**Esports League development for HBCU by Twitch!**

Esports League is to be created Historically Black College and University with the help of Twitch, an Amazon-based live streaming service. Twitch is going to partner with Cxmmunity, a nonprofit organization that aims to increase the participation of minority youth in Esports and gaming.

The announcement was made on Thursday and Twitch aims to provide scholarships and education for HBCU students and help the schools to have Esports programs.

Tespa is the National Association of Collegiate Esports, and Esports teams and clubs associated with Tespa are there for more than 200 North American universities. But, only one out of them all is HBCU, as stated by a report released by Twitch. Cxmmunity and Twitch aim to change the scenario by partnering together to provide Esports League for HBCUs.

Chris Peay, the co-founder of Cxmmunity, stated that he is also a graduate of HBCU, and thus he knows the lack of provisions of the gaming industry and Esport facilities there. He mentioned how everyone is taught from the very childhood that if we seek good marks, we will get a good college, and then we will eventually end up in a good job. However, there is no discussion about entrepreneurship! Entrepreneurship is suppressed more in Esports and the gaming industry.

Both the partnering companies also stated how 83% of black teenagers also play video games as stated by the International Game Developers Association, however, 68% of the game creators are European or Caucasian. With this partnership and the launch of a new program, they aim to provide diversity in the job opportunities and more color of people into the jobs in the gaming sector.

The first view of the HBCU League would be displayed on the Cxmmunity Twitch channel on 2nd August, Sunday, 3 PM. Diversity in the gaming sector has been a hot topic for a long time now, and this League will help direct the growth towards a positive direction and hence increase the diversity.