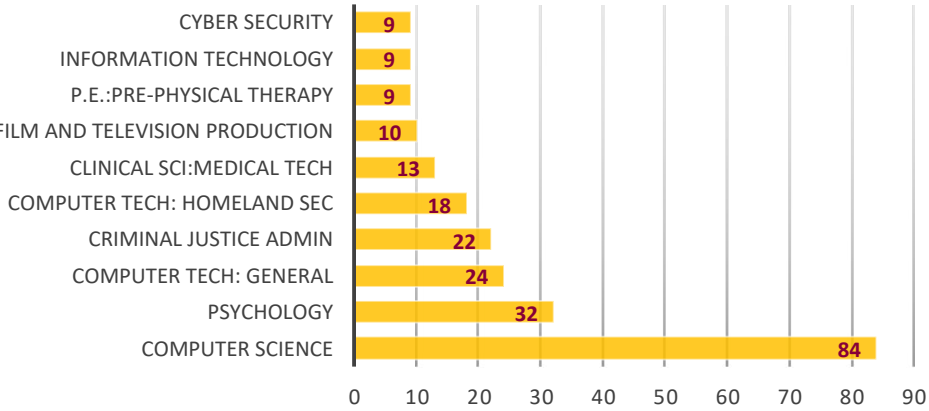
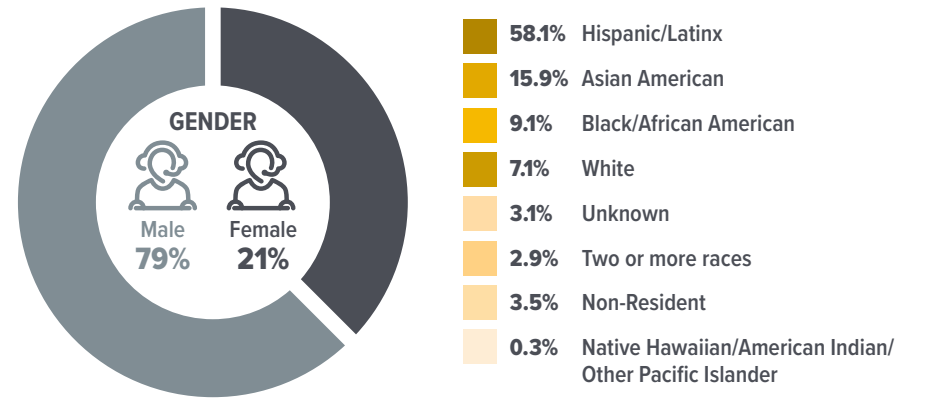


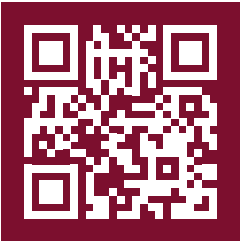
TOP TEN MAJORS



STUDENT POPULATION



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Linktree: linktr.ee/esportscsudh



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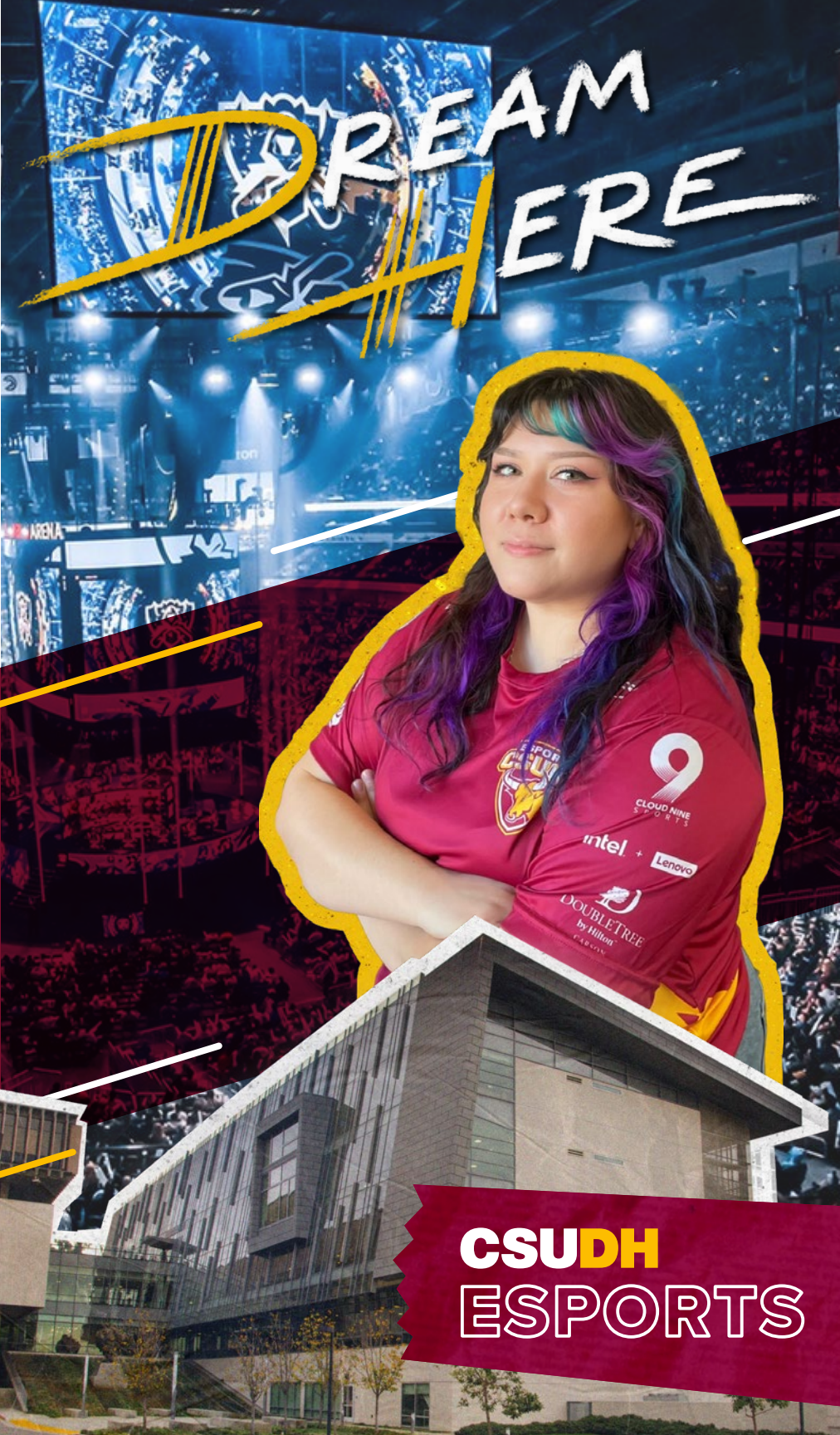
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ABOUT US

The California State University, Dominguez Hills (CSUDH) Esports program is designed to provide Toro students with greater access to STEM disciplines, increase student engagement, and create exceptional learning opportunities—while addressing issues of **equity, inclusion, and academics**.

At CSUDH, our Esports program focuses on what we call the **Five Pillars of Esports: Academics & Research, Career Development, Community, Competition, and Entertainment**. By adhering to these five principles, Esports CSUDH is uniquely positioned to foster social interaction and inclusive excellence, contributing to the campus’ dedication to student success.

THE PILLARS OF ESPORTS

ACADEMICS & RESEARCH

- Help define, shape, and expand the field of Esports
- Curriculum development with a gaming/STEAM focus
- Workshops for students and players

CAREER DEVELOPMENT

- CSUDH’s Southern California location puts them at the epicenter of the entertainment and game industries
- 100% student-run—students get experience in a wide range of skills
- Internships and opportunities for positions with partners and sponsors
- Attendance at vital industry events and conferences

COMMUNITY

- Beyond inclusion—a sense of belonging
- Build a network of lifelong friends and connections
- Partnerships with local K-12 school districts
- Outreach events that engage and attract prospective students

COMPETITION

- Nationwide collegiate competitions
- Winners of 3 national championships
- Open to players of various skill levels

ENTERTAINMENT

- Social, fun, and relaxing
- Live and archived broadcasts let the world see our success
- Accessible and approachable—low barriers to participation or viewing



Total Teams	14
Total Players	102
Game Titles	10



Placed 1 st	2
Placed 2 nd	4
Placed 3 rd /4 th	5

**Spring 2024 data*



TORO ESPORTS ACADEMY

Located on the second floor of the Leo Cain University Library, the Toro Esports Academy is designed to be a flexible, institution-wide space. It serves the entire university community by offering a practical classroom, a competitive arena, and an incubator for students.

There are currently 38 gaming stations in the Academy, plus three broadcast stations. Events can access all 38 stations as needed, teams can overflow into the incubation or classroom sections, and students are free to collaborate and develop their ideas. Sponsors have graciously donated and provided equipment for lab operations.

Our classroom features 20 gaming stations, and is configured with a whiteboard and podium for lectures. This section is primarily designed to serve professors holding a class or lectures; however, gaming-themed student club meetings, group team collaborations, or coaching sessions also take place here.

The competition row features 12 stations configured to allow for the highest levels of video game competition. The six rows face each other, allowing students to host competitions in-person or play online from the same location.

The incubation space and console lounge area are primarily for developing ideas, from video editing and game development to graphic design. There are also two large 75” TVs for our PS5, Xbox Series X, and Nintendo Switch for project collaboration.

The broadcast room allows students to create broadcast productions, Twitch streams, and other content. PCs here are set up with state-of-the-art cameras and equipment, allowing the highest quality broadcast. Currently, the broadcasts are entirely student-run and operated.

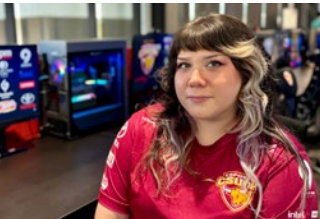
The Toro Esports Academy was created with the CSUDH student and community in mind. The opportunity to learn game building and gaming theory will be a boon for future careers. Ultimately, the program aims to provide access to the STEM curriculum, resulting in increased attendance, career-ready graduates with strong skills, and higher graduation rates

THE PLAYERS SAY



When I was in high school in Compton, it was eye-opening to interact with the Esports teams at CSUDH. They were being mentors, getting good grades, and playing on a team. Seeing them teach us about it gave me confidence that it was possible for me, and is part of why I chose CSUDH.

Cesar “Wickytrix” Cedano
Overwatch 2 Player



The Esports program helped me develop a new community where everyone feels like they belong. I have developed a network I would never have made. There are so many connections we make with companies and people, both on and off campus.

Jennifer “Flo” Gutierrez
Esports Club President



CSUDH Esports has been an incredible community for me to explore. Initially worried about finding like-minded gamers, I was pleasantly surprised. Starting a Splatoon 3 esports team turned out to be a success. Through various meetings and events, I’ve connected with industry experts, opening doors to new career paths. CSUDH Esports has helped me build a balance between academics and hobbies, allowing me to pursue my passion for gaming while excelling academically and enjoying extracurricular activities.

Jalen “J a L e N” Alexander
Splatoon 3 Player

