



9/18/2019

Video Game Club at USF

Presented by Video Game Club Executive Board

Video Game Club at USF

VIDEO GAME CLUB AT USF

WHO ARE WE? | WE ARE FOR THE COMMUNITY

We are the official school-approved student organization for video games at the University of South Florida in Tampa. We support all types of gaming, such as mobile, PC, console, recreational and competitive tournaments.

We are a team of passionate gamers who are involved in various aspects of the gaming community. We are students who have experience in esports and gaming at University of South Florida (USF). We have orchestrated events that engaged USF students and the Florida community. Our goal is foster a safe space for gamers at the University of South Florida.

We are:

Idrissa Presley-Peterson - President

Kealana Jackson – Vice President

Surya Dhulipala – Treasurer

Allan Chavez – Secretary

Michael Callender – Faculty Advisor

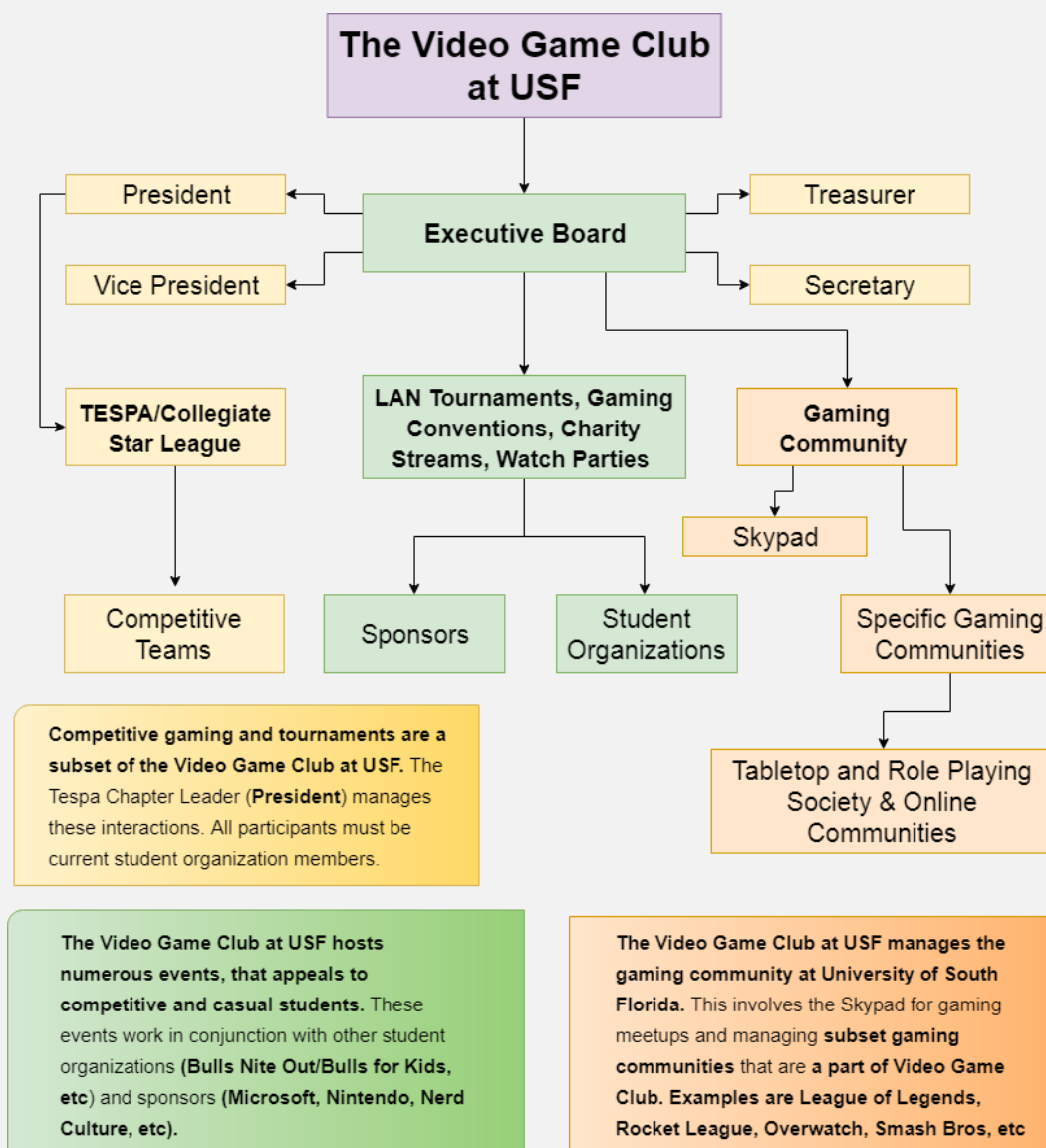


WHAT HAVE WE DONE? | WE HAVE LED THE WAY

We have leadership experience running the Video Game Club at USF. The Video Game Club is the largest special-interest student organization on campus with 1,400 registered members. Under our leadership, our organization became the university's official TESPA chapter (esports organization for college campuses), and we experienced a membership increase of 900 students.

In addition, we hosted large-scale events with 1000+ attendees. The events were LAN parties and conventions which consisted of free-play areas, technology showcases, foam fighting, and other activities. Alongside this were tournaments such as Smash Bros., Overwatch, Counterstrike Go, League of Legends, Tekken, and more.

OUR ORGANIZATION STRUCTURE | MANAGEMENT



OUR OUTREACH | TO CONNECT STUDENTS TO STEM



Red Bull – Energy drink company, with a focus on gaming and esports.

Our organization consistently works with Red Bull to provide free product and engage students.

Collaborated with large scale events, providing custom controllers and giveaways.



Nintendo – Japanese multinational consumer electronics and video game company.

Nintendo provides our organization with upcoming display of games and giveaways for students.

Assisted with our charity tournament, provided gaming demos and exclusive Nintendo merchandise.



Game Stop – American video game, consumer electronics and gaming merchandise retailer.

Collaborated with our charity tournament event, provided setups of upcoming games and prizes.



Corsair – Corsair Components, Inc. is an American computer peripherals and hardware company headquartered in Fremont, California.

Provided title sponsorship for Florida Game Con and connected students to esports opportunities.



TESPA – Esports organization to promote gaming, college esports events and competitions.

Our organization is the official TESPA chapter (representative) for University of South Florida.

Manages tournaments and competitions for our campus.



Microsoft - American multinational technology company.

Our organization works with Microsoft to supply virtual reality setups, gaming, and PCs for events.

Provides free equipment for students in the form of PC and appliances for school.



Extra Life – Organization that unites thousands of gamers around the world to play games in support of Children's Miracle Network Hospital.

Our organization hosts competitive tournaments with proceeds going towards Children's Hospitals.



Discord – Communication platform for video gaming communities, that specializes in text, image, video and audio.

Collaborated with Video Game Club for sponsorship and promotions for students.

NerdBrew Events

NerdBrew Events – Local gaming and tabletop organization with a focus on events.

Overall sponsor of the Video Game Club at USF, assisting with advertising, events, equipment and more.



Tampa Bay Lightning – The Tampa Bay Lightning are a professional ice hockey team based in Tampa, Florida.

Collaborated with Game Con at USF for promotions and sponsorship.

OUR CONTENT | TO ENGAGE STUDENTS

The Video Game Club at USF offers gateways to opportunities, a safe and inviting community, and the ability to turn love for video games into a force for good. We believe that every person has had an experience with gaming, so we work to connect with these students to enhance their college experience.



We engage the USF community in areas of STEM and gaming by:

- **Create a safe space for gaming on campus.**
- Providing daily meetups and weekly events.
- Creating large-scale events such as gaming conventions that feature tournaments/free play of both console and PC games.
- Featuring virtual reality and simulation stations such as flight or driving simulators, that offer a creative and fun learning experience.
- Connecting USF students with unique opportunities such as foam fighting, concerts featuring virtual artists, vendors, and convention guests.
- Expanding upon student talent by using students for content creation and work experience opportunities.
- Allow participation in esports leagues such as TESPA circuits.
- Promoting the growth of STEM on campus.

WHY GAMING? | TO ENHANCE STUDENT LIFE

By providing activities to support the large gaming community on campus, student life will improve. Our goal is to provide an opportunity of growth for University of South Florida students. We want to create a movement that will benefit everyone.

We understand that not all students are gamers, therefore we would like to engage students in other fields. Involving content creators would assist in supporting students who are broadcasters, musicians, game developers, and more. The gaming industry incorporates a variety of roles such as social media management, business, art, and other subjects.

Offering these opportunities to students outside of the gaming community will diversify the community and attract future students to the university.



OUR HISTORY | WHAT FUTURE EVENTS WILL BE



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March 26, 2016 • 12-11 PM • MSC Ballroom

Attendees: 215



USF Game Con

April 7, 2018 • 6PM – 12 AM • MSC 3rd Floor

Attendees: 250



USF Game Con Fall 2018

November 10, 2018 • 2-10 PM • MSC 3rd Floor

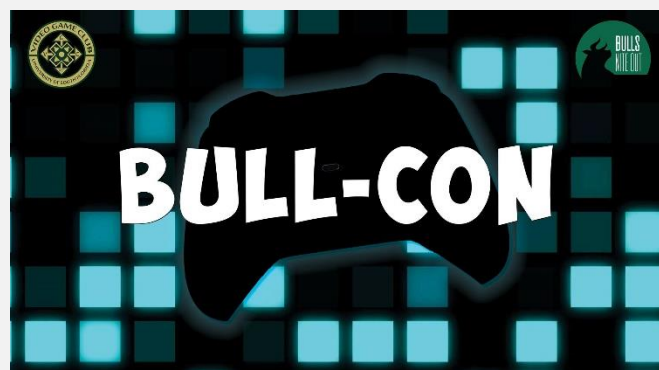
Attendees: 260



24 Hour Charity Stream

November 19, 2016 • 12 PM – 12 AM

Raised 350\$ for Extra Life



September 21, 2018 • 8-11 PM • MSC Ballroom

Attendees: 200



March 9, 2019 • 2-10 PM • Yuengling Center

Attendees: 1500