



Think UNLIMITED!

Project EGAMING

RICHARDSON COMMUNITY CENTER

Name of Project:

Esports/Gaming initial setup

Hosted By:

Richardson Community Center

2 0 2 3

TODAYS Agenda

Project Overview

Target Audience

Example Pictures

Moving Forward





Project SHORT BRIEF Overview

These Gaming systems will be setup to be run as an Esports program.

Project Goals

- ✦ Train a manager to run this program.
- ✦ Setup stations that are portable and have easy access.
- ✦ Run Gaming events and competitions.

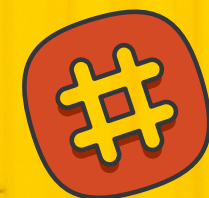
Project Objectives

- ✦ Florida Gateway College's E-Sports coach John Hartzog and
- ✦ Director of Community Outreach, Travis George have
- ✦ committed to help the Richardson Community Center train people to run this program.



Target Audience

1

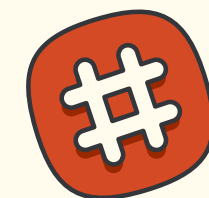


Target Audience #1
Students

3



Target Audience #2
Families



Target Audience #3
All ages





Project

There will be 65 inch Television screens with XBox and Nintendo Products. The games will be built into the consoles via online gaming so we will not need cartridges.



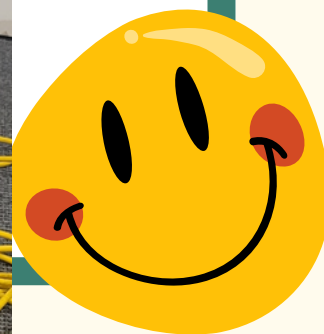
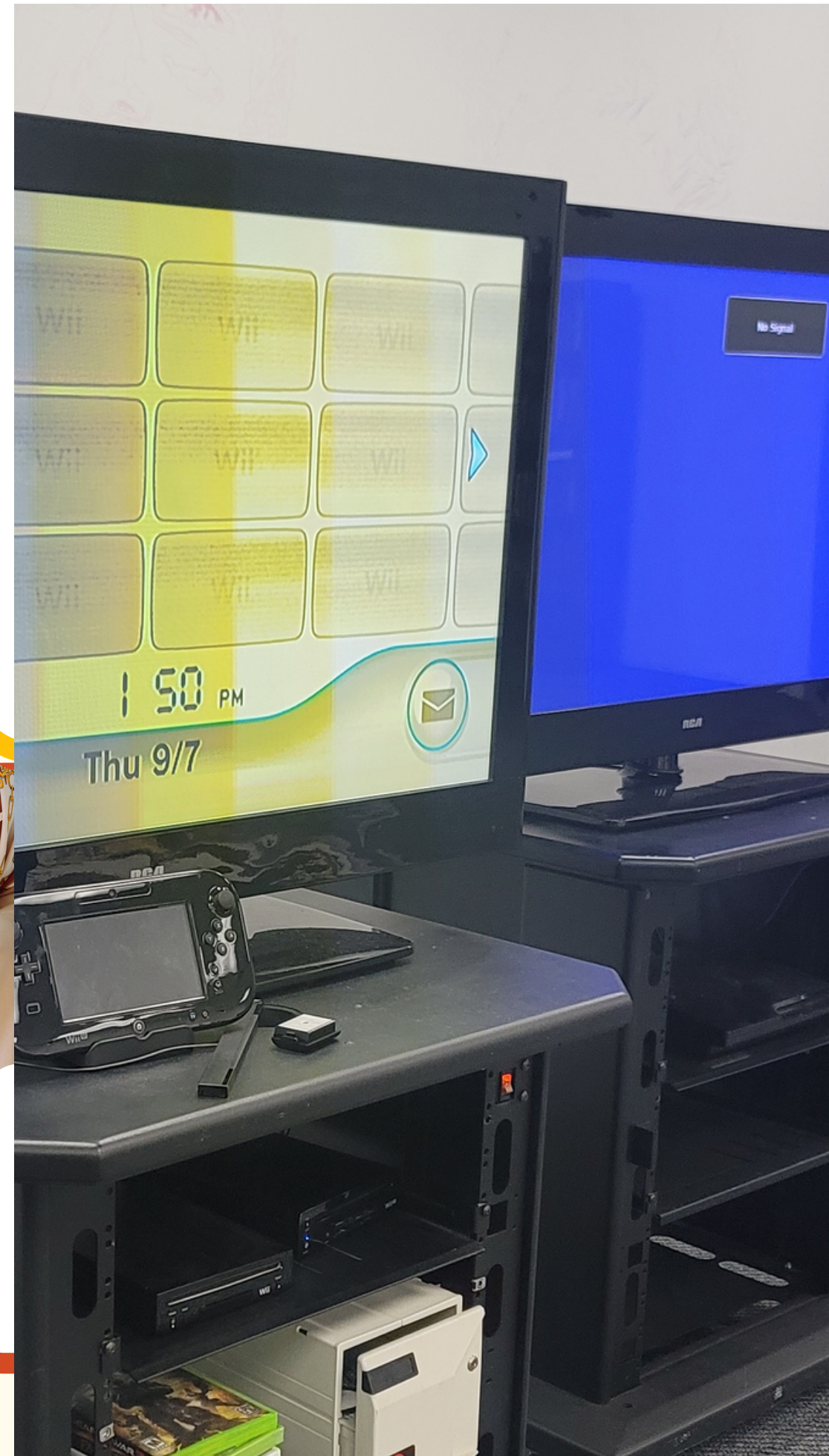
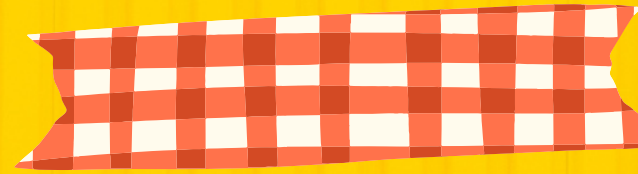
Setup



They are building on a stand that contains it's own power source once it is plugged into an outlet.



Example Pictures



Moving Forward

Below is the budget for setting up this program to use as an educational tool for all ages at the Richardson Community Center.

ITEMS

10-65" Televisions-----	\$4,000.00
10-TV Cart w/shelf-----	\$1,500.00
5-Xbox-Series S-----	\$1,500.00
5-Switches-----	\$1,500.00
Games (Digital titles price varies)-----	\$750.00
5-Subscription Services Xbox---	\$600.00
Subscription Services-Nintendo-----	\$35.00
5-Controllers (Xbox)-----	\$350.00
10-Controllers (Switch-Pro Controllers)-----	\$650.00
Competitive Esport Rule Full Set Covering-----	\$50.00
Staffing (Tournament) covers registration, etc.-----	\$1,500.00
Security and miscellaneous cables and equipment.-----	\$400.00

Total

\$12,835.00



Thank you!

For this opportunity!

This is one of the first programs to be introduced as an educational tool to promote learning in addition to our Sports programs.

