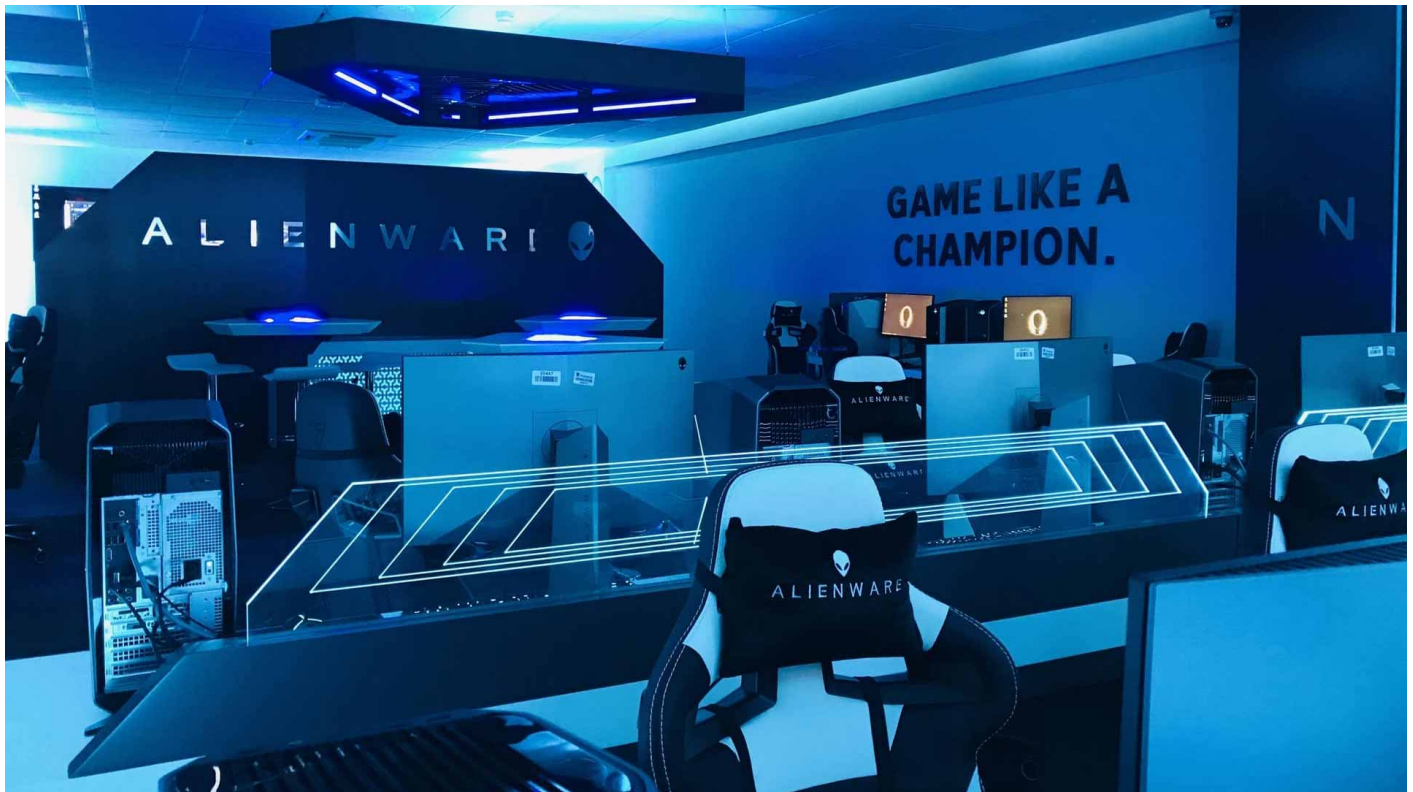


# Tec team defeats Asian rivals and is eSports champion



**Borregos GDL**, the eSports team representing **Tec Guadalajara**, won against its namesake from Monterrey at the ["Borregos Esports Invitational"](#) final.

So, the **Guadalajara campus** remains in the lead this year after having won the **Borregos Esports Cup Telcel** and the **Smash campus: Tec Students Online Tournament**.

The international game was **organized by the Tec**, as part of the activities for [Americas, Asia and Australasia, the Association of Pacific Rim Universities](#) (APRU).

The tournament reflects APRU's needs to incorporate the **eSports** ecosystem into its **academic research** network.

This virtual game took place during the APRU's *MetaGame Conference*, based in Hong Kong, which encompasses the entire eSports ecosystem (gamers, industry partners, government, and students).

Its aim is to expand the purview of this sport that has become more important in recent years with a global reach.



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Thanks to this connection, Borregos GDL faced **8 teams** from universities such as:

- *Nanyang Technological University, from Singapore,*
- *Shanghai Jiao Tong University, from China,*
- *Tecnológico de Monterrey, from Mexico and,*
- *University of California – Davis, from the United States.*

*“We’ve already participated in university leagues in Latin America; it’s a big step to compete internationally with **Asia and Oceania**, which gives the Tec more prominence.*

*“Besides being a benchmark in Latin America as one of the best institutions, in terms of eSports, it’s starting to **move up in the rankings**,” shared Eder Lagos, the team coach.*

The competition was held on the **Clash Royale** platform, a strategy video game where you have 3 towers and a deck of between 8 to 10 cards.

Throughout the game, the cards must be used to destroy the rival team’s towers as quickly as possible before time speeds up.



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**Borregos GDL** is made up of:

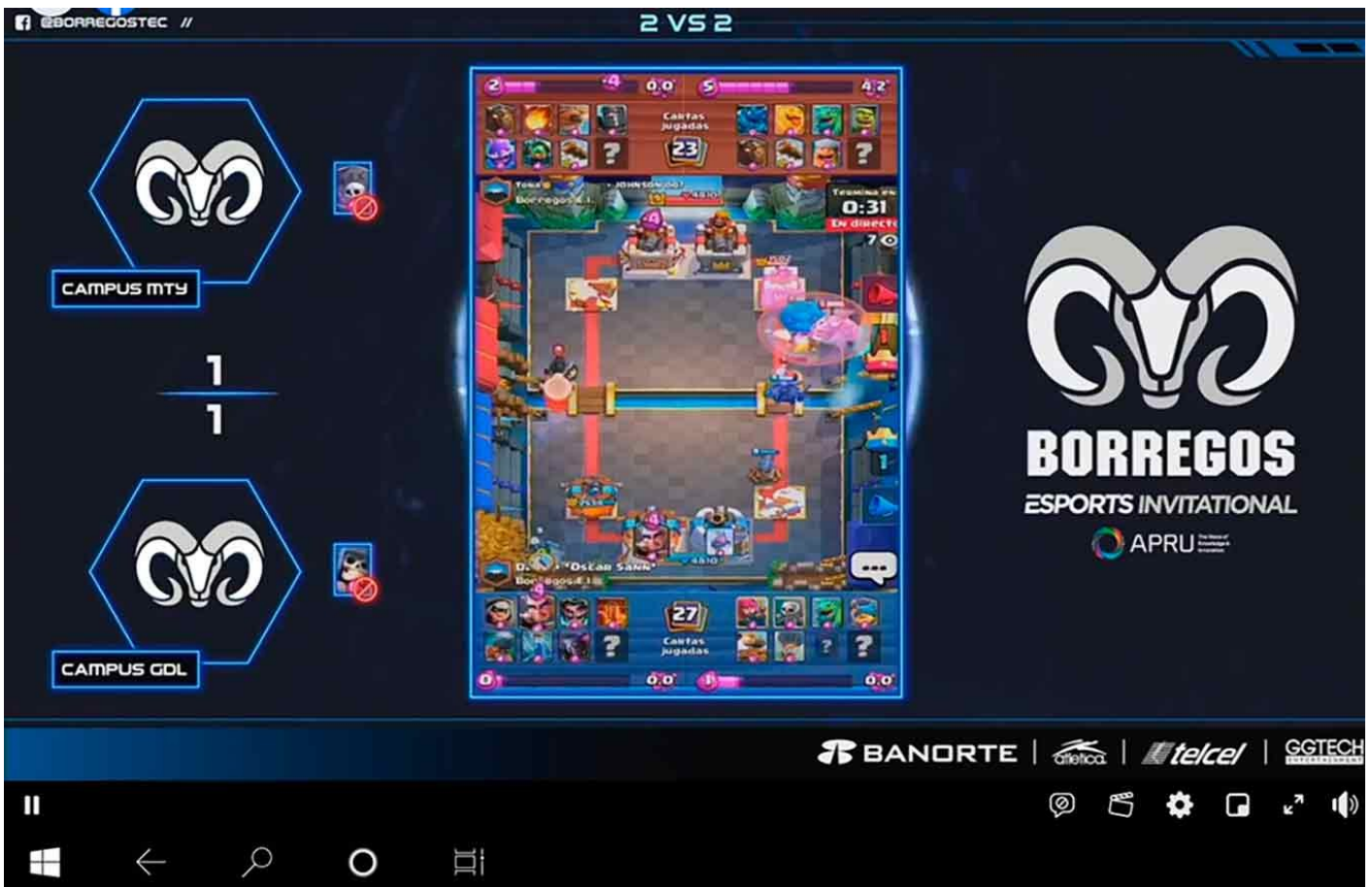
- *José Manuel Cruz Páramo, Business Transformation and Strategy student, and team captain;*
- *David Isaí Santiago Castellanos, Industrial and Systems Engineering student;*
- *Óscar Armando Sánchez Arellano, Biotechnology Engineering student;*
- *Daniel Lepe Vega, Computer Systems Engineering student;*
- *Julio David Morales Valtierra, PrepaTec Guadalajara student; and,*
- *Eder Manuel Lagos Pérez, professor and team coach.*

Despite the fact that the team didn't physically meet, their communication and strategy were very successful, and they achieved a **final score of 3 to 1**.

Lagos had this to say: *"I trust the boys. I **know their abilities**. We faced the competition in the best way possible and we managed to win.*

*"The truth is that the locals were more complicated for us. We were up against the Tec's Monterrey campus in the same final against, in a **derby between Tec teams.**"*

*"We've already participated in university leagues in Latin America; it's a big step to compete on an international level with Asia and Oceania, which gives the Tec more prominence."*



width="1360" loading="lazy"> **eSports Momentum**

*"We're looking for a way for it to grow more and more, so we invite everyone who wants to join in **to break the taboo** that video games are bad.*

*What we want them to understand is that this is a profession that can even **teach** the kids a lot,"* said the **Guadalajara campus coach**.

eSports go beyond video games, as gamers need to use their skills to be both **competitive and egalitarian** for success.

Playing eSports develops gaming skills such as **decision making, imagination, and hand-eye coordination**.



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*“Both in conventional video games and in eSports, healthy competition, **respect for your rivals, teamwork, and discipline** are encouraged,” shared Lagos.*

**Tec Guadalajara** has plans for future games, including the **CONDDE Mexico** championship **playoffs**, and the organization of more tournaments for 2021.

*“People should keep an **eye on the Tec** to see what we’re up to. Plus, on a national level, we expect big things for electronic sports,” Eder concluded.*

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