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AGENDA
PARKS & RECREATION ADVISORY BOARD
MARCH 13, 2024

Official action can only be taken on items which appear on the agenda. The public body may adopt, approve, ratify, deny, defer, recommend, amend, strike, or continue any agenda item.

When more information is needed to act on an item, the public body may refer the matter to Staff or back to Committee or the recommending body.

Under certain circumstances, items are deferred to a specific date or stricken from the agenda entirely.

**SPECIAL CALL - 4:00 P.M. - HATBOX EVENT CENTER, 616 SOUTH 40TH ST.,
MUSKOGEE, OKLAHOMA**

- 1 Consider approval, with correction of agenda item number two (#2) with age of adult as sixteen (16), of the Parks & Recreation Advisory Board Minutes of December 13, 2023, or take other necessary action.
- 2 Consider a Oklahoma Recreational Trails fund grant for Robison Park, and take necessary action.
- 3 Consider a Oklahoma Recreational Trails fund grant for Chandler Road storm water detention trail, and take necessary action.
- 4 Consider Mobile Stage Use Policy, and take necessary action.
- 5 Review Muskogee Esports Feasibility Study.
- 6 Review report on spring trail clean-up campaign.

7 Receive staff work progress updates.

Brooke Hall, Assistant Director

Rick Ewing, Assistant Director

Mark Wilkerson, Director

ADJOURN

Special Call Parks & Recreation Board Agenda

1.

Meeting Date: 03/13/2024
Submitted For: Mark Wilkerson, Parks & Recreation
Initiator: Karen Finley, Office Admin II
Department: Parks & Recreation
Staff Information Source:

Information

AGENDA ITEM TITLE:

Consider approval, with correction of agenda item number two (#2) with age of adult as sixteen (16), of the Parks & Recreation Advisory Board Minutes of December 13, 2023, or take other necessary action.

BACKGROUND:

RECOMMENDED ACTION:

Attachments

Dec 2023 Minutes

MINUTES

**OF THE PARKS AND RECREATION ADVISORY BOARD
OF THE CITY OF MUSKOGEE, OKLAHOMA
MET IN REGULAR SESSION
IN THE CONFERENCE ROOM
OF THE PARKS AND RECREATION OFFICE
DECEMBER 13, 2023**

The Parks and Recreation Advisory Board of the City of Muskogee, Oklahoma, met at 4:00 p.m. on December 13, 2023, in the Conference Room, Parks and Recreation Office, 837 E. Okmulgee Ave., Muskogee, Oklahoma.

The meeting was called to order and the roll was called as follows:

Present: Shonika Breedlove, Board Member; Samuel Craig, Board Member; Evelyn Hibbs, Board Member; Janet Thornton, Board Member; Linda Stowers, Board Member

Absent: Jonathan Hawke, Board Member; Kimberli Jaquez, Chair; Traci McGee, Vice Chair

Staff Present: Mark Wilkerson, Director, Parks & Recreation; Rick Ewing, Assistant Parks Director; Brooke Hall, Assistant Recreation Director; Karen Finley, Secretary

- 1 Consider approval of the Parks & Recreation Advisory Board Minutes of October 11, 2023, or take other necessary action.
Motion made by Board Member Evelyn Hibbs, seconded by Board Member Janet Thornton to approve Parks & Recreation Advisory Board meeting Minutes of the October 11, 2023 meeting.
Carried - Unanimously

- 2 Recommend approval for an increase to the River Country Waterpark admission rates. \$10 - adult age 15 and older; \$8 - child age 3 and older. (Increase of \$2 per adult, \$1 per child) Age 2 and under free. No change to season pass prices. Twilight admission will be half price of the new rates.
Assistant Director Brooke Hall reported that rates have not increased in several years. However, lifeguard pay has increased and with the renovations and proposed additions, the increase will be worth it. Lifeguard pay is also expected to increase again soon to stay competitive with the region, and continue with lifeguard retention. The estimated seventy-thousand (\$70,000) additional money from the increase will go toward annual expenditures.

Motion made by Board Member Linda Stowers, seconded by Board Member Shonika Breedlove to recommend approval of the increase as stated.

Carried - Unanimously

- 3 Review and discuss staff recommended Park and Recreation capital projects to be considered for a possible 2024 General Obligation Bond package. Director Mark Wilkerson stated that the City Manager requested ideas for consideration of a possible 2024 General Obligation Bond package. Director Wilkerson presented a hand out to board members of ideas to be considered. Possible ideas listed below were discussed. Acting Chairperson Dr. Samuel Craig was particularly interested in a marque idea to be constructed over the Highway 69 pedestrian bridge. He stated that he thought it would be a good idea, so it could list the community events for travelers to view. Board Member Janet Thornton stated that she would like to see more space for community seniors to utilize for additional activities with the possibility that the proposed entertainment center could incorporate something for seniors. Acting Chairperson Dr. Samuel Craig was in agreement with the idea of additional activities for seniors.

Capital Projects for Parks and Recreation 2024

Coody Creek Trail Extension

ODOT/TAP grant Coody Creek need \$1,525,000 for local match towards a \$2,725,000 project cost.

Honor Heights Park

New spillway and pedestrian bridge \$300,000.00

Hatbox Event Park

Finish paved parking around Event Center \$621,000.00

Livestock pens and tie outs \$125,000.00

New dirt floor livestock show arena \$2,000,000.00

Restroom/showers at RV Park \$235,000.00

100 additional RV hook ups \$150,000.00

Construct 2 small lakes (master plan) to enhance visitor attraction
Amphitheater for new concert venue

Hatbox Sports

Softball \$350,000.00

Baseball \$475,000.00

Artificial turf football/soccer \$1,000,000.00

New Hatbox Sport Administration Office \$250,000.00

Hatbox Other

River Country Expansion \$2,000,000.00

4 court pickle ball w/shade \$300,000.00

Covered basketball courts \$300,000.00

18 hole disc golf course \$115,000.00

18 hole miniature golf course \$350,000.00

Swim & Fitness Center

Fitness Studio addition \$1,000,000.00
Gymnasium \$3,000,000.00-\$9,000,000.00

Rooney Park

Redevelopment \$2,000,000.00

Centennial Trail/Hwy 69 Bridge

Architectural design or lighting element attached to the new Hwy 69 pedestrian bridge

Connect to Muskogee Trail Projects

There are 3 trail projects identified as priorities that have an estimated total cost of \$4,520,000. Matching grant funds for RAISE projects 2024, 2025 & 2026

\$1,000,000.00

There are Bicycle and Pedestrian improvement projects, identified as priorities that have an estimate total cost of \$2,834,500.

Family Entertainment Center

\$8,000,000.00

Hatbox

Miniature Golf, go carts, arcade, zip lines, pickle ball, duck pin bowling, etc.

Downtown

Purchase white buildings (or part of them) south of Civic Center to create a public/private entertainment district. Move renovated trolley to inside of this building and create a family entertainment center or downtown tourism destination center.

4 Receive staff work progress updates.

Brooke Hall, Assistant Director

Council has approved negotiations between the City and the Muskogee Public School Board for a Shared Use Agreement for the Teen Center to utilize three (3) buildings owned by the Muskogee Public School System. The agreement would include shared use of the basketball court. One of the buildings will be for E Sports which is something coming soon. The agreement would also include temporary use of the north annex for the Swim & Fitness facility to use while undergoing renovations. Langston Park Splash Pad project will be going to Bid soon.

Rick Ewing, Assistant Director

Garden of Lights traffic is comparable to last year's. There have been a few glitches with the lights, but hopefully that is handled now. The downtown and Depot Green holiday lights are up. Depot Green has a new feature that has been popular for photos.

Mark Wilkerson, Director

Photos were shown of the new pickle ball courts at Spaulding Park. Six (6) tennis courts were converted to make two (2) pickle ball courts. The plan is to do this at the Honor Heights tennis courts sometime in the future. It will take sixty-thousand dollars (\$60,000) to resurface the tennis courts at Spaulding Park. That will be budgeted for in next fiscal year's budget.

There was not enough money in the budget to complete both the renovation and the expansion plans at River Country Waterpark so the expansion plans were included in

the Capital Projects list.

Work has begun at Grandview Park. The completion date is summer 2024.

Renovations have not begun at the Swim & Fitness facility yet, but the Bid should be awarded soon.

There being no further business, the meeting was adjourned.

ACTING CHAIRPERSON, DR. SAMUEL CRAIG
Muskogee Parks and Recreation Advisory Board

Minutes by KFinley

Special Call Parks & Recreation Board Agenda

5.

Meeting Date: 03/13/2024
Submitted For: Mark Wilkerson, Parks & Recreation
Initiator: Karen Finley, Office Admin II
Department: Parks & Recreation
Staff Information Source:

Information

AGENDA ITEM TITLE:
Review Muskogee Esports Feasibility Study.

BACKGROUND:

RECOMMENDED ACTION:

Attachments

Feasibility Study



Feasibility Study



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Executive Summary

Our goal is to provide a preliminary assessment of the proposed project to transform the city of Muskogee into a central hub for esports engagement. In this feasibility study, we provide a macro trend assessment of the esports ecosystem, make assessments on community feedback, analyze the suitability of the city of Muskogee, and conclude with our final recommendations. The seven elements are an Executive Summary, Industry Background, Community Outreach, Event Planning, Event Spaces, Financial Feasibility, and our Final Recommendation and Next Steps.

Our research into the local area and community suggests Muskogee is poised to take advantage of a growing esports industry. Furthermore, the area offers unique strengths that will separate it as a candidate to become a leading market.

This document offers our professional assessment of the proposed site's potential to support an esports community by reviewing both publicly available resources and conducting local/regional industry outreach. We use our assessment of the local landscape to develop a detailed event strategy that takes advantage of the city of Muskogee's strengths. We conclude with our final recommendations. We are confident the analysis we have provided will serve the sports and tourism departments and the local Parks and Recreation committees a suitable path forward into esports ventures.

We hope you find the information in this study informative and objective. Our intention is to provide you with the information required to make an educated decision on the viability of the proposed project, popular interest, and economic feasibility.

Sincerely,
The Esport Supply Team

Industry Background

Esports is a part of pop culture. Like traditional sports, fans are excited to spectate, cheer for their favorite players and teams, interact at home, and bring up last night's game as a conversation topic. When fans cannot interact in person, much of esports interaction happens on Twitch.tv, a broadcasting platform open and free to anyone. The platform has 3.8⁸ million unique 'streams' for spectators to watch, and spectators logged over 1.1 trillion minutes² with a 68% average concurrent viewership metric in the year 2019 alone. Twitch has not only made esports accessible to everyone, but its platform makes for an interactive and engaging viewing experience, contributing to the compound growth in esports viewership within the last decade.

Although much of the esports community exists online, we are noticing a drastic increase in demand for in-person accommodations. Colleges are racing to build spaces for their students, live competitions are selling out stadiums, and networking events, such as Blizzcon or Twitchcon, were able to attract 40,000¹ and 28,000⁸ in-person participants in 2019, respectively. With 2023's attendance report expected to rise and over 5.9 Million⁹ hours watched across Twitchcon 2023 alone. It is evident that esports fandom is ready to exist live and in-person.

So, what does this mean for city venues like the city of Muskogee?

Well, the culture shift of gaming being seen as a 'serious' sport and revenue generator based on the \$1.5 billion industry, esports at a local city level has been increasingly apparent in new additions and build-outs. This surge is primarily attributed to the soaring popularity of specifically competitive video gaming (rather than casual), which has led to the establishment of professional leagues, global tournaments, and a fervent fan base. As cities seek innovative ways to enhance their economic vitality and cultural relevance, esports has emerged as a compelling avenue. Our past surveys and studies indicate that hosting esports events, constructing dedicated arenas, and nurturing grassroots gaming communities can yield substantial socio-economic benefits, with increased tourism, job creation, and heightened digital infrastructure being among the positive outcomes that cities are beginning to experience. Additionally, partnerships between local governments and esports organizations foster technological innovation, educational initiatives, and youth engagement.

Esports revenue worldwide has already reached upwards of \$1.72 billion in 2023⁶ according to Fortune Business Insights and is expected to increase year to year. Revenue opportunities are abundant; according to Christopher Merwin, an analyst with Goldman Sachs, the largest of which is sponsorship. Sponsors are attracted to esports because 62% of viewership comes from the coveted demographic of 16 to 34-year-olds. Other secondary revenue streams include but are not limited to:

- Merchandising
- Event ticket sales
- Broadcasting rights
- Content creation

Collegiate Esports Ecosystem and Value

Figure. 1. The esports ecosystem.



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The collegiate system is the most recent benefactor of a booming esports industry. Over 800 collegiate programs have been launched throughout the United States servicing over 18,000 students, with over \$16 million in scholarships offered per year. For good reason too -- according to the National Association of Collegiate Esports, gaming is the most popular interest among 10-20 year-olds³.

The opportunity to pursue a degree, perhaps with a decreased cost, while engaging in a personal passion is becoming highly coveted. Universities are often approaching this in one of two ways; the 'varsity' approach, or the 'community/club' approach -- while some universities are creating highly competitive teams, others are utilizing esports to drive recruitment and student involvement in a more casual sense. Both models appear to be successful, leading to the ongoing boom in collegiate esports.

When we talk through city activations, a lot naturally has to do with the collegiate ecosystem. After all, a massive demographic of participants in esports spectating and competing are between the ages of 16-24 (over half of the entire esports population!), and a large driver of this is the collegiate landscape we just detailed above. It will be important for Muskogee to navigate this industry trend for demographics as not necessarily a revenue generator, but a hub of esports engagement and tourism in Oklahoma.

Varsity

Varsity esports has a tried-and-true method of driving revenue. There are two types of scholarships awarded -- the large varsity scholarship and the small varsity scholarship. The goal of each is different.

The aim of the large scholarship is to recruit the best competitor available to bolster a roster that competes at the highest level. Having a solid foundation will attract average players to fill out the program on a smaller scholarship, turning a net profit. The foundation is built through good coaching, community, and strong placements. It is worth noting that this approach seems to have an auxiliary benefit for smaller universities, where having a highly competitive esports team offers them the unique opportunity to appear in the public eye.

Community/Club

According to Pew Research, 70% of university students take part, independently, in the gaming community ⁴. The community/club approach takes advantage of gaming's independent popularity on campus and aims to centralize it in a way that will drive recruitment, student retention, and involvement. In the same way as traditional athletics, club, and community esports provide a GPA and attendance boost. For any outliers who may be struggling, there is often a minimum GPA requirement to participate, serving as extra motivation to perform in the classroom. With benefits to enrollment, retention, and academics, universities are quickly embracing club esports.

How does this play into the city's strengths?

First findings:

Bacone College has esports listed under Athletics but does not offer a dedicated esports space. However, it does offer a strong variety of STEM and CIS computer-related courses including coding, databases, website construction, computing platforms, and technology applications in business.

Connors State College has a strong club-based esports program that doesn't have a dedicated esports space. Their program began in the fall semester of 2022. They actually require their students to bring their consoles and controllers for tryouts. A college esports program like this should jump to collaborate and take advantage of a local dedicated esports space like Muskogee aims to provide.

Northeastern State University has an esports team and a small start-up of students interested, and the satellite campus is right outside of Muskogee. Important to know because this is how the main demographic and pipeline come into play. Generally, we will look at youth and summer camps around the age of 10-14, and the pipeline this forms for high school to college-aged students 15-21. The main demographic of esports players lives within this, but many more also participate in spectating. The main question we should be answering for this feasibility study is.

- 1) Who will this space attract and who does the parks and rec department want to attract

- 2) Because this is not money-focused, how do we continue to generate improvements and boost attendance (events, community building, STEM curriculum, etc)
- 3) How can we keep this space sustainable and branch out to mimic other successful cities' operations of esports venues (Chicago, Phoenix, Texas, etc)

Community Outreach

Survey Background

In this section, we review the survey results. Esports is a diverse hobby; two people who share the exact same interests are not often found. Esports enthusiasm can generally be divided into two aspects: competition and community. The purpose of the survey was to shed light on the more preferred aspect of the city of Muskogee.

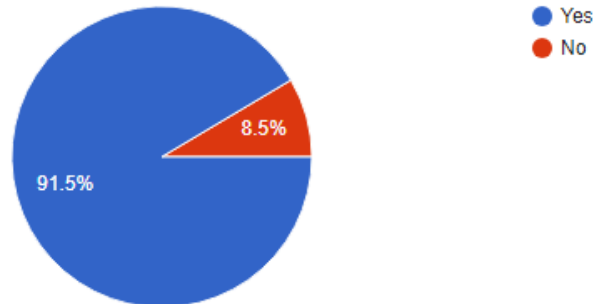
The survey was distributed between students and local esports communities. In addition, we received responses from several local gaming communities and citizens of the city. The survey focused on obtaining the opinions of the preexisting Esports community by surveying those who already have a vested interest in gaming, game development, and esports. A full list of targeted organizations can be found in the appendix.

Student Feedback

The majority of student responses came from local high schools, with additional feedback from surrounding colleges/universities. A majority of those who answered the "School Information" section don't belong to the varsity or club esports community. Interest from nearby students and university esports is high, with nearly 88% of respondents indicating a desire to attend events hosted. When asked what type of events their team would be interested in attending, the most common responses were tournaments, casual gaming get-togethers, and game jams (a programming competition where competitors create a game from scratch in a limited amount of time). This question shows an interest in competitive and casual events, further supported by the "Organization Interest" responses.

Are you interested in the competitive side of esports? (i.e. tournaments, pro scene, etc.)

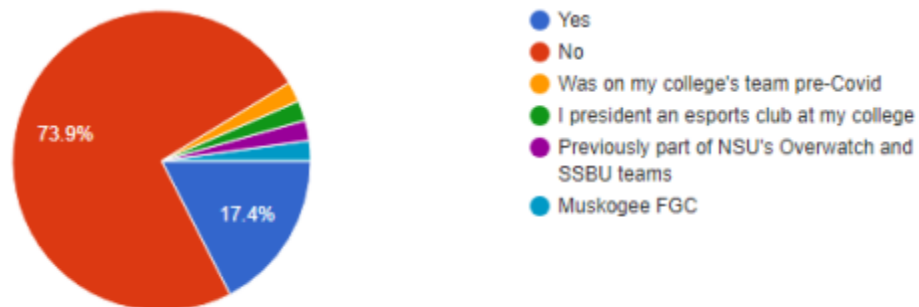
47 responses



It's evident that there aren't many opportunities for Esports in the area currently with 73.9% of respondents not involved, but with the space being created and over 90% of respondents interested in the competitive side of gaming, it's bound to grow a community.

Are you currently involved on a school or organization team for any esports title?

46 responses



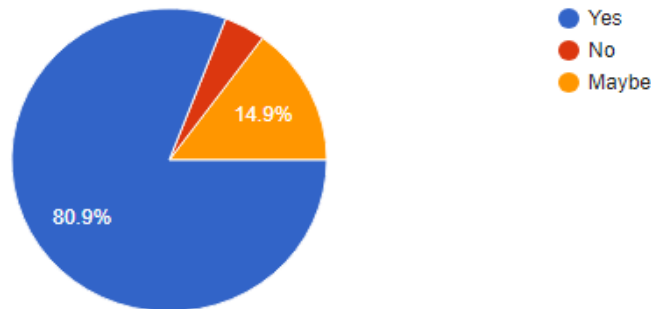
Local Feedback

Over 90% of respondents indicated that they have an interest in participating in and attending esports events. There was also a serious interest in team-building and community events. When asked what events they would like to see held, we saw an

array of requests for tournaments, professional development events, community networking, informational panels, game developer conventions, fundraising events, and game jams. Over 80% of responses indicated that they would be interested in traveling to Muskogee County to participate.

Would you be interested in a dedicated space to play esports in your area? i.e , an 'esports arena'

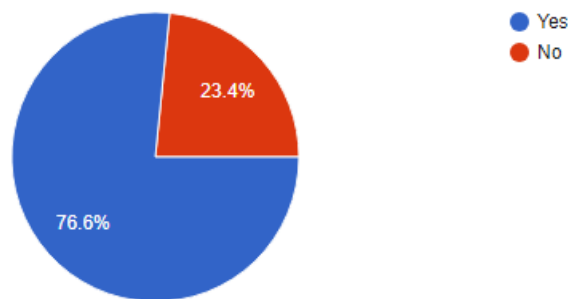
47 responses



The interest in competing in an Esports environment for a team looks to be at about 76.6% for the community, with a 91.5% interest in Esports in general. The interest in having a space to compete, watch, and grow a community is there, it just has to be created and they will come.

Are you interested in competing in esports with a team?

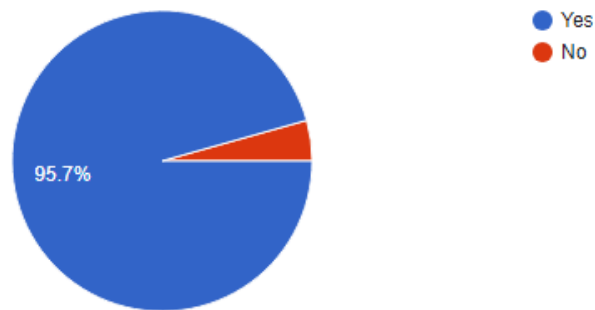
47 responses



Maybe the most staggering response recorded was how 95.7% of the respondents indicated that having a dedicated Esports space would influence their decision to participate in community-based events in Muskogee. With this statistic, along with the written responses about wanting a space to build a gaming community, it is evident the interest is there. Seeing this statistic alone is very encouraging, and shows just how much having a space could benefit the community of Muskogee.

Would having an esports dedicated space influence you to participate in more community based events in Muskogee?

46 responses

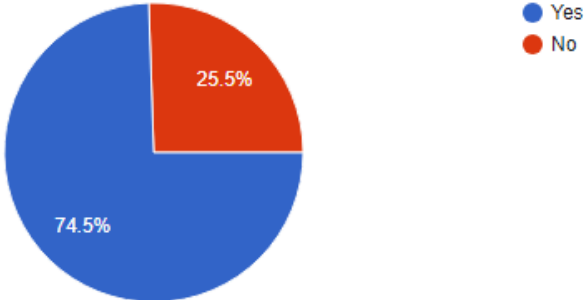


Individual Feedback

Nearly all stated that they would travel for esports events and tournaments, with Muskogee County residents specifically indicating frequent participation. This is further reinforced by the question “What would be your purpose for using an esports space?” -- A majority of responses stated that they would like to see a space where tournaments and community events could take place.

Have you competed in esports in the past? (in tournaments or matches as a team or individually)

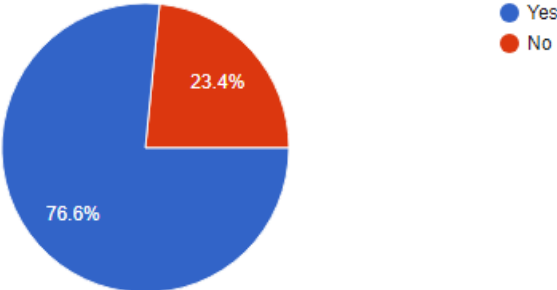
47 responses



Individuals unanimously gave feedback towards them being interested in not only the competitive side of Esports, but they were also interested in competing in them with a team. With many Esports tournaments around the country, and few locally, creating teams that could go on and compete, as well as represent Muskogee in some way seems to be in the realm of possibilities. If not, individuals could use the space to chase their own personal endeavors in the world of Esports with top-grade equipment, as well as reliable internet to compete against the top competition.

Are you interested in competing in esports with a team?

47 responses



Additional motivations to use the space included food, reasonable prices, team building, networking, and viewing live events. 60.6% of respondents stated they might take public transportation to this space. 93% of respondents even indicated that they

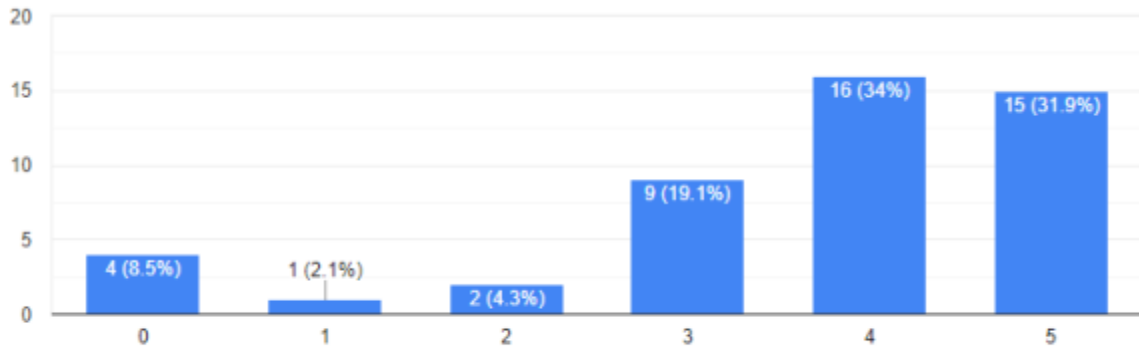
would travel between 1-2 hours. On top of this interest, a majority of responses stated that they would stay at the esports space for several hours.

Response Analysis

When local Muskogee County organizations were asked “How likely would it be for you to participate in Esports outside your home, like in an Esports Arena?” On a scale from 1-5, a striking amount of individuals answered with either 4 or 5. It is certainly an amenity that gaming enthusiasts are excited about.

How likely would you be to participate in esports in an outside environment, like an esports arena?

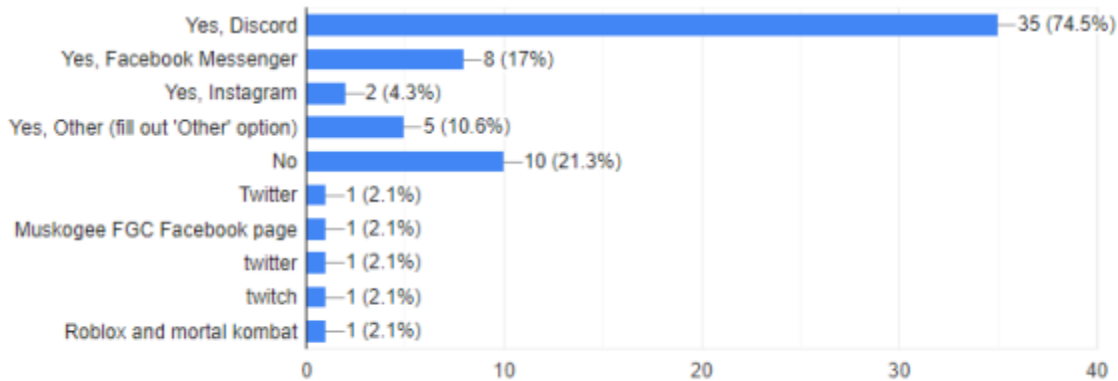
47 responses



Something else that was apparently observed was the use of discord in the community. 74.5% of the respondents indicated that they use Discord regularly to communicate with friends, colleagues, etc. Creating a Muskogee Esports discord would without a doubt contribute to growing the community, and encourage people of all ages to come play at the space.

Do you regularly interact with friends or colleagues in a gaming-related group chat?^a
(such as Discord, Facebook Messenger, etc.)

47 responses



Something that really stood out was when respondents were asked about their equipment, and if that deterred them from competing, or just casually gaming. A staggering 42.6% of respondents stated that they did not have the equipment to properly compete. With equipment, and the internet to compete against the top competition is expensive and hard to come by for younger kids, creating a space will allow the over 90% interested a chance to compete, or casually game.

Are you wanting to get involved with esports or videogaming but don't have the proper equipment?

47 responses

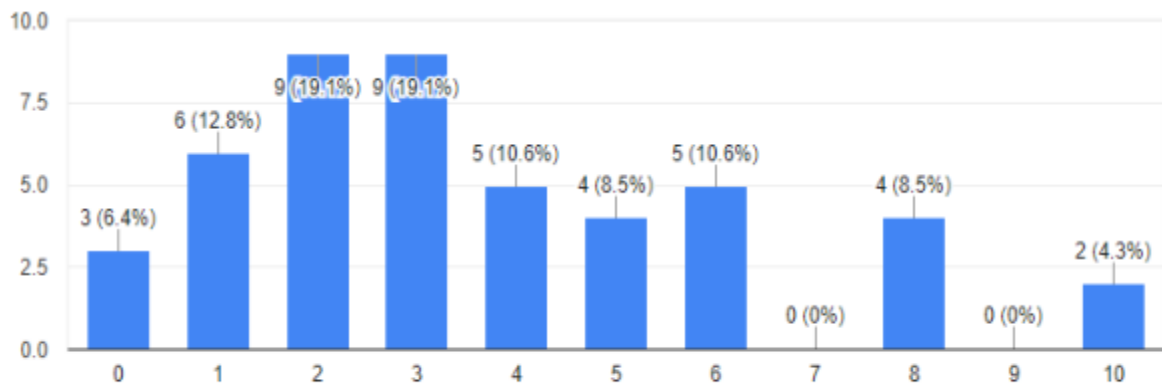


Current Engagement

Notably, out of 47 responses, 44 stated that they spend at least 1 hour playing or engaging with esports weekly; most respondents stated that they spend over 6 to 40 hours playing or engaging in esports weekly. In addition, out of 47 responses, 59 stated that they watch over one hour of esports per week. A majority of responses also demonstrated interest in hosting events themselves, if there was to be an esports space. 63% of responses also indicated that the community would like to attend or participate in esports spaces three to nine times a month. Remarkably, 11.8% stated that they would be interested in attending over six times per month. As a whole, the respondents enjoy esports most because of the community, competitiveness, and relaxation aspects. This interest directly correlates to community events and tournaments.

How many hours per day do you spend engaging in esports or video game content?
(playing, spectating, streaming, etc.)

47 responses



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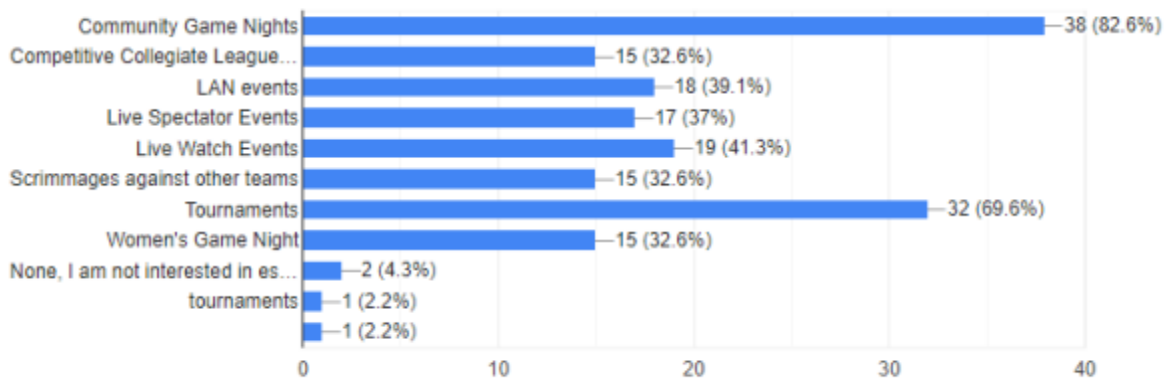
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For hosting and attendance, respondents stated that they would be interested in the following:

- Community Events/Event Nights
 - Women's Game Night
- Tournaments
- A Wide Selection of Games
- Food/Snacks Available
- Friendly Environment
- Reliable Internet
- Affordable Entry Fees
- Professional Grade Hardware

Which of the following esports events would you be interested in participating in?

46 responses



Overall there was a noticeable amount of interest in a space that would be available year-round for tournaments, watch parties, and community events. In addition, local high school, and college students who are interested in esports would like a location to host, attend, and create tournaments. There was also significant interest in access to high-end computers that could be rented for the day so that players could have LAN parties or simply enjoy the company of their friends while

gaming. Those who responded asked for low daily participation fees, as well as the availability of food/snacks/refreshments to them. Though the survey did not ask specifically about hosting game development events, there is apparent interest in them.

Event Planning

Background

Tournaments are the cornerstone of in-person esports engagement. Planning one on a large scale can be intimidating, which is why private interest groups, organizations, and schools will usually partner to organize these tournaments.

Muskogee County has several advantages but also has some key disadvantages that will shape the type of event that is initially possible in the area. What is promising is the lack of esports centralization, not to be confused with popularity, in Oklahoma. Ohio has Columbus and Illinois has Chicago, but Oklahoma has yet to pick a 'home' of esports.

Oklahoma Esports Market

Disadvantage

Because Oklahoma has yet to develop a centralized point of esports engagement, events that drive tourism numbers to fill stadiums are not common at this point in time. There are also no franchised esports teams sanctioned in Oklahoma currently. This means Muskogee won't be able to attach itself to a locally franchised esports fan base.

Advantage

We were able to find a considerable amount of gaming communities in Oklahoma. Oklahoma also boasts more than 25 varsity collegiate esports programs, much higher than the national average per capita. Additionally, countless high schools are adopting esports. It is evident that Oklahoma is a hotbed for esports and gaming. Despite the apparent interest in esports, there is a need for amenities that engage the gaming community.

A mid-sized multi-game organization known as the Oklahoma Esports League, a premier high school league focused on engaging students through teamwork, structure, communication, and collaboration. Welcoming all players and offering coaching workshops hosted by coaches and industry professionals. By hosting weekly matches with in-person qualifiers and virtual playoffs. The OESL helps connect schools and students through competition and community. The OESL was the first high school league in Oklahoma, its first seasons were in 2018. OESL currently sits as the largest high school league in Oklahoma and works to connect its players to colleges around the state, some even offering scholarships for esports.

Click Gaming is a freelance-for-hire company based out of Oklahoma that hosts both online and physical events and specializes in all major Esports titles. With the help of Click Gaming, esports events all around the state have been popping up and garnering plenty of attention with prize pools ranging from one to ten thousand dollars.

Perhaps the most obvious advantage is the lack of national-level development in collegiate esports. There are certain tournaments that attract national attention, but nothing has settled into one spot. This could allow Muskogee the opportunity to take a share of national collegiate esports attention; combine this with over 25 Oklahoma varsity esports programs and the Northeastern State University and Connors State College both being local to Muskogee County, and we are confident in this location's specific ability to host a successful collegiate esports event.

Local Engagement

In order to support the local gaming scene, the community has used a variety of different locations. The city of Muskogee currently has a strong Fighting Games Community that goes by MuskogeeFGC. This group in itself hosts regular tournaments in places such as coffee shops, the local Muskogee Public Library, and the Muskogee Indian Community Center. Shops such as 'The Break' and 'Queen City + Co' serve as quick and welcoming local hosts.

There are also several small shops that sell or trade video games such as 'Game X Change' but only have enough space to host easier tabletop board game like events. Not suitable or the correct environment for a community that wants to play and compete with one another.

The local Muskogee High School has also fostered its own esports teams including their own space within the school. There are around 18+ notable Oklahoma colleges that have established esports teams and offer scholarships, giving more opportunities to students within esports to continue their education.

Planning Recommendations

Tournament planning will be critical to the longevity of this project. An event that can drive tourism and esports attention towards Muskogee is going to be highly intricate -- for this reason, we recommend utilizing third-party tournament organizers, such as Click Gaming, or partnering with an esports organization that shares a mutual interest. It would be encouraged to work with the local community to learn what formatting and timing they prefer in tournaments.

Working with local schools can also be a huge advantage. Collaborating using the public space as an “after-school” event and working with schools to set up scrimmages, tournaments, and practice times outside of regular school hours.

Event Spaces

Background

In-person esports engagement is quickly becoming a trend that enthusiasts are excited about. To provide some scope on in-person popularity, the University of California, Irvine’s eighty-computer arena hosted 13,000 unique users from 2016-2020 -- roughly 10% of the total enrolled students⁵. Even outside of collegiate, public spaces like the HyperX arena in Las Vegas can house over 1,500 gaming setups comfortably with live audience spectating. These are examples of spaces that are able to meet exceedingly high demands; in this section, we intend to provide smaller examples of event spaces that can meet similar needs of Muskogee and the greater midwest's blossoming esports scene.

Rewind Esports

Rewind Esports was a LAN Center northwest of Muskogee, located in Broken Arrow, Oklahoma. Rewind Esports serves as a social gaming experience designed for you to play the latest video games with the best hardware and accessories. And housed 46 PCs, 12 Xbox consoles, and 10 Switches.



They were able to host several successful tournaments, even hosting the Broken Arrow High School Showcase housing 85 attendees and competitors. They've hosted tournaments ranging anywhere from 20-32 teams of 4 for Call of Duty and Halo, and Super Smash Brothers Tournaments up to 100 competitors.

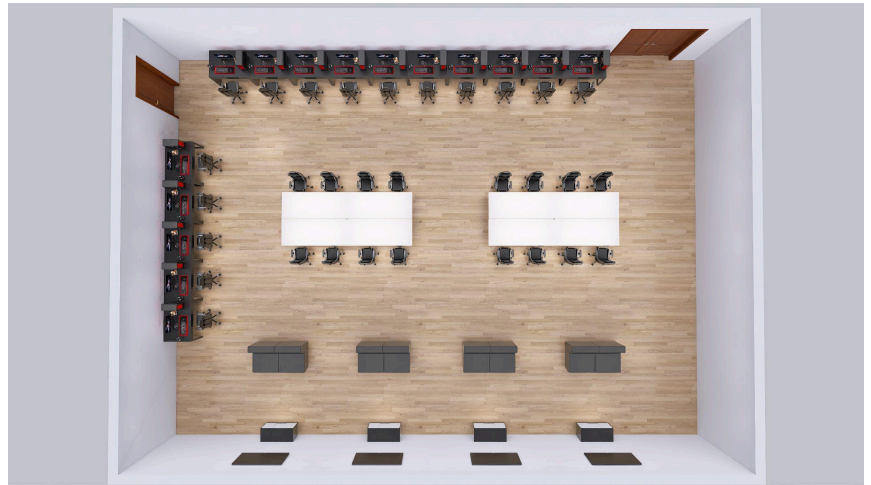
Previously owned by Timothy Anderson, Anderson sold Rewind Esports during the peak of COVID-19 as he was seemingly too busy juggling both Rewind and his role as President of the Hideaway Pizza Chain.

It is important to note that Rewind Esports made a strong effort to work and build with its community members, eventually pulling attendance numbers that would have spectators gathering around gaming stations as they watched competitors play. Even working with the local high school to ensure a safe and positive place for their students to play. They also had packages of birthday parties, the environment was futuristic while also offering 4 retro classic arcade games, and food and drinks including snacks; chips, pretzels, wings, taquitos, and a wide variety of drinks including alcoholic beverages.

Recommendations:

Because the space chosen is a blank slate, many events are possible in the space. The flexibility of the space allows for multiple rows of PC setups, console areas, and even small-scale tournament arenas. Similar to a PC cafe, the community would use this

space as a hangout spot, a competition spot, and a spot to network. Tournaments, collegiate/high school scrimmages, and club meet-ups would be excellent events for this space. Having setups available to them for spectating or playing allows them to socialize, make friends, and create a robust network. This engagement is especially the case if you hold these



often. Another use for this space would be to host tournaments between local Oklahoma high schools around the area by partnering with HSEL (High School Esports League), which would help boost recruitment to the school and allow the high school students to experience collegiate esports.

Some events that the community or Muskogee could host at this location include:

- Community Game Nights
- Live Watch events
- Board Game Nights
- Women's Game Night
- Newbie's Game Night
- Women's Tournaments
- Tournaments
- Scrimmages
- Online Game Events
- Couples Game Night
- Collaborations and Speaking Events with Organizations that focus on:
 - Esports
 - STEM
 - Programming
 - Computer Science
 - Graphic Design

- Women's Organizations
- LGBTQIA+ Organizations
- Accessibility Organizations
- Organizations for People of Color

In-person events are held in smaller spaces. Often, they are kept in a community room that has access to wired internet connections, desks, and chairs. Classrooms are another popular place for these events to happen. Occasionally, they will be held in Internet Cafes, where multiple higher-end computer setups are available.

Players are looking for spaces that provide a setup for them, so they don't have to bring their PCs and consoles. Unfortunately, location is one of the most challenging parts of organizing tournaments, community game nights, and watching events. However, having this permanent space would alleviate that.

Some tips for Community Events:

- Understand that organizer experience is important
- Contact local Game Developers
- Contact local esports adjacent businesses
- Collegiate players are a great resource
 - Teaming up with collegiate clubs offers a lot of experience and game knowledge
 - Likely they have hosted these events or been to them
- Casters
 - More than willing to help out to cast a tournament

As a general guide for hosting these smaller-scale events in an available space, here is a template for how often Muskogee should host esports events:

- Tournaments
 - At least one small-scale tournament per month
 - Rotate games, or find the most popular game and alternate that with others
- Community Game Events
 - Bi-weekly
 - The frequency will bring in new community members
- Diversity Events
 - Bi-monthly

- Rotate event
- Live Watch Events
 - Whenever a large-scale event is available to stream
 - Ex) League of Legends, Call of Duty, and Overwatch World Championships is once per year from September to October
 - Any esports World Championship or large Major Event watch party
- Speaker Events
 - Twice per year
 - Whenever valuable, insightful speakers are available
 - It takes more traditional planning than other events

In addition to these spaces, virtual events are also available due to the online nature of esports.

Financial Feasibility

Revenue Assumptions

City of Muskogee Inputs					
Revenue Inputs	Year1	Year2	Year3	Year4	Year5
Tournaments per year	26	28	30	32	35
Players per event	50	60	70	80	90
Player Entry Fees (\$20/event)	\$26,000	\$33,600	\$42,000	\$51,200	\$63,000
Spectator Fees (\$5/event)	\$3,250	\$4,200	\$5,250	\$6,400	\$7,875
Monthly Pass (\$49/mo)	49	49	49	49	49
Monthly Passes	10	10	10	10	10
Monthly Pass Subtotal	\$5,880	\$5,880	\$5,880	\$5,880	\$5,880
Daily Pass (\$10/day)	10	10	10	10	10
Daily Passes	50	50	50	50	50
Daily Pass Subtotal	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000
Birthday Events Per Month	3	3	3	3	3
Birthday Events Fees (\$400/event)	\$400	\$400	\$400	\$400	\$400
Event Subtotal	\$14,400	\$14,400	\$14,400	\$14,400	\$14,400
Food & Beverage	9600	9600	9600	9600	9600
Summer Camps	3600	3600	3600	3600	3600
Training Camps					
Revenue Total	\$68,730	\$77,280	\$86,730	\$97,080	\$110,355

Revenue Analysis

Muskogee can gain several benefits from hosting bi-weekly tournaments. Based on the net participation for a similar event, we can assume that with proper marketing and branding of events the participants will reach above 50+. Marketing events are around

\$20 a player or \$60-100 a team (Teams can range from 2-5 depending on the game.)
The amount charged for tournament participation can also depend on how much of the entry fee would like to be used as a prize pool.

We'd also like to introduce the idea of a daily and monthly pass for players wanting to come in and play for the day/month. We priced in 50 daily passes a month at a price of \$10. And only 10 monthly passes a month at the price of \$49. These are again hypothetically but we feel by matching or coming close to these quantities the esports space will eventually turn a net positive.

Under event subtotal, we also priced in hosting around 3 birthday party-type events per month at a rate of \$400 an event. This price was calculated based on other LAN Centers that offer birthday parties.

The summer camps number is priced at what we've found is typical at other forms of esports spaces. We calculated that 30 kids at a rate of \$60 running two summer camps a year would net around \$3600. These camps would involve a sort of coaching and training educational style of specific esports that are popular within the community.

Food and Beverage⁷ would be of recommendation. We believe that the addition of vending machines in the space could increase revenues by \$300-600 each month. The numbers used in the table above assume revenue of \$400 per month. Below we have displayed formulas for Net Profit and showed the average days open per month depending on how many days the esports arena will be open.

Net Profit = (Items Sold Per Day x Profit Per Item Sold x Days Per Month)
- Monthly Expenses

Example: Net Profit = (50 x \$0.60 x 26) - \$250

Net Profit = \$530 per month

Days Open Per Week	Days Open Per Month
5	21.7
6	26.1
7	30.4

Most vending machine owners markup the price of their products at least 100% but oftentimes as much as 200% or 300% or more. For instance, a can of Coke may cost you \$0.31, but you may charge your customers \$0.75 (a 242% mark-up) or \$1.00 (a 323% mark-up) for it.

Gamers will be using this space for long periods of time. Having food and drink options readily available will not only keep customers pleased but also increase profits. This also works for the space by allowing only food and drink at the open tables located in the middle, and not around the hardware at each station.

The Food and Beverage number noted in the Revenue Assumptions table is only revenue from a single vending machine. Our recommendation and common practice would be 2 machines, one including snacks and the other including drinks.

Cost Assumptions

City of Muskogee - Model 1					
Expense Inputs	Year1	Year2	Year3	Year4	Year5
Feasibility	\$25,000.00				
Furniture	\$39,187.82				
Hardware	\$43,081.86				
Installation	\$20,567.42				
Help Desk Annual (\$595/mo)	\$7,140.00	\$7,140.00	\$7,140.00	\$7,140.00	\$7,140.00
GGLeap Annual	\$4,500.00	\$4,500.00	\$4,500.00	\$4,500.00	\$4,500.00
Carpet & Paint	\$5,000.00				
Food and Beverage Vending	\$12,000	\$6,000.00	\$6,000.00	\$6,000.00	\$6,000.00
Esports Coordinator Salary	\$60,000	\$60,000	\$60,000	\$60,000	\$60,000
Part Time Esports Advisor	\$12,480	\$12,480	\$12,480	\$12,480	\$12,480
Expense Total	\$228,957	\$90,120	\$90,120	\$90,120	\$90,120

Cost Analysis

The largest part of the cost analysis is going to come from the initial purchase of the hardware and furniture to outfit the space. This combined cost comes in at \$82,270 and comes with 15 top of the line gaming PCs with peripherals at the top market level available that are fit to run any game at the highest performance level. Also included in that cost are 4 console stations, soft seating furniture, and the desks and gaming chairs that round out any gaming setup. These specs will also future-proof the space for many years to come. We predict spending per vending machine restocking for each machine to come to around \$250 a month. But expect being able to turn around each product sold for at least a 100% markup but anywhere from 200% to 300% is also common.

The salary for the Esports Coordinator is priced at \$60,000 which should allow room for the city of Muskogee's package bundle. We also included the part-time position that we named Esports Advisor, 20 hours a week at \$12 an hour comes to \$12,480 for the year. This is just an estimate and could vary from week to week of course.

City of Muskogee - Model 1

	Year 1	Year 2	Year 3	Year 4	Year 5
Revenues					
Player Entry Fees (\$20/event)	\$26,000	\$33,600	\$42,000	\$51,200	\$63,000
Spectator Fees (\$5/event)	\$3,250	\$4,200	\$5,250	\$6,400	\$7,875
Monthly Pass Subtotal	\$5,880	\$5,880	\$5,880	\$5,880	\$5,880
Daily Pass Subtotal	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000
Event Subtotal	\$14,400	\$14,400	\$14,400	\$14,400	\$14,400
Summer Camps	\$3,600	\$3,600	\$3,600	\$3,600	\$3,600
Food and Beverage	\$9,600	\$9,600	\$9,600	\$9,600	\$9,600
Revenue Total	\$68,730	\$77,280	\$86,730	\$97,080	\$110,355
Expense					
Feasibility	\$25,000				
Furniture*	\$39,188				
Hardware*	\$43,082				
Installation*	\$20,567				
Help Desk Annual	\$7,140	\$7,140	\$7,140	\$7,140	\$7,140
GGLeap Annual	\$4,500	\$4,500	\$4,500	\$4,500	\$4,500
Carpet & Paint	\$5,000				
Vending Machines	\$12,000	\$6,000	\$6,000	\$6,000	\$6,000
Esports Coordinator Salary	\$60,000	\$60,000	\$60,000	\$60,000	\$60,000
Part Time Esports Advisor	\$12,480	\$12,480	\$12,480	\$12,480	\$12,480
Expense Subtotal	\$228,957	\$90,120	\$90,120	\$90,120	\$90,120
Revenue Subtotal	\$68,730	\$77,280	\$86,730	\$97,080	\$110,355
Total Revenue	-\$160,227	-\$12,840	-\$3,390	\$6,960	\$20,235

*Based on 15 Gaming Desks

- 31 Gaming Chairs
- 8 Multipurpose Desks
- 4 Couches
- 4 Console Gaming Hubs
- 4 Console TVs
- 4-12 Gaming Consoles
- 15 Gaming PCs w/ Peripherals

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Final Recommendations

Throughout this document, we have uncovered the significant community involvement surrounding Muskogee and gaming in Oklahoma. The esports industry is booming, and it will continue to spread into more aspects of our culture. In addition, content and streaming have become mainstays of the esports world with more and more people tuning in to watch daily. Community members demonstrate their passion and love for games by playing, spectating, networking, developing games, playing in tournaments, connecting with others, and interacting with streams. Esports connects both the virtual and physical world through events and facilities.

Based on the survey responses, there is a significant desire for an esports space and event schedule in Muskogee. There is high interest in attending events hosted by Muskogee, a permanent esports space, and community-hosted events. Because there are so many existing clubs, organizations, and teams, there is serious interest in tournaments and networking events. Our study suggests that the community would benefit from regularly scheduled events at a facility within Muskogee County.

We believe that the community members are especially interested in having a space available year-round to rent out for their organization's events in some capacity. However, starting with an annual three to four-day collegiate event will help to satiate that growing need within the community. While our survey results did reveal a significant interest within the realm of esports in Muskogee, taking more feedback as the process moves along will always be beneficial. We are confident that such a space will attract endemic and non-endemic sponsorships, develop a local esports community, and ultimately, serve as the central hub for esports engagement in Oklahoma and potentially beyond.

Our most significant concerns revolve around the selection of space and the regularity of the events held. Although the interest in esports is enormous within Muskogee County, there is no permanent outlet for this interest. Muskogee's advantage comes from the hyper-competitive colleges surrounding the area, such as the University of Oklahoma and Oklahoma State University, which have thriving esports communities already established and ready to compete. In addition, Muskogee has an abundance of

local gaming interests that will help support, sponsor, and boost community engagement.

Oklahoma's gaming community is massive but does not have a place or event to connect near Muskogee. For example, there are only a few gaming cafes that remotely resemble an 'arena/community' feel in Oklahoma. There is a significant need for a full esports and video game experience that places Muskogee County in a great position to meet its goal of becoming a hub of innovation and esports engagement in Oklahoma.

In response to the information presented above, we believe that **Muskogee can be turned into an esports hub**. Based on the community feedback, the entire area is brimming with potential and we hope that our event recommendations can help start a promising future of esports in the area. Our recommendation for utilizing this space is to host a **three to four-day event partnering with organizations like Click Gaming, Oklahoma Esports League (OKEL), and multiple colleges state-wide to host an annual collegiate tournament**. If this event is widely successful, transitioning to a larger space for future events is entirely feasible. In addition to this, we'd also recommend **quad annual mini-tournament events, hosted through either the Oklahoma Esports League (OKEL) or even online to allow more schools statewide to participate**. These mini-tournaments will serve to boost marketing and attendance for the larger LAN at the end of the year and should be held every two months from September to April, which will mirror the academic school year to allow for more collegiate involvement, with the final larger LAN. We believe that proper additions of tournament management and scheduling will launch Muskogee's esports scene into the future. Allowing opportunities at both the high school/collegiate level and for the competitive open tournament players.

Overall, esports in Muskogee is promising. Our feasibility report is to help understand the technical, market, and financial sides of the coin. We aim to help you in making an informed decision on the project's viability and the steps required for a successful

outcome. As it stands now, the local esports community is ready and eager to participate in events. Based on our research, Muskogee has proven to be an excellent candidate for a community-backed esports culture. This area will drive tourism, engage a broad audience of local students and competitive gamers, and offer an even brighter future for esports. We are confident that this feasibility study will supply you with the necessary tools to successfully transform the area into a hub of esports engagement and tourism in Oklahoma.

APPENDIX

Job Description - Esports Coordinator, Muskogee Parks and Rec (reports to supervisor within parks and rec dept)

Below is what we believe should be the job description and qualifications for the employee who will be running this space:

- Manage esports space, coordinating tournaments, and oversee team employees.
- Works with the Parks and Recreation team for events, securing sponsorships, and managing revenue generation.
- Provide esports coach and program with clear accounts of financial, marketing, PR, and branding success.
- Assist in tournament schedule as well as practice blocks for teams in the community.
- Management of contact information for all esports players involved.
- Development and Supervision of staff programs, contacts, and financials.
- Assisting in all coaching duties, including such as recruitment and training.
- Setup of academically-focused programs.
- Development of physical and mental well-being of players involved.
- Daily operational and cleanliness of the esports program facility.
- Main point of contact for esports students through virtual means such as Discord.
- Strong presence in the community and excellent spoken communication skills for new changes or additions to the esports program.
- Assist with the hiring, training, scheduling, supervision, payroll, and evaluation of esports staff.
- Communicate to relevant stakeholders in the community.

Qualifications

Minimum Qualifications (knowledge, skills, and abilities needed upon entry into the position)

Community building experience, preferably in the collegiate or community environment, through channels such as Discord, Tournaments, Local Parks & Rec departments, or other means

Coaching, teaching, or competitive esports experience involving the most popular esports titles, including but not limited to Rocket League, League of Legends, Overwatch, Smash Brothers, Call of Duty, etc.

Experience managing or assisting on accounts for teams, social media accounts for organizations, and providing clear, concise reports to administration.

Basic computer troubleshooting knowledge. Experience with LAN management systems and major game launchers.

Job Description - Esports Community Advisor, Muskogee Parks and Rec

Below is what we believe should be the job description and qualifications for the employee who will be helping with this space:

- Strong presence in the community and excellent spoken communication skills for new changes or additions to the esports program.
- Oversee tournament organization and handle competitive disputes
- Assist in tournament schedule as well as practice blocks for teams in the community.
- Daily operational and cleanliness of the esports program facility.
- Point of contact for esports students through virtual means such as Discord.
- Communicate to relevant stakeholders in the community.

Qualifications

Minimum Qualifications (knowledge, skills, and abilities needed upon entry into the position)

Experience competing in and refereeing the most popular esports titles, including but not limited to Rocket League, League of Legends, Overwatch, Smash Brothers, Call of Duty, etc.

Community building experience, preferably in the collegiate or community environment, through channels such as Discord, Tournaments, Local Parks & Rec departments, or other means

Experience managing or assisting on accounts for teams, social media accounts for organizations, and providing clear, concise reports to administration.

Basic computer troubleshooting knowledge. Experience with LAN management systems and major game launchers.

Contacts and Resources

Below are various social media groups that are directly involved or adjacent to operations in esports and gaming within the Muskogee County area. We advise you to reach out and contact these for any marketing events you might have.

Contacts

Name	Link	Contact	Medium
Oklahoma Esports League	https://www.oesl.org/	Johnny Weaver contact@clickgaming.gg	Twitter
Click Gaming	https://www.clickgaming.gg/	Johnny Weaver contact@clickgaming.gg	https://www.clickgaming.gg/about
Oklahoma Scholastic Esports	https://www.okse.org/	580-682-0782 Brian Morris	Facebook/Twitter
Oklahoma State University	https://esports.okstate.edu/	osuesports@okstate.edu	Twitter
Oklahoma University Esports	https://www.soonesports.org/	Michael "Moog" Aguilar mike.aguilar@ou.edu	https://discord.com/invite/ougaming
PlayVS Oklahoma High School Esports	https://www.playvs.com/oklahoma	Jacob Hernandez	Twitter
Oklahoma Secondary School Activities Association	https://ossaillustrated.com/esports/	Amy Cassell	Twitter
Riversport Esports & Virtual Reality	https://www.riversportokc.org/adventures/esports/	info@riversportokc.org	
OKgamers.com	https://okgamers.com	Staff team	Reddit/Face

	om/esports/		book
UCO Esports	https://www.uco.edu/student-life/esports/	esports@uco.edu	Twitter/Facebook
Special Olympics Oklahoma Esports	https://www.facebook.com/profile.php?id=100016581872862	Brittany Dionne	Facebook
Riverhawks Esports	https://offices.nsuok.edu/engagement/StudentEngagement/clubsports/RiverhawkEsports.aspx	Arron Edwards	Twitter/Facebook
Muskogee High School Esports	https://www.youtube.com/watch?v=P68QVy0h5YI&t=5s	Dominic Bloschichak	Muskogee Public Schools
Connors State College	https://www.facebook.com/p/Connors-State-College-Esports-100077646106237/?paipv=0&eav=Afa3I_PKGKLS_h8QUO8YM4LLoiPwbX9vcV1cPvay5ZFIK0esqruMTvulZM6pDuK60leo&_rdr	Jesse Lopez	Discord

Oklahoma Gaming Communities

The below communities are considered active if they have had posts, meetups, or chats recently. This list also includes a brief overview of the community's purpose.

These communities will be the crowds that show up at any event or space provided.

Members of communities like these are incredibly passionate and are looking for ways to gather. They are in the surrounding area, so finding ways to include them in events will boost esports engagement significantly.

Name	Links	Notes/Contacts/Description
r/Muskogee	https://www.reddit.com/r/muskogee/	<ul style="list-style-type: none"> • Very responsive • Active community • Mods are open to questions and respond quickly
Tulsa Board Game Community Group	https://www.facebook.com/groups/tulsaboardgamecom	<ul style="list-style-type: none"> • Active community • Tabletop and Board Games • Welcome local businesses to post
Tabletop Gamers of Tulsa Group	https://www.facebook.com/groups/112019882166479/announcements	<ul style="list-style-type: none"> • Very Active community • Tabletop and Board Games • Admins are responsive
Oklahoma Tabletop Gaming Club Page	https://www.facebook.com/oktgc	<ul style="list-style-type: none"> • Larger Active TableTop Gaming Group • Responsive mods
Oklahoma Tabletop Gaming Club Members Group	https://www.facebook.com/groups/710209135685451/	<ul style="list-style-type: none"> • Active Smaller TableTop Gaming Group
The Game Night Society - Stillwater, OK Group	https://www.facebook.com/groups/gamenightsociety/	<ul style="list-style-type: none"> • Small Group • Active

Lawton Oklahoma RPG Society Group	https://www.facebook.com/groups/219874768573364/	<ul style="list-style-type: none"> • This group is for all Tabletop Role Playing Game players in the area to find others and converse about the hobby • Small group • Not very active
Ada Oklahoma Roleplaying and Tabletop Gaming Community Group	https://www.facebook.com/groups/AdaTabletop/	<ul style="list-style-type: none"> • Small Group • Very Active • Responsive mods
Oklahoma Pokémon Group	https://www.facebook.com/groups/1024792500943690/	<ul style="list-style-type: none"> • Large group • Card Game Competition • Hosts regular tournaments all over Oklahoma
OKC Pokemon TCG Group	https://www.facebook.com/groups/OkcpokemonTcg/	<ul style="list-style-type: none"> • Small group • Most involving trading cards
Muskogee FGC	https://www.facebook.com/groups/muskogeeFGC/	<ul style="list-style-type: none"> • Small town fighting game community. • Community minded • Regular events/tournaments • No set location

Potential Sponsors

Game Developers

Title	Description	Website
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GoldFire Studios Inc	Web-based game development studio	https://goldfirestudios.com/
Salamander Games	Independent developer and publisher	https://www.salamandergames.com/
Vaporware Studios LLC	Indie game development studio	https://vaporwarestudios.com/
Clevyr	We create applications to make your life better.	https://finji.co/about.html
Rebellion	Rebellion is one of the world's most successful independent video games studios that also produce books, comics, TV, film, board games and more.	https://rebellion.com/about-us/
NodeCraft	Dedicated server hosting service for several different games	https://nodecraft.com/about

AI and Tech

Title	Description	Website
Paycom	Augmented, virtual, and mixed reality software that allows businesses to create these environments without coding.	https://www.paycom.com/
Dell Technologies	Description. Dell Technologies Inc. designs, develops, manufactures, markets, sells, and supports various comprehensive and integrated	https://www.dell.com/en-us/lp/okc

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	solutions, products, and services in the Americas, Europe, the Middle East, Asia, and internationally.	
AT&T	AT&T is a multinational telecommunications conglomerate that operates in the United States and Mexico. The company has a market cap of \$132.35 billion as of the time of writing. Today, it is one of the largest telecommunication service providers in both countries.	https://www.att.com/local/oklahoma
Cox Communication s	Cox Communications is committed to creating meaningful moments of human connection through technology. As the largest private broadband company in America, we operate fiber broadband networks in more than 30 states, providing connections and managed services for nearly seven million homes and businesses nationwide.	https://www.cox.com/aboutus/home.html

Non-Profit

Title	Description	Website
Oklahoma Scholastic Esports	Oklahoma Scholastic Esports is dedicated to promoting and improving student success through positive competition, events, and leagues while providing support and structure for competing schools.	https://www.okse.org/53883_1

Fortune 500 with Offices in Oklahoma

Title	Website
ONEOK	https://www.oneok.com/about-us/contact
Devon Energy	https://www.devonenergy.com/about-us
Williams	https://williams.gcs-web.com/#:~:text=Williams%20is%20a%20FORTUNE%20500,chain%20spanning%20the%20United%20States.
Chesapeake Energy	https://www.chk.com/about/
NGL Energy Partners	https://www.nglenergypartners.com/about-ntl/
Continental Resources	https://www.clr.com/contact-us/

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