

# UOFT E-SPORTS: COLLEGIATE STARLEAGUE AND STARCRAFT 2

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University of Toronto may not have a Big Ten football team or a basketball team competing in March Madness that would garner it a major sports reputation but then e-sports still has a long way to go. UofT not only competes, but thrives in the Collegiate StarLeague (C.S.L.) – a yearly tournament

attended by schools all over the U.S. and Canada – where players match skills in Blizzard Entertainment's popular game Starcraft 2. This year marks UofT's third season since joining the C.S.L. and it currently stands at an impressive record of five wins and one loss. Its only loss came against Indiana University at a time when UofT was missing one of its top players, Long Do. The league itself is split up into divisions and schools engage in a round-robin in each group. Only the top



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four teams in each division advance to the play-offs at the season's end. Even with its strong record, UofT struggles to find breathing room atop the standings. Along with Indiana University, Ohio State University, U.C. Berkeley, and U.C. Davis also sport formidable records in UofT's division.

As a large school, UofT boasts a sizeable roster with over 30 people registered on the team.

"I want everyone who wants to join to meet up with people. I really try to encourage a Starcraft-Toronto community," says Do, who is in charge of coördinator duties for the team.

Do, along with players Tony Huynh and Colin Sue-Chue-Lam, make up the core of the team that competes weekly. All three have ranked among North America's top 200 and have even played Major League Gaming stars such as Kevin "qxc" Riley and Chris "HuK" Loranger. With them at the helm, UofT dominates 1v1 matches but still admits to weaknesses.

"To put it simply, our 2v2 sucks," confesses Huynh, referring to UofT's troubles in the doubles format.

While they are not slated to face-off during the regular season, UofT's team still considers Waterloo as its main rival.

Elsewhere, players look forward to specific match-ups as the tournament rolls on.

"You look for certain players in schools. Some schools have one really good player with no one else good, while other schools have a bunch of decent players. It really depends on the player more than the school," explains Sue-Chue-Lam.

As stiff as the competition is, UofT's primary concern is a familiar one: academics. Obligations at school have prevented UofT from unleashing its full strength or playing a match altogether.

"The year before, we almost won the whole thing. Unfortunately, I was the coördinator and because I had a test the next day, I missed the deadline for line-up submissions. So we had to forfeit a game and that knocked us out of the tournament," recalls Do, noting a close call with the championship that eludes UofT.

Starcraft 2, released in late July, is still relatively new and Blizzard's attempt to perfect game balance is a developing process. Whether this affects UofT in its matches remains to be seen. Its season-ending match-up against the heralded U.C. Berkeley looks to be particularly intense as a potential decider for playoff positioning.



Photo from: [http://static.arstechnica.com/starcraft2\\_soldier.jpg](http://static.arstechnica.com/starcraft2_soldier.jpg)

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