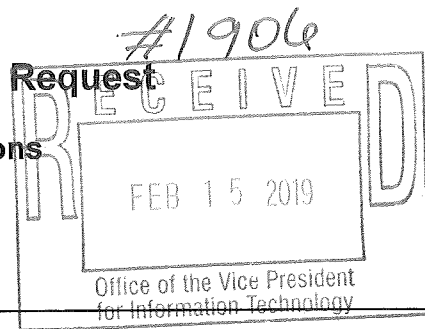# NDSU Student Technology Fee Action Plan Request

I. Action Plan Introduction and Authorizations

#1906

NDSU ORGANIZATION OR UNIT			
Memorial Union			

TITLE OF PROJECT			
Development of an NDSU Campus eSports Lab			
Project Duration (3 years maximum)	From: July 1, 2019		To: June 30, 2020
Type of Project (Check one)	New X	Previously Submitted	Renewal

Total Technology Fee Request $37,659	

Project Director (Must be NDSU faculty or staff) Paul Wraalstad, Memorial Union	Campus Address: Memorial Union 246 Phone: 701.231.8236 Fax: E-mail: paul.wraalstad@ndsu.edu

Name (Type or Print)	Signature	Date
Project Director Paul Wraalstad	*P. Wr*	2/15/19
Unit Head Karin Hegstad	*Karin Hegstad*	2/15/19
IT Division Consultant James Senechal	*James Senechal*	2/14/2019

Executive Summary (maximum of 175 words)

The Memorial Union, in partnership with the ITS and the HNES Department, is proposing the development of an eSports lab located in the Memorial Union Rec & Outing Center. This proposal requests the startup costs of this lab including 17 OMEN Obelisk Desktop PCs (or similar), as well as infrastructure, desks, and chairs needed to establish this lab. The lab would be located in a side room of the Rec & Outing Center. Memorial Union staff would establish a pay-to-play charging system that would allow individuals or groups to drop in and play or reserve the lab for specific events. Funds generated would be utilized for the ongoing expenses of the lab.

eSports is a quickly growing field in the higher education environment. We would look to work with the National Association of Collegiate eSports (NACE) to develop the structure and tools needed to advance collegiate eSports on our campus. Currently, NACE works with over 125 member schools. (https://nacesports.org/about/)

The Technology Fee Advisory Committee will only accept for consideration Student Technology Fee Action Plan Request forms which are fully completed and signed, and whose Project Directors have no past due reports on previously awarded projects as of the current submission deadline date, according to the guidelines listed in the Instructions, pages 1 and 2.

Technology Action Plan Request forms will be opened and reviewed after the submission deadline.

Revised Dec. 20, 2016

1. How does this project meet student needs?

The implementation of an eSports lab on campus would provide students with an avenue for engaging with multiple elements of the rapidly growing eSports industry. The eSport industry is one that attracts more than $500 million in sponsorships annually, with top events attracting upwards of 47 million viewers across the world. Building and supporting an eSports lab on campus would allow for students to have first-hand interactions with the games and equipment that drive this industry and would allow for a better understanding of the eSports culture. With the outlined high-quality equipment, students from across disciplines and backgrounds would be able to connect and socialize in a single space while participating in or watching one of many popular eSport games.

These games and the atmosphere surrounding the gaming community have the ability to drive collaboration, socialization, and foster friendships within the safety of the University environment. Specifically, an eSports lab has the ability to bring together those with learning and socialization inefficiencies to build relationships and engage with other students, which may not have happened without a safe environment to gather in. An eSports lab provides that safe environment right on campus. Building an eSports lab also provides students with an opportunity to feel immersed within an eSports environment, an environment that is showcased on primetime television and one that is recreated in several academic settings across the United States. Having an eSports lab on campus would allow for students to have a safe environment and comfortable space in which to entertain themselves and play games they may otherwise be playing in potentially unfavorable conditions outside of the University purview.

The Memorial Union Rec & Outing Center is uniquely situated to accommodate this new program and continue to provide students with recreational options to fill their free time. The Rec & Outing center already has staffing and processes in place to provide a supervised environment where the infrastructure is protected and can be easily accessed by students.

2. What audience does this project directly serve? What audience is indirectly served? How many students are affected?

This project directly serves two groups of students. First, this project serves students who play and enjoy video games. Across eSports, it is estimated that between 20%-30% of viewers are between the ages of 10-20, with over 50% between the ages of 21-35. Within these two age segments are college-aged students, who play video games at rates higher today than ever before. An eSports lab would greatly serve University students at NDSU from various backgrounds who enjoy or who are curious about eSports or the eSports industry. This also directly impacts students who attend and use facilities at the Memorial Union.

Indirectly, the audience that is served is the rest of the student population. All students have access to the Memorial Union and would therefore have access to the eSports lab. Students would be provided a safe and comfortable University environment to explore their entertainment options and to gain a greater understanding of what goes into and the games behind one of the largest growing entertainment industries in the world. Therefore, it is feasible to state that the implementation of this project has the potential to affect all students enrolled at NDSU.

3. For projects that target a subset of NDSU's students, please describe the possibility for broader application in the future.

This project is meant to provide for the entire campus community as it will be implemented in the Memorial Union at NDSU and will be available for all to consume.

4. Describe both the immediate and long term impact of this project.

It is believed that this project will have many immediate boosts across the campus community. First, an eSports lab will boost student morale across campus. There is a current separation between learning technology and academia in some University settings, where eSports is not supported. This forces students to access games and engage in this form of entertainment outside of the University environment. Through the implementation of an eSports lab on campus, NDSU will be openly acknowledging the importance of staying with the latest technological trends and will be listening to students

from all different backgrounds on how the University can satisfy their needs and desires. This includes providing immediate access for those with learning and socialization disabilities to feel safe and comfortable within a familiar environment while socializing and engaging in a form of entertainment they may have otherwise done in solitude. This action has seen student morale rise in campuses across the country.

Second, it is expected that implementation of an eSports lab at NDSU will assist with student enrollment and retention. In a growing age of technology-based education with increasing options, students are seeking the best experience for their money. Showing that NDSU supports eSports on campus could help with attracting students and retaining students that may otherwise choose other avenues for their educational experience. The effects of this project and the eSports lab are expected to be seen immediately after implementation of the lab itself.

Third, NDSU as a University will be able to immediately showcase themselves as supporting eSports and sitting at the forefront of the eSports-in-academia trend. The eSports industry is growing rapidly and is being adopted by several Universities in many forms, including using eSports as a viable research context, providing eSport scholarships, supporting eSport teams that compete collegiately, and providing students an avenue for better understanding eSports within the University environment. In collaboration with the second point, the implementation of an eSports lab at NDSU has the potential to significantly and positively impact the student population at and reputation of, NDSU.

With the implementation of an eSports lab comes the opportunity to provide an eSports class within the NDSU curriculum guide. Such a class would aim to educate students on the history of eSports, trial and error within the industry, where it currently stands professionally and within popular culture, including discussions on the elements that are unique to the industry and viewer-base. Students would also gain access to a wealth of experiences across eSports genres, software, and equipment, finishing the class with the knowledge of someone representing the NDSU brand who is capable of becoming a successful leader within the growing eSports industry.

From a long-term perspective, the immediate impacts outlined above have an opportunity to remain within the NDSU community. Specifically, the implementation of an eSports lab on campus has the potential to significantly raise student morale indefinitely, ultimately leading to the potential for having higher student enrollment and retention rates. Further, entering the eSports realm at this stage, NDSU will always be acknowledged as one of the frontrunners in eSports, along with being one of few notable Universities in the Midwest to support eSports on campus.

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5. **Who will pay for ongoing expenses following the technology fee funded portion of this project (e.g., who will replace hardware or software after it has reached its end of life)?**

Establishing the eSports lab within the Rec & Outing center will allow the Memorial Union to develop a plan to charge for the use of the equipment. Students would be able to come and use the equipment for a small hourly charge (prorated to the time actually used) and groups would be able to rent the facility for group outings, small tournaments, etc. Having this equipment in the Memorial Union would allow the Rec Center to host larger tournaments and generate revenue through entrance fees and ticket sales.

During the summer, the Memorial Union is host to a number of large off-campus groups who frequently use the Rec & Outing Center. These groups would provide us with an additional revenue source during the summer when most students are away from campus.

Current student organizations (and other informal groups of students) are often paying to utilize comparable off-campus facilities so the NDSU eSports lab is likely to be able to capture most of that revenue. The revenue generated by the eSports equipment would be dedicated to funding the repair and replacement of the technology as well as other costs directly related to the operation of the lab. If the eSports lab is unable to be self-supporting, other funding opportunities would need to be considered or the lab would be eliminated.

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6. **Describe how this project will follow NDSU's best practices in information technology. (Please make sure the NDSU IT Division staff you consulted signs in Part I of this form.)**

NDSU IT Division has been and will continue to be involved in all aspect of the design and equipment selection. All machines will be secured on the NDSU network and the operating system will be kept up to date. ITS will image the machines through the SCCM server and provide all necessary security and anti-virus protection. ITS will approve all software selected for the lab.

Revised Dec. 20, 2016

7. **What service on campus is most similar to the one proposed here? How does this project differ?**

This project will most resemble the current activities provided by the Memorial Union. Implementation of an eSports lab at NDSU will allow for another form of entertainment and recreation while a student is on campus. While at the Memorial Union, students have the opportunity to entertain themselves in the company of their peers. This is currently done through billiards, bowling, and general socializing. The proposed project (eSports lab) differs in that it provides a brand-new entertainment and socialization activity; eSports. The implementation of an eSports lab provides access to play, watch, and talk to each other through several popular eSport games that is currently not available elsewhere on campus. The biggest different is the ability to interact with eSports players across the country and around the world. Other current activities would require the additional cost and effort of travel to engage with peers in such a manner but this will not.

NDSU Student Technology Fee Action Plan Request

III. Project Description (5 pages maximum)

Include information on the background of this project: how did it come to fruition?

Dr. Kota is very familiar with the impact this project may have on NDSU. As a doctoral student in Sport Management at FSU, Dr. Ryan Kota worked closely with faculty and Information Technology Services (ITS) to obtain funding for the establishment and maintenance of a lab where students on campus would have access to eSports. Following the establishment of a lab, the Department of Sport Management and College of Education received a boost in student credit hours from a class focused on eSports education. The Department continues to use this class within their class offerings each semester. Further, it helped to raise awareness of the breadth of knowledge that be gained from eSports and general interest among University students. The lab became a place where students gathered to compete, collaborate, and socialize in a safe University setting.

Firsthand experience with the equipment and the acknowledgement of student interest directed University administrators to assist faculty in capturing more information on the industry and building relationships within the eSport realm. Approved trips for faculty at FSU were therefore granted to attend worldwide eSport conventions, such as DreamHack in Austin, Texas (c.f., DreamHack). Attending such events provides Universities and University personnel to build relationships with eSport entities that may not otherwise exist. As a relatively new context from which to examine, an opportunity still exists to get in on the 'ground-floor' and build long-lasting relationships with leaders in the multi-billion-dollar industry. Building this foundation has the chance to positively impact the reputation of NDSU, the entertainment and socialization options for the student population, and can assist in the generation of steady streams of revenue and/or eSport-specific equipment for use by students.

As a new Assistant Professor at NDSU, Dr. Ryan Kota believes there is much to be gained from a fully operational eSports-specific lab at NDSU. Specifically, the proper implementation and maintenance of an eSports lab on campus can benefit several entities across NDSU, with a focus on students. First, students would have on-campus access to eSport games. Students will be able to play, watch, and socialize within the comfortable and safe campus environment. With the eSport industry continuing to grow and with college-aged students at the forefront of this movement, providing access to one of their top entertainment choices has a chance to significantly boost student enrollment, raise student morale, and retain more students for their full collegiate careers here at NDSU.

Providing the infrastructure for a University-supported eSports lab can also drive student involvement in other areas. Although NDSU currently supports a League of Legends and Video Game clubs, a sponsored eSports team does not exist that competes in sanctioned tournaments. With the knowledge of a supportive University and with the proper equipment, students would have easier access to multiple games, would be able to set up meetings on campus, and may be more apt to socialize in this environment – especially those with learning and socialization inefficiencies. The opportunity for a sponsored eSports team is a possible outcome of this lab and is one that could significantly impact students in a positive way.

Through the implementation of an eSports lab at NDSU, the University is embracing the new technology, industry, and emerging trends. A way the eSports lab can significantly benefit the student body is to start offering eSport-specific scholarships. It should be noted that not all scholarships in eSports are for individuals competing in the games. This fact assists in broadening the pool of those who could benefit from this endeavor. Students (and eSport gamers in general) not only compete in games, they enjoy putting in the work to make an eSport event run, from computer-programming to the actual manual labor, working with local, regional, and national organizations for sponsorship purposes, using their communicative skills to commentate matches, and coaching teams of eSport players across different games and skill levels. Having an eSports lab at NDSU would allow students to freely explore these interests and can provide an avenue for some to obtain scholarships for their unique abilities.

Further, this project would allow students to utilize University equipment and space to host conferences and tournaments. Currently, eSports is not available on campus meaning students have to use outside entity equipment and space for their entertainment purposes or to gather larger groups for tournaments. With an eSports lab on campus, students would have access to University-sponsored equipment and space to highlight their program and could use as 'home-field advantage' in tournaments. This expands entertainment and educational extracurricular options for students and boasts the prestige of NDSU simultaneously.

During the Fall 2018 semester, Dr. Kota had proposed an initial idea for an eSports lab at NDSU. Through continued conversations with NDSU ITS about feasibility and logistics, Dr. Kota was introduced to Mr. Lincoln Bathie. Connection was made following an ITS liaisons meeting in which Dr. Ryan Kota presented eSports to the group. As conversations continued with Mr. Bathie and ITS, it became apparent there was mutual interest in working in a collaborative effort to bring eSports to NDSU. As discussions continued, a topic of interest was regarding the location of such an eSports lab on campus. This is when Mr. Bathie introduced Dr. Kota to Mr. Paul Wraalstad of the NDSU Memorial Union. A topic of interest was the back room in the NDSU Memorial Union, which currently is occupied by a single pool table. Mr. Wraalstad indicated interest in a continued dialogue regarding this plan. At this point, all parties involved gathered necessary information from their respective areas of expertise to gauge the feasibility of such an endeavor.

Dr. Kota specifically surveyed students at NDSU to gauge interest in such a lab. On a scale of 1 (extremely dissatisfied) to 7 (extremely satisfied), 91.25% of surveyed students reported a 4 or higher in response to the prompt, "How satisfied would you be if an eSports lab was created on campus?". Further, responses to the open-ended question, "How (if at all) do you believe the implementation of an eSports lab on campus will impact your experience as a student" indicated that students feel the implementation of eSports at NDSU would positively assist in their educational experiences in many ways. Identified themes throughout the survey responses include;
1) that their career aspirations are supported by the University
2) that NDSU is staying ahead of current trends,
3) that it would be a huge draw for students across all majors,
4) that it would attract students who are searching for the best-fitting University,
5) that it would open up students (and faculty) to the fastest growing sport segment,
6) that the lab would serve as a vehicle for positive socialization and increased inclusion within the campus community.

Mr. Bathie specifically gathered information regarding machine specifications and software requirements. As a result, we were able to secure pricing information on necessary hardware and equipment in order to establish the eSports lab as planned. Mr. Bathie served as a liaison between the NDSU entities and introduced Chad Coleman and Wendy McCrory from ITS as integral components to help see this project through on the ITS side.

Continued conversations between Dr. Kota, ITS, and Paul Wraalstad settled on the Rec & Outing Center being the best location on campus to launch this initiative. Dr. Kota and Mr. Wraalstad met with several groups of students and received very positive feedback for the opening of an eSports lab on campus. It is expected that student engagement in this area would skyrocket upon the launch of this lab. Through our meetings, we determined that there was already momentum in this area and an active, coordinated e-Sports program could be a further catalyst. Conversations have begun with the MU Student Activities Office about future possibilities regarding this student organizational activity, including the possibility that eSports could be added within the category of a Club Sport.

Additional background information on the eSport Industry:

The eSport industry is growing at a rapid pace, with millions of viewers and expected revenue streams nearing $500 million in recent years. As an industry, experts estimate the video game and competitive video gaming (i.e., eSports) industry at nearly $138 billion (Ell, 2018). Further, the industry is providing broadcast entertainment options (i.e., eSport tournaments and events) that are starting to overtake large sporting events in terms of viewership (Pizzo, Baker, Na, Lee, Kim, & Funk, 2018). In short, eSports has made its way to mainstream media and popular culture, and is continuing to rise in popularity. One reason for this trend is that broadcast networks ESPN, Disney, and TBS have signed contracts with eSport organizations to televise large tournaments of the world's most popular eSport games, such as League of Legends, Smash Brothers, and Overwatch, among others (c.f., ESPN eSports). Bringing eSports to prime-time television has generated several new eSport fans and enthusiasts, and this has led them to join the already enthusiastic 10-35-year-old eSport-ers who already make up a majority of the eSport consumer base.

At the core of this age demographic are college-aged individuals, who are attracted to video games more today than ever before as they continue to drive the multi-billion-dollar industry. In an article released by NBC News, data were reported from the Pew Research Center in which they were able to determine that 70% of college students play video games at least "once in a while" (Weaver, 2018). Based on these statistics and the continuing trends, several Universities across the United States have opened their doors to eSports and have established meaningful relationships with this branch of new-age technology (Bauer-Wolf, 2017).

These relationships have been developed in different forms. One form of relationship is providing support for a team that competes at the collegiate level within the scope of a governing sport body (c.f., NACEsports and Tespa). The National

Association of Collegiate eSports (NACE) is a governing body overseeing 100+ institutions that compete in sanctioned eSport tournaments across the country. In the state of North Dakota, only the University of Jamestown and Dickenson State University have teams recognized by NACE and ESPN. The University of North Dakota has opened communications with Tespa–an organized network of college eSport clubs–and is working to become a member of the organization. These member-institutions are gaining notoriety and recognition among their peers and eSport enthusiasts when stories of their successes are alongside reports on world-famous eSport players and teams (c.f., ESPN eSports).

Another relationship that is bridging the gap between competitive video gaming and academia is the introduction of scholarships for eSports. Scholarships have been used by Universities across the country to lure the best and brightest eSport minds to represent their University, in the same way a football coach seeks to recruit the best football players. Between 2017 and 2018, John Koetsier in Forbes Magazine reported that eSport-specific scholarships grew nearly 500%. Some of the most talented minds and gamers in the eSport realm are being actively recruited at a growing pace to compete, design, communicate within, and engage in eSports-related activities. These efforts are not going unnoticed, as several collegiate institutions are gaining praise for leading the eSport scholarship revolution (Winters, 2018).

Additionally, the relationship between eSports and academia is a new research field targeting the growing eSport market segment. Sport management and marketing scholars have spent considerable effort in recent years exploring the eSport consumers, their reasons for participating in eSports, and trying to understand how eSports is rivaling traditional sports in terms of viewership and expenditure (Bányai, Griffiths, Király, & Demetrovics, 2018; Hamari & Sjöblom, 2017; Pizzo et al., 2018). With its growing popularity and interest within academia, institutions who actively support eSports and make it an initiative of theirs are receiving recognition as knowledge-leaders in the industry.

Lastly, Universities and local agencies are collaborating to put on spectacular eSport tournaments across the country.
- In October of 2018, Texas A&M University hosted a student-led 'eSports Experience' event that drew over 700 interested gamers (Peshek, 2018). Gamers had access to high-quality gaming systems to play on, were able to listen to and meet industry leaders, and could socialize with fellow gamers from across the country. This specific conference is expected to grow in notoriety (and attendance) in coming years, with the positive press from this year's edition of the conference paving the way for other regional and national eSport-specific conferences.
- In Tallahassee, Florida, home of Florida State University (FSU), a regional mid-season League of Legends tournament packed the Tucker Civic Center, the home court for the men's and women's NCAA Division I basketball teams. The tournament packed the Civic Center with fans of all ages and backgrounds to watch individuals battle each other on large jumbotron-like screens (Verbit, 2015). Although the real action was happening on several computer monitors, live-action was being broadcast to those in attendance on jumbotrons while spectators were simultaneously listening to the play-by-play from shout-casters (i.e., game announcers and color commentators in traditional sports). Further, thousands not in attendance were watching this event through a live-streaming service, Twitch, that broadcasts millions of hours of eSport-related materials with members watching over 46 billion hours per month (c.f., Twitch Tracker).
- Similar events can be seen on campuses across the nation (c.f., MidWest Campus Clash).

NDSU Student Technology Fee Action Plan Request

IV. Milestones

List the date for each project milestone. These milestones should represent the *significant* accomplishments that will be associated with the action plan. For each milestone, please indicate its expected outcome and the means for assessing that outcome. (The table may be extended as needed.)

	Date	Milestone	Expected Outcomes	Means of Assessment
1.	May 17, 2019	Finalization of equipment selection and all equipment ordered.	Equipment needed will be fully vetted and ordered following all NDUS protocols	Equipment order complete
2.	July 19, 2019	Equipment received and eSports lab operational	Staff will receive and set-up equipment, load games, and test functionality	Equipment is functional in designated location
3.	August 28, 2019	Grand Opening of eSports Lab	Through a PR campaign, campus will be made aware of the new eSports Lab and be invited to attend a grand opening.	Grand Opening event occurs
4.				
5.				

NDSU Student Technology Fee Action Plan Request

V. Supporting Documentation

References

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Verbit, Z. (2018). FSU News: Revenge of the Nerds: eSports takes over the Civic Center. Retrieved from: https://www.fsunews.com/story/entertainment/2015/05/12/league-of-legends-tallahassee/27207583/

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	Memorial Union

2.	PROJECT DIRECTOR(S)
	(Must be NDSU faculty or staff)
	Paul Wraalstad & Dr. Ryan Kota

3.	SALARIES AND WAGES			
	Personnel description	Number employed	Number of months	Funds Requested
	A. Staff			
	B. Graduate students			
	C. Undergraduate students			
4.	TOTAL SALARIES AND WAGES			$0.00
5.	FRINGE BENEFITS			$0.00
6.	TOTAL SALARY, WAGES AND BENEFITS			$0.00

7.	EQUIPMENT	$44,659.00
	Describe Equipment specifics in the Budget Justification section	

8.	MATERIALS AND SUPPLIES	$3,000.00
	Describe Materials and Supplies specifics in the Budget Justification section	

9.	TOTAL TECHNOLOGY FEE REQUEST	$47,659.00

10.	MATCH (Describe in Match Section)	($10,000.00)

11.	TOTAL PROJECT EXPENDITURE	$37,659.00

NDSU Student Technology Fee Action Plan Request

VII. Budget Justification

Describe how you arrived at the budget totals in Section VI, Budget.

You are expected to follow all applicable university policies and procedures regarding salary expenditures.

You are expected to follow the state-approved purchasing guidelines when purchasing materials and supplies.

- Equipment: List name, estimated cost and quantity of each item and explain why it is important to the project. Include installation and maintenance costs in your estimates.

- Materials and Supplies: List name, estimated cost and quantity for each non-equipment items and explain why it is important to the project.

Equipment:

Item 1: OMEN Obelisk Desktop PC (or similar) as described in supporting documentation.
- Includes Own by HP 25" display, Reactor Mouse, Keyboard 1100, Headset 800, Mousepad 200, and 3-year onside protection plan.
- Cost per unit: $1,736.44
   - Total projected cost: 17 x $1,737 = $29,529
- Importance to project: Having these high-end gaming computers are critical to the project in order to produce the best gaming performance.
- Prior to purchasing, a full review of this and other possible desktop PCs will be reviewed to ensure we are getting the best machine for our money.

Item 2: Jive Table on casters (24"x30") w/ clamp on power (2 power / 2 USB)
- Cost per unit: $850
   - Total projected cost: 17 x $730 = $12,410
- Importance to project: Each computer station needs a surface dedicated to permanent placement of the computer and allowing enough space for gaming. After review of table options with representatives from several student organizations, this table size was selected. Having the table on casters will also allow portability for tournaments to be held in other locations around the building.

Item 3: GTRACING Gaming Office Chair (or similar): Ergonomic Backrest and Seat Height Adjustment
- Cost per unit: $160
   - Total projected cost: 17 x $160 = $2,720
- Importance to project: It is important to have a chair designed for gaming, which considers ergonomic factors. This is an example of a chair that is highly rated for this type of task.

Total Equipment: $44,659

Material & Supplies:

Item 1: Infrastructure needs and miscellaneous supplies
- Estimated cost: $3,000

1. Attempted Budget Matches:

If the grant is not fully funded, Memorial Union will attempt to generate the needed funds to cover the difference. This may come through other grant opportunities or funding through Student Government / Student Organizations.

2. Actual Budget Matches:

Memorial Union: $10,000

3. Additional Budget Match information:

The Memorial Union has agreed to contribute towards the implementation of this lab in order to enhance and improve the opportunities available in the Rec & Outing Center.

Product name	Qty.	Total
OMEN Obelisk Desktop PC - 875-0030qd SKU:4WP44AV_1	12	~~$17,147.88~~ $13,558.80

- Shadow black front bezel, dark chrome logo
- 8th Generation Intel® Core™ i5-8400
- Office Trial
- No Optane
- 500 W Bronze efficiency power supply
- HyperX® 16 GB DDR4-2666 SDRAM (2 x 8 GB)
- HP black wired keyboard with volume control and wired optical mouse kit
- 1 TB 7200 rpm SATA
- 256 GB PCIe® NVMe™ M.2 SSD
- No Third storage
- McAfee Livesafe (30 day)
- NVIDIA® GeForce® GTX 1060 (6 GB GDDR5 dedicated)
- Windows 10 Home
- OMEN by HP Obelisk Desktop PC - 875-0030qd
- Intel H370 Coffee Lake
- 802.11a/b/g/n/ac (2x2) Wi-Fi® and Bluetooth® 4.2 M.2 combo

Product name	Qty.	Total
HP 3y Onsite Protection Plan SKU:UA055A	12	~~$2,482.88~~ $2,127.49
OMEN by HP 25 Display SKU:Z7Y57A9#ABA	12	~~$3,191.88~~ $2,831.84

Native resolution	FHD (1920 x 1080 @ 144 Hz)
Contrast ratio	1000:1 static; 10000000:1 dynamic
Brightness	400 cd/m²
Pixel pitch	0.283 mm
Response time	1 ms gray to gray
Signal input connectors	2 HDMI 1.4; 1 DisplayPort™ 1.2
Display Tilt & Swivel Range	Tilt: -5 to +23°

Spec	Value	Qty
Dimensions (W X D X H)	22.42 x 8.96 x 16.07 in (with stand); 22.42 x 2.47 x 13.64 in (without stand)	
Weight	10.14 lb (with stand); 7.83 lb (without stand)	
Warranty	Limited 1 year warranty. Certain restrictions and exclusions apply.	
What's in the box	Power adapter; AC power cord; HDMI cable; DisplayPort cable; USB cable; CD (includes user guide, warranty, drivers)	12

$947.88
$617.89

OMEN by HP Reactor Mouse
SKU:2VP02AA#ABL

Spec	Value	Qty
Color	Black	
Compatible operating systems	Windows 10	
Dimensions (W X D X H)	1.64 x 3.15 x 4.82 in	
Weight	0.35 lb	
Warranty	Peace-of-mind coverage: Rest easy with an HP standard one-year limited warranty.	
What's in the box	Mouse; Product notice; Warranty; Quick start poster; OMEN sticker	12

$1,079.88
$839.88

OMEN by HP Keyboard 1100
SKU:1MY13AA#ABA

Spec	Value	Qty
Connector	Wired USB	
LED	single color red; single color for WASD keys White; three indicator LEDs for Num, Caps and Win Lock	
Compatible operating systems	Windows® 7, 8, 10[1]	
Dimensions (W X D X H)	17.7 x 5.9 x 1.56 in	
Weight	2.18 lb	
Warranty	Peace-of-mind coverage: Rest easy with an HP standard one-year limited warranty.	
What's in the box	OMEN Keyboard 1100; Product notice; Quick Start Guide; OMEN sticker; Warranty card	12

$862.88
$683.88

OMEN by HP Headset 800
SKU:1KF76AA#ABL

Spec	Value	Qty
Connector	Wired, 3.5 mm audio jack	
Compatibility	Works with PCs and other devices that support 3.5mm audio output.	
Dimensions (W X D X H)	8.07 x 8.58 x 4.49 in	
Weight	0.95 lb	
Warranty	Peace-of-mind coverage: Rest easy with an HP standard one-year limited warranty.	
What's in the box	OMEN Headset 800; Dual 3.5mm to single 4-pole adapter; Quick Start Guide; Warranty card; Product notice	12

$227.48

OMEN by HP Mouse Pad 200

SKU:3ML37AA#ABL

$177.⁴⁷

Color	Black
Dimensions (W X D X H)	17.72 x 15.75 x 0.16 in
Weight	0.88 lb
Warranty	Peace-of-mind coverage: Rest easy with an HP standard one-year limited warranty.
What's in the box	OMEN by HP Mouse Pad 200; Product notices; Warranty card; OMEN Sticker

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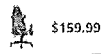
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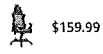:e: **$159.99** & FREE Shipping

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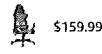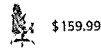.or: Gt007-blue

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smooth-rolling casters;

- Dimensions: 27.56"(L) x 20.87"(W) x 48.82"-51.97"(H); Maximum
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