

Information Technology Director Rob Catron

**Topic**

Board Information Item

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Non-championship Esports-related roadmap

**Takeaways to help  
Board and Staff**

I asked for a report from our partner PlayVS concerning their two recent acquisitions. PlayVS' acquisition of Generation Esports/Gaming Concepts & Playfly Collegiate allows them to add two additional offerings to their portfolio - curriculum & collegiate. Gaming Concepts curriculum is already available to K-12 customers nationwide and focuses on standards-aligned CTE/career exploration courses through an esports lens. The eventual goal with collegiate is that, in addition to collegiate competitive leagues, we'll be able to develop an internal pipeline for K-12 students directly into collegiate-level esports through recruiting & scholarship networking.

There's also recently been a push to include esports through STLP, which is where you'll see the middle-school participation at a statewide level. Fayette County has been a proponent of having esports added for regional & state competition, and they've looked at implementing a variety of esports-centric competitions outside of just tournament/gameplay. Fayette County Public Schools were voted the PlayVS School District of the Year for 2024-25.