



VARSITY ESPORTS

ESPORTS FACTS

- JBU is the sixth four-year university in Arkansas to offer esports scholarships. Other universities include: Hendrix College, Lyon College, Southern Arkansas University, Henderson State University and Arkansas State University.
- Sooner Athletic Conference members that offer varsity esports: JBU, Mid-America Christian University, Wayland Baptist University, Oklahoma City University, Central Christian College, Southwestern Assemblies of God University, Texas Wesleyan University and UNT Dallas.
- Without the formal structure of divisions common in traditional sports, the ecosystem of esports allows large and small schools to compete against each other without the results unfairly skewing in favor of large programs.¹
- 18 high schools in Northwest Arkansas participate in sanctioned esports, with 151 high schools fielding teams across the state.²
- 80-85% of high school esports students in Arkansas do not participate in any other activity.
- In 2021, \$16 million in esports scholarship money was awarded nationwide.³
- Two-thirds of university esports programs offer tuition-based scholarships.¹
- 38% of collegiate esports programs fall under university athletics.¹
- Approximately half of collegiate esports programs have been established in the last two years.¹

SOURCES

¹Postell, C., & Narayan, K. (2021). (rep.). Trends in Collegiate Esports. Esports Foundry.

²Jensen, J. (2022, August 22). Northwest Arkansas students recognized in fast-growing esports world. Northwest Arkansas Democrat Gazette. Retrieved November 8, 2022, from <https://www.nwaonline.com/news/2022/aug/22/nwa-students-recognized-in-fast-growing-esports/>.

³Flannery, M. E. (2021, September 16). Esports See Explosive Growth in U.S. High Schools. National Education Association. Retrieved November 8, 2022, from <https://www.nea.org/advocating-for-change/new-from-nea/esports-see-explosive-growth-us-high-schools>



VARSITY ESPORTS

BIOS

ROBYN DAUGHERTY

DIRECTOR OF ATHLETICS

Daugherty enters her 16th year as director of athletics after a two-decade stint at the helm of the Golden Eagle volleyball program. After the 2017-18 season, Daugherty was named one of four NAIA Under Armour Athletics Directors of the Year by the National Association of Collegiate Directors of Athletics. In 2020, she was named Sooner Athletic Conference Athletic Director of the Year. Currently, Daugherty also serves on the Executive Committee for the Sooner Athletic Conference and handles all financial responsibilities for the league.

Daugherty has helped lead two major construction and renovation efforts, including the addition of the \$9.5 million Bill George Arena in 2010 and a \$4.5 million renovation to the Walton Lifetime Health Complex in 2017.

As a head volleyball coach, Daugherty amassed over 400 victories from 1989-2009, making her the all-time winningest coach in John Brown athletics history, finishing with an overall record of 446-300 (.598). Her teams captured four conference championships, and Daugherty was named the SAC Coach of the Year in 2000, 2004 and 2006 before earning the NAIA's Coach of Character Award in 2007.

Daugherty earned a Bachelor of Science in education from John Brown in 1985 before completing her Master of Science in leadership and ethics in 2004. She resides in Siloam Springs with her husband, Tim.



DR. KIM JOHNSON

START UP PROGRAM COORDINATOR

Dr. Kim Johnson was named John Brown University's esports start-up coordinator in the fall of 2022. Charged with recruiting for several varsity-level teams and consulting on plans for creating a new esports arena in the Bynum Theater, Johnson is in her third year as the co-sponsor of the club esports program. The club competes in Rocket League, League of Legends, Super Smash Bros. Ultimate, Overwatch and Chess. Under Johnson's direction in the fall of 2021, the esports club acquired a gaming space dubbed "The Shop," which employs 10 PCs and a Nintendo Switch console and stays busy most of the time.

Esports initially caught Kim's attention several years ago when she noticed the Boise State University varsity esports program, which began in the Educational Technology department where she was a student. She began researching collegiate and scholastic esports and later co-presented "Esports, Get in the Game" with Doc Haskell, a professor and esports head coach at Boise State, at a local educational technology conference.

Johnson began at JBU in 2016 as an instructional designer and served as an online adjunct instructor. She continues her ongoing interest in game-based learning and gamification.

In 2022, Johnson completed a Doctor of Education in educational technology at Boise State, with the focus of her research and dissertation on women in intercollegiate esports leadership. She also holds a Bachelor of Science in Education in early childhood education from John Brown University and a Master of Educational Technology from Boise State University. Johnson resides in Siloam Springs with her husband, Steve, and their four pets.





VARSITY ESPORTS

PRELIMINARY ESPORTS TITLES



LEAGUE OF LEGENDS

In five-player teams played in isometric (overhead) perspective, players control a unique character (known as a “champion”) who has unique abilities, working together over the large in-game map (Summoner’s Rift) to capture objectives, eliminate the other team and destroy the other team’s base.



SUPER SMASH BROS

A platform fighter in which characters with unique abilities must try to knock each other out of an arena. Traditionally played in a 1v1 format, collegiate matches are played in crew battles, a series of 1v1 matches between two teams.



ROCKET LEAGUE

In three-player teams, players control a rocket-powered car and use it to hit a soccer ball that is much larger than the car toward the other team’s goal to score.



OVERWATCH

In five-player teams played in first-person perspective, players control unique characters who have different roles (tank, damage or support) and abilities to attack or defend objectives within the game’s various arenas.



CHESS

While the classic game of chess remains unchanged, matches are played online between individuals using Chess.com, the game’s largest online site.