



ESPORTS IS ATTAINABLE.

Esports has become an increasingly popular activity among high school and college students. However, many schools may not have the resources or budget to create a full-fledged esports program.

With the advent of NDI technology, signal routing, monitoring, and streaming of games to internet audiences can be set up and run by students, not just Hollywood professionals.

By starting small and then working to grow your Esports Arena, students can feel ownership of their Esports league, and parents can start to see the value in Esports when it's connected to scholastics.

