



# TIP McGUIRE

WISCONSIN STATE REPRESENTATIVE

**FOR IMMEDIATE RELEASE**

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## **Rep. McGuire Introduces Esports Grant Program for Wisconsin Schools**

MADISON – Esports (i.e. video-game-based competitions) is a rapidly growing field that provides a competitive environment that can be more inclusive than traditional athletic events. Today, Reps. Tip McGuire (D-Somers) and Kalan Haywood (D-Milwaukee) introduced LRB-3801, creating a grant program for Wisconsin schools to establish esports programs.

“I am excited to introduce legislation today that creates an opportunity for Wisconsin schools to offer esports to our students,” said Rep. Tip McGuire, “Esports allows students play and compete, building useful skills like strategic problem-solving and teamwork.”

At the beginning of the 2018 school year, there were 128 colleges / universities offering approximately \$15M in scholarships related to esports. In five years, that number is expected to rise to 800 colleges / universities and \$100M in scholarships.

“The passage of this bill would be a critical step in positioning Wisconsin as a leader in the global esports industry,” said James O’Hagan, Racine educator and founder of the Academy of Esports, “With a projected \$100M in collegiate scholarships by 2023, the funds in this bill will ensure equitable access to this extraordinary opportunity for our state’s students and place Wisconsin at the forefront of the national conversation about education and esports.”

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