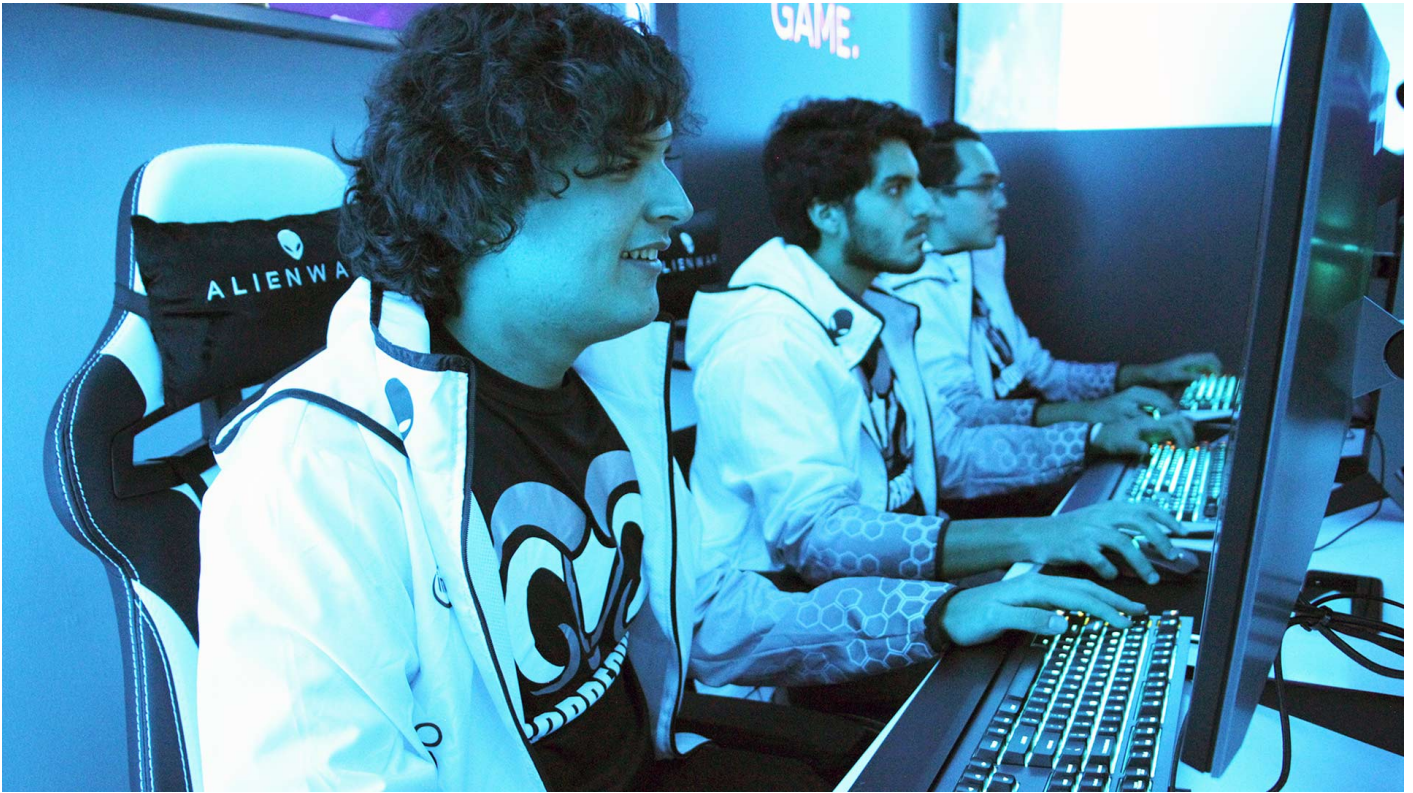


# The first of its kind in Latin America! Tec creates university ESports



*Alejandra Sánchez and Carmen Huerta | Photography*

Thanks to the **Borregos ESports Arena at Tecnológico de Monterrey**, it's now possible to train yourself in video games and develop interpersonal skills such as teamwork, motor coordination, problem solving or strategy.

You'll be able to find it at the Guadalajara campus and it's the **first university center in Latin America to specialize in electronic sports.**

Its objective: **to encourage more people to take up ESports** from the range of sports disciplines followed at the Tec.

*"This space will be used by our students to practice. Later on, there'll be sports classes so that they can learn this new discipline,"* said Jorge Lozano, Director of Athletics and Sports at Tec de Monterrey, Western Region.



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Here are some of the general benefits this venue provides, in line with **Tec21 Educational Model** principles:

- **Motor coordination**

*Gaming activity provides mental stimulation, which fosters coordination of visual, auditory, and physical movement.*

- **Problem solving**

*The rules involved in video games encourage students to think carefully before making any moves. They have to make split-second decisions that determine whether they go on to the next level or not, as well as whether they win the series.*

- **Memory**

*Gaming requires visual and auditory memory as well. Gamers read or hear instructions that can only be provided at the start of play. Mastery of their keyboards helps them move characters easily in the game. This boosts short and long-term memory.*

- **Social skills**

*Online games allow many players to take part at the same time. There's constant communication between gamers, which in turn leads to the development of meaningful relationships between them.*





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Juan Francisco Aguilar, General Manager at **Dell Technologies Mexico**, said, *“Gaming is in our DNA... We’re committed to turning Mexico into an ESports contender and we’re sure that this partnership with the Tec will encourage the next generation of gamers to become world champions .”*

The **Borregos ESports Arena** is located on the ground floor of the campus Wellness Center.

Lozano said that, *“It will be an ideal space for this discipline, as it will have the highest-quality computer equipment.*

*“This will include software, special processors and graphics cards, accessories, and ergonomic furniture designed for the activity. It will also allow for training sessions to be held, as it’ll have its own teacher and there’ll be special visits,”* added the director.

He also mentioned that *League of Legends* will continue to be played due to its popularity and because it encourages combat with strategy and fosters teamwork.

*“This project is focused on the students, as part of integrated learning at the Tec,”* said Lozano, who mentioned that the video games to be used involve team interaction, or “co-operative gameplay” to put it in gamer terms.



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**THE FIRST UNIVERSITY SPACE OF ITS KIND**

It's divided into 3 sections:

1. **Alienware Arena:** For playing in teams of 3. It has 2 75" TV screens for projection from the gaming computers and 18 places for spectators.
2. **Alienware Strategy:** With a lounge area for socializing and playing at 3 high tables, with 3 stools per table, 2 gaming spaces for 3 players each at the sides and an ample area when removing the dividing wall between it and the Multipurpose Space.
3. **Multipurpose Gaming Space:** With 8 gaming positions and space for conferences, training sessions, a presenter's podium and a 75" screen.



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*“Having a specialized gaming arena is something new to university sports in Mexico. This is the first entertainment center exclusively for this discipline,”* said Fernando Verdugo, Athletics and Sports Coordinator at Guadalajara campus.

The arena will allow students to have a **unique experience** because they'll be using **3D graphics cards and state-of-the-art components**. They'll enjoy **gaming in special ergonomic chairs for gamers**, with speakers in the sides and headsets with microphones and headphones.

Rodrigo Zermeño Díaz, who's in his seventh semester of Mechatronic Engineering (IMT) and has been playing video games since he was a kid, added:

*“I'm really happy and very impressed. It's got everything and it's big! I've always enjoyed competing in general. It's great that it's got its own space now for doing that and that the Tec is supporting it. I'm really grateful to Tec de Monterrey and Alienware.”*





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This area was created thanks to a partnership with the company **Dell Technologies**, owner of the **Alienware** line of products, who provided the equipment and furniture.

Each gamer module has a gaming monitor, headset, mouse, and special keyboard. **Approximately 80 thousand dollars were invested.**

#### **MAIN CHARACTERISTICS:**

- *An area of 150 m2,*
- *20 gaming positions (spaces for gamers),*
- *18 positions for spectators, and*
- *Multipurpose area: training sessions or presentations.*



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It was inaugurated on **International Gamer's Day** (August 29), presided over by authorities from Tec de Monterrey and **Dell-Alienware**.

In 2019, the National Student Sports Commission (**CONADEIP**) included this new sport in its official competitions.

**Tec Monterrey campus is the current national champion of the discipline**, with Guadalajara campus holding third place.





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