

Mark Deppe

UCI Esports Director at UC Irvine

Irvine, CA, US

Mark Deppe's expertise is at the intersection of video games, esports, education, and industry

Biography

Mark led the effort to create the award-winning esports program at UCI. Working closely with student leaders, administrators, faculty, and industry partners, Mark built a business plan that is both cost-neutral to the university and that broadly approaches the world of esports through the five pillars of Competition, Research, Community, Entertainment, and Careers. Mark was selected to serve as the inaugural commissioner for the North American Scholastic Esports Federation, helping connect learning to student interests. In June 2018, UCI's League of Legends team won the College League of Legends Championship. In October 2018, UCI's esports program was awarded "Most Outstanding Collegiate Program" by the esports industry at the Tempest Awards. While at UCI, Mark has coordinated many campus traditions, including helping break Guinness Book World records. Mark has a B.S. in psychobiology from UCLA and an MBA from Cal State Fullerton's Mihaylo College of Business and Economics.

Areas of Expertise

Public Relations, Psychobiology, eSports, Video Games, Operations Management

Education

California State University-Fullerton, Mihaylo College of Business and Economics
MBA

University of California, Los Angeles
BA Psychobiology

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