

Welcome to CCSU eSports

CEN's 10 Gbps Internet Circuit Enables CCSU's eSports Gaming Center

In 2019, CCSU built a state-of-the-art eSports Center in the center of their campus with a dedicated, fast, reliable, and secure Internet circuit provided by CEN, giving CCSU gaming competitors and students a connectivity advantage. The design and implementation of the eSports Center was co-chaired by Dr. George Claffey, CIO, and Dr. Kim Kostelis, Dean of the School of Education and Professional Studies.

Their project was completed in a mere 65 business days. CEN's flexible and expansive bandwidth offering was essential to creating a seamless and high-quality user experience.



The Center, equipped with Respawn gaming chairs, Dell Alienware Computers, Xbox, Nintendo and PlayStation consoles, a multimedia shout casting booth, and ADA-compliant tables and controllers, will support both academic and recreational eSports programs at CCSU. In the first year, the university saw over 20,000 student visitors to the eSports Center. The university fielded 6 varsity teams and numerous club-teams.

There are many reasons the eSports Center and its affiliated programs are a boon for the university. There is, of course, built-in appeal for prospective students who grew up gaming. CCSU's eSports Center also aims to reach out to and beyond the university's circles of hard-core gamers.



“The network is the heart of eSports. CEN was the first partner we talked with when the University started the design and construction for this room. We recognized that for this room to compete, we needed a fast interconnection and low latency. CEN was able to provide both.”

George Claffey
CCSU Chief Information Officer



“This is a true example of how we can be interdisciplinary at the university level because there is so much opportunity to use the room for recreational purposes and now intercollegiate sports and the academic piece. Students are going to be more personally invested in their coursework, and we'll be keeping up with a generation of students we're serving.”

Dr. Kimberly Kostelis
Dean of the School of Education and Professional Studies



Connecticut's Trusted Internet Partner

Member Spotlight Article

CCSU views eSports as a way for students to build peer groups, meet new friends, and collaborate in a competitive and respectful environment while working together. Video games are great tools for teaching critical thinking, problem solving and task management.

CCSU President, Zulma R. Toro, in conjunction with the eSports curriculum development committee and the CCSU faculty, developed an eSports grant competition for incorporating gaming into the CCSU academic framework. In providing \$20,000 for this first round of grants, they sought to encourage faculty to develop new curriculum and pedagogical tools and to create experiential learning opportunities for students. The center will serve as the hub for research and development in emerging fields such as interactive media design and game development.



CEN and CCSU Collaboration

The CCSU design team sought to create an exciting and engaging gaming facility that provides a technical and secure competitive advantage for their players.

Achieving these goals required the implementation of cutting-edge technology and the highest quality connectivity solution. The team at CEN responded with a dedicated Internet, high capacity, low latency design including DDoS monitoring and mitigation and the rapid service deployment characteristic of CEN services. The CCSU eSports Gaming Center project success highlights the power of collaboration and the unique value of CEN membership.

To learn more about how CEN can bring high performance networking and gaming platforms to your organization please visit us at ctedunet.net.

CCSU eSports Quick Facts



Number of Users Supported	45 students
Established	2019
Fiber Circuit Bandwidth Delivered	10 Gbps
Time to Implement	3 months
Operating Hours	10-4 PM, M-F
Center Location	CCSU Campus Memorial Hall



“Gamification has become a part of our daily lives—from fitness trackers and meditation apps to miles driven on your GPS. Offering esports-related courses will ensure our students are the most employable in the state, and in so doing, Central will continue to meet the true workforce needs of the Connecticut and beyond.”

Zulma R. Toro
CCSU President



Working with the CCSU team on the eSports Center highlights what CEN is all about. Our members expect a partner, not just a service provider, for creating solutions that benefit their students, faculty, customers, and citizens. CEN provides more than bandwidth; we strive to understand our members' needs and deliver transformative solutions.

Paul Tarsa
CEN Member Relations Manager