

Robotics Inventor, Danielle Boyer coming to SSC!



Pictured above, Boyer creating in her studio and below, Boyer and her robot, SKOBOTS.



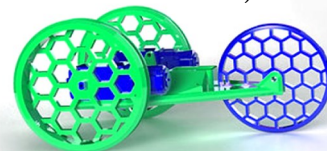
The NASNTI team has teamed up with the Upward Bound Programs to host **HACK-A-THON 2025**! On June 9 and June 16, students from the Upward Bound Programs will have the opportunity to participate in a coding competition, game development, and an opportunity to meet national acclaimed robotics inventor, Danielle Boyer!

Named a Washington Post Next Changemaker, Boyer is an enrolled citizen of the Sault Ste Marie Tribe, a youth robotics inventor and an advocate for making education equitable and accessible. Through her youth-led charity, *The STEAM Connection*, she has a strong desire to equip youth with the skills to solve problems that they see in their communities.

On Monday, June 16, 2025, Boyer will also speak on campus in the Jeff Johnston Fine Arts Center at 1:00 PM. She will discuss and engage the audience in robotics and growing opportunities in STEM. According to current research, STEM degree production at all levels has increased by 7% in the last five years and 22% over the last decade.

Boyer has been named an MIT Solve Indigenous Communities Fellow, a PEOPLE's Girl Changing the World, an Echoing Green Fellow, a L'Oréal Paris Woman of Worth, and a Verizon Forward for Good Winner. She is a two-time guest of the White House and is a featured story in *The Big Idea* by MIT Solve x HP, an award-winning documentary.

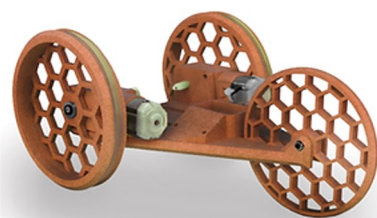
Robot EKGAR,



Robot TWENTY



Robot BIOBOTZ





Accessibility in Esports

Esports have emerged as a prominent industry with a substantial and growing viewership, rivaling traditional sports. Collegiate Esports programs are increasingly popular, reflecting the recognition of Esports as a legitimate extracurricular activity. According to the National Association of Collegiate Esports, there are currently more than 130 active collegiate varsity Esports teams, and in 2019, nearly \$15 million in scholarships were given to students for athletic scholarships for Esports players. Seminole State College will offer two Esports theory courses during the Fall 2025 semester: *Introduction to Esports* and *Esports Communication*. During the spring 2026 semester, two Esports practicum courses will be offered: *Introduction to Game Development* and *Multimedia Development*.

Accessibility in Esports is important and focuses on creating inclusive environments that empower players to thrive. Various specialized pieces of equipment allow individuals to engage in gaming according to their unique abilities. A standout example is the Quadstick, a hands-free controller recognized for its use by esports competitor "RockyNoHands." This innovative device enables users to control gameplay through breath, showcasing the potential of technology to improve accessibility in gaming. In addition to the Quadstick, leading gaming companies like Microsoft and PlayStation have developed controllers designed to offer diverse interaction methods. The Microsoft Adaptive Controller was created in partnership with organizations such as Able Gamers Charity, The Cerebral Palsy Foundation, and Special Effect. Its purpose is to provide multiple forms of adaptability to accommodate various user capabilities. In 2023, PlayStation introduced Project Leonardo for the PS5, which features a customizable controller kit aimed at enhancing accessibility.



Quadstick
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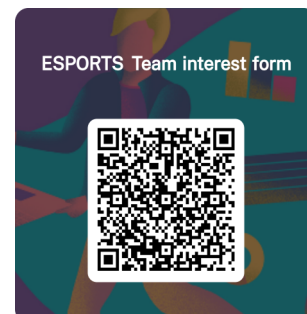


Microsoft Adaptive Controller
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Project Leonardo for the PS5
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Esports Team Application**
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