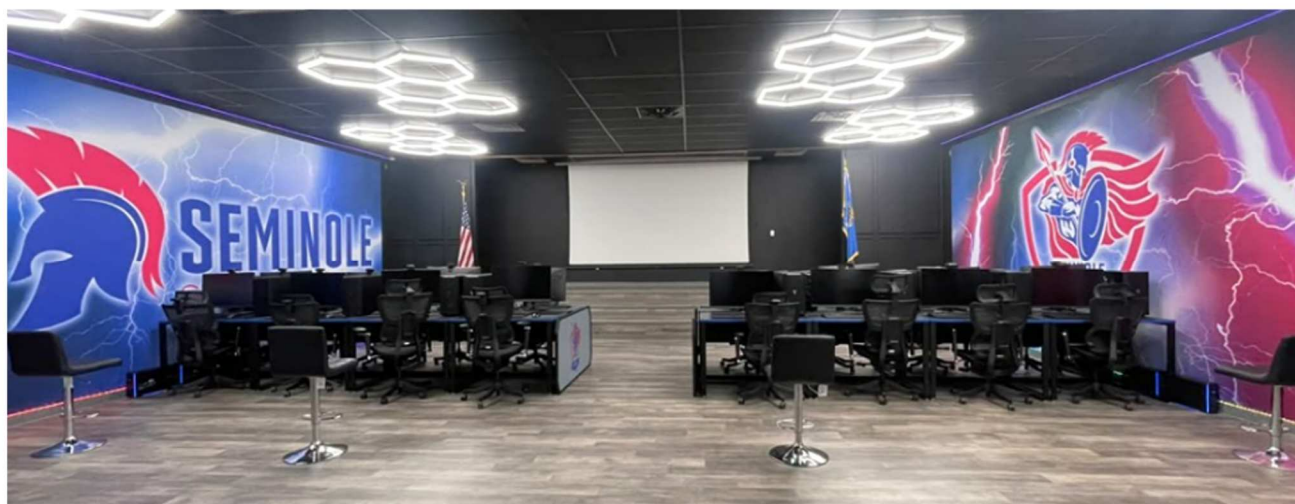
On Thursday, August 27, 2026, starting at 10:00AM, renowned Esports manager Daniel Clerke and champion Overwatch League for Vancouver player ‘False’ will speak on the Jeff Johnston Auditorium stage. Esports Director at Maryville University, Mr. Clerke is an experienced Esports manager with a career spanning across all levels over 14 years. He has won over \$11 million dollars in prize winnings through teams recruited and managed at the professional level, including world championship wins in Call of Duty and Smite. He has also won twenty-four national championships while in charge of the top college Esports program in North America. This year, he is serving as the National Team Manager for USA Esports at the Esports Nations Cup, where he is tasked with selecting sixteen coaches and teams that will be competing against the best in the world.

Esports Teams from the surrounding counties will be invited to attend this one hour event and participate in a VOD Review. AI describes a *VOD (Video-on-Demand review)* as the analysis of pre-recorded gameplay footage. Mr. Clerke will review a VOD on Fortnite and Overwatch 2. Mr. Clerke will focus his strategy and gameplay breakdown on these titles. If time permits, Mr. Clerke will touch on general competitive strategy or take quick questions on other games like Chess, Mario Kart, and Marvel Rivals.



**Daniel Clerke celebrating
one of his many victories!**

Esports Lab Grand Opening, Thursday, August 20!



The Grand Opening for the Esports Lab is Thursday, August 20, 2026, from 10:00 AM-1:00 PM. The two-hour event will allow the campus community and invited guests to get a glimpse of the new lab equipment and renovations. Located in the Boren Library, the lab is equipped with sixteen gaming stations, a Streaming Room outfitted with a green screen, three curved 32" monitors, Elgato microphone and an electronic standing desk. The Console Room consists of couches, a 75" Smart TV, an Xbox Series X with controllers, a Nintendo Switch 2 with Pro controllers and a PlayStation 5 Pro with controllers. The lab is under strict supervision at this time and only the Esports Team and Esports Club are allowed usage to the lab. For additional information, please go to <https://www.sscok.edu/life-at-ssc/Esports/index.html>

Seminole State College offers two Esports theory courses during the Fall 2026 semester: *Introduction to Esports* and *Esports Communication*. During the spring 2027 semester, two Esports practicum courses will be offered: *Introduction to Game Development* and *Multimedia Development*. An Esports program at Seminole State College offers numerous benefits: increased student engagement, team skills development, increase leadership development opportunities, and enhanced technological proficiency. It will also complement existing academic programs, creating interdisciplinary connections and real-world applications for learning. For degree emphasis requirements, go to <https://www.sscok.edu/life-at-ssc/Esports/index.html>

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