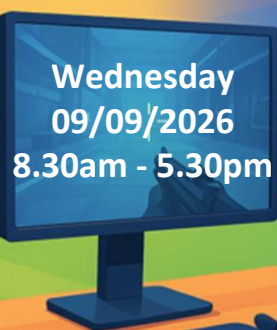


Esports : a new field for Sports Science



Building H. Moissan 2 - Auditorium O. Kahn
17 avenue des sciences - 91400 Orsay

Conferences
Round tables
Stands

More informations: [HERE](#)

INTERNATIONAL WORKSHOP

Program

8.30 – 9am *Welcome coffee*

9 – 9.30am *Introduction* by Thomas Deroche,
Head of the Graduate School Sport,
Movement, Human Factors

9.30 – 10.30am *Plenary Conference*
«*Sports Sciences & Esports: State of the Art*»
by Mark Campbell (*Limerick University*)

10.30 – 11am
Esports Accessibility and Performance stands

11 – 11.30am *Conference*
«*Innovative training methodologies to
improve the performance of professional
esports athletes*» by Clément Thillier
(*Université Paris Cité*)

11.30 – 12.30am *Round table*
«*Prepare, perform, recover: what models are
available for esports athletes?*» chaired by
Nicolas Besombes in the presence of Eve
Monvoisin, Matthieu Péch  and Cl ment
Thillier

12.30am – 1.15pm
Live Esports tournament
(*Super Smash Bros. Ultimate / FC26*)

1.30 – 2pm *Conference*
«*Esports and Disability*»
by J r me Dupire (*CNAM*)

2 – 3pm *Round table*
«*Playing differently, playing longer: esports
faces the challenges of disability and aging*»
chaired by Nicolas Besombes in the presence
of Jonathan Chambon, David Combarieu,
J r me Dupire and Gwendolyn Garan

3 – 3.30pm
Esports Accessibility and Performance stands

3.30 – 4pm *Conference*
«*Esports governance and economics*»
by Nicolas Scelles (*Manchester Metropolitan
University*)

4 – 5pm *Round table* «*Esports: a playground
for tomorrow's sports managers*» chaired by
Nicolas Besombes in the presence of Alban
Dechelotte, Nicolas Scelles and Marie Vassel

5.15pm
Closing of the International Workshop

And more surprises to come ...