Tec de Monterrey enters the world of ESports, opens LoL tournament

If you like video games, **Tecnológico de Monterrey** invites you take part in the **first Borregos eSports Cup championships** for the **League of Legends game**.

The invitation is open to students from all of the Tec's campuses (from PrepaTec through to undergraduate, master's and doctorate students) **throughout Mexico.**

You can sign up from this Monday, March 12 until April 4 (the deadline has been extended; it was originally March 24), by contacting the internal sports **tournament coordinator for your campus** or school.

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The event will be held in different stages. The first phase of the internal tournament will be held from April 6 to 15 weekends); **the second on April 21 and 22** (weekend); **the semifinal will be on Friday, April 27, and the final will take place on Saturday, April 28**. There will be a running commentary on the matches, which will be broadcast on social media.

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Oscar López, Athletics and Sports Director at Tecnológico de Monterrey, also announced that the **Tec will host an inter-university eSports tournament.**

"The Tec will be the leading university for eSports in Mexico and Latin America. This first inter-campus event will be one that our students enjoy a lot, which will serve as a basis to prepare for the **inter-university championship that we'll be holding next year at the Tec's facilities,"** he said.

"Organizing the first inter-campus eSports event is very important for LiFe and especially for *the Athletics and Sports area,"* added López. *"This type of sport and activity is what our students are currently asking for at the Tec, in our country, and in the world."*

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LiFe stands for _Liderazgo y Formación Estudiantil_ (Student Leadership and Education). It's **a Tec program** that replaces the Student Affairs Department (_Dirección de Asuntos Estudiantiles,_ DAE) as the **cornerstone of an integrated student experience,** through sports, cultural, and artistic activities, among others.

Alejandra Delgado, Athletics and Sports Coordinator at the Tec, also explained to CONECTA that **eSports are now considered a sport** in their own right and it's even possible that they may be included in future Olympic Games.

The International Olympic Committee officially called eSports a "sporting activity" last October.

"There are already eSports teams representing US and European universities _and outstanding students receive scholarships, just like for any other sport._ **_At Tecnológico de Monterrey, we want to have a team representing the university too in the near future,"_** announced Delgado.

For his part, **Humberto Potes**, **a student** on the bachelor's degree course in chemical engineering administration at Tec de Monterrey who **will be one of the team captains, had this to say about the tournament:**

"I think that having Tec de Monterrey organize tournaments like this is something really good. It's a good adaptation to how the world's changing. I think there'll soon be more universities joining these tournaments officially and the Tec will be one step ahead."

"Tournaments like this help students to find a new way to take part in university activities," he added.

Mexico is one of the most passionate countries at playing video games, going from around 18 million players in 2005 to 57 million in 2014.

The term eSports or e-sports, as it is also known, **is the abbreviated form for electronic sports**, which is applied to all video games played at competition level.

These are events held throughout the world that include several genres and competitions, from fighting games to strategy titles or sports simulators.

The United States, Japan, and Korea are the countries with most winners in each tournament, whether individually or in clans.

Tecnológico de Monterrey invites students who play eSports to take part in this tournament and to sign up fast, before all the places are taken.

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