# OHIO STATE UNIVERSITY ESPORTS ARENA

LINCOLN TOWER COLUMBUS, OH

**BRANDING CASE STUDY** ATHLETICS





### **OVERVIEW**

With Esports now a \$1B+ industry,
The Ohio State University wanted to
create a space that encouraged and
empowered students to explore gaming
in a welcoming and secure environment,
allowing them to further discover a rapidly
growing industry and delve into new
areas of potential career opportunities.
The arena also serves as a space for intercollegiate varsity competition.

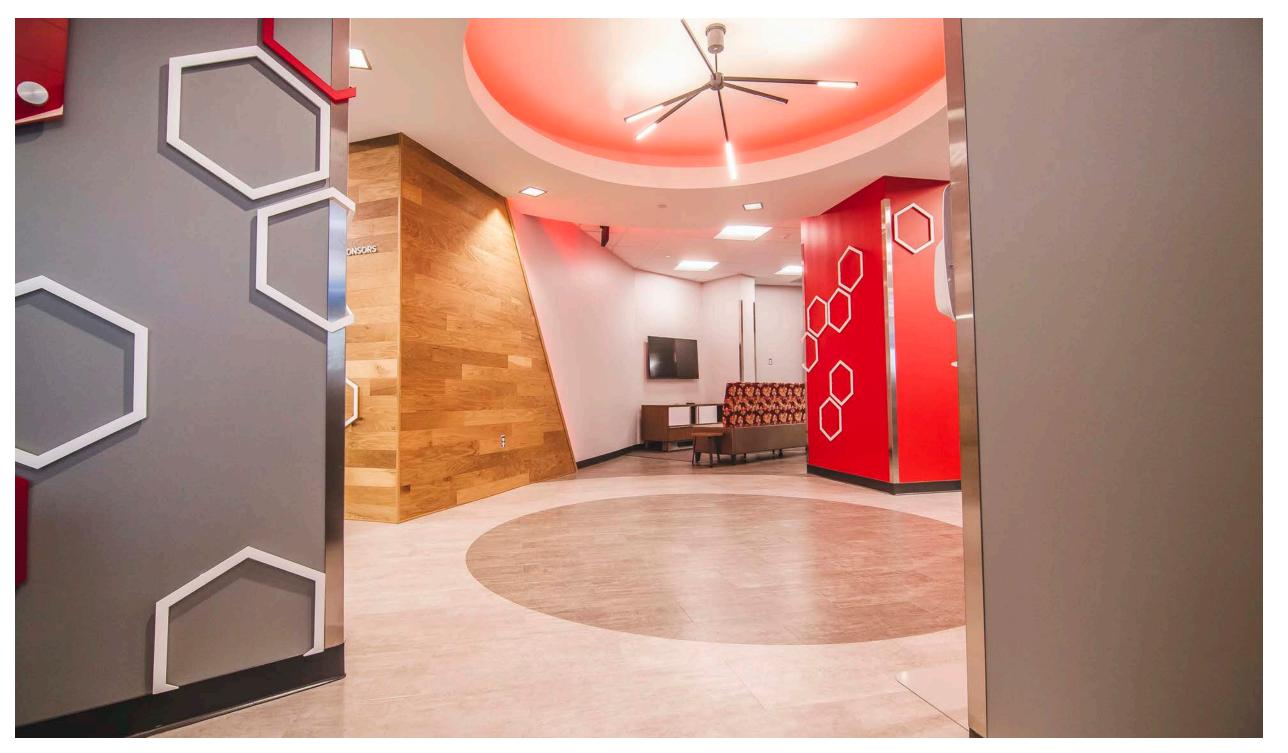
We worked to make a great space that inspires both casual players and competitive gamers to learn and grow.

## **DESIGN**

The design was inspired from their pre-existing brand elements by leveraging the hexagon shape of the Esports programs primary logo. Repeating patterns of the hexagon, illuminated graphics, and a large SEG graphic help to convey the excitement and action involved in Esports while also showcasing the specific games that will be played in the arena.

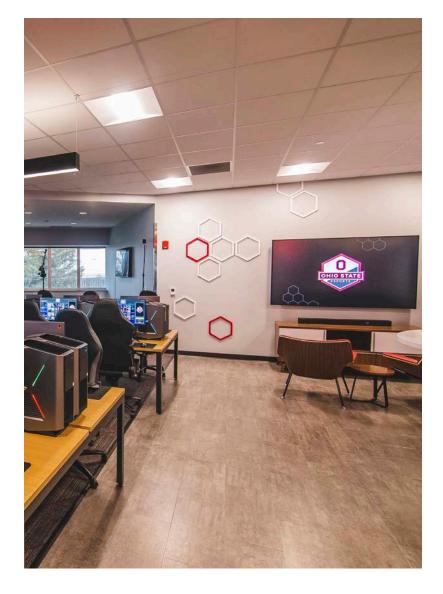


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OSU ESPORTS ARENA 4







### **DIGITAL**

Consistency between physical environments and digital interfaces was a key component.

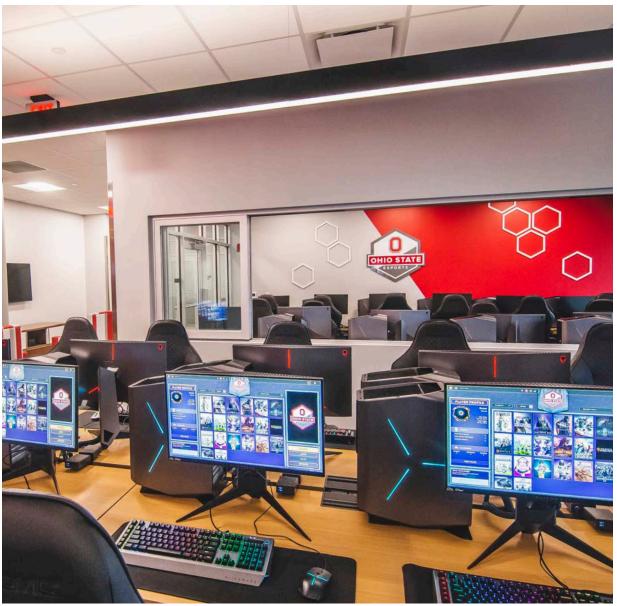
# **DIMENSIONAL**

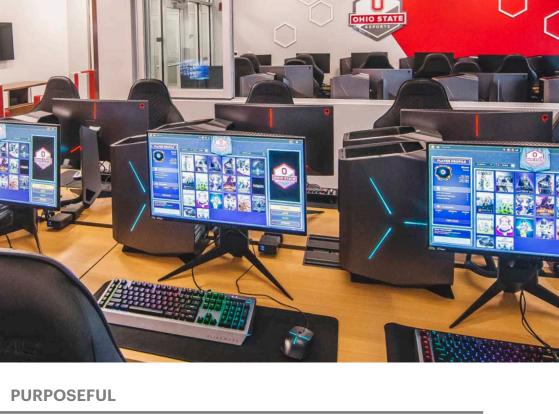
Custom built and easily updated SEG frames allow for the display of Corporate partnerships.

### **BOLD**

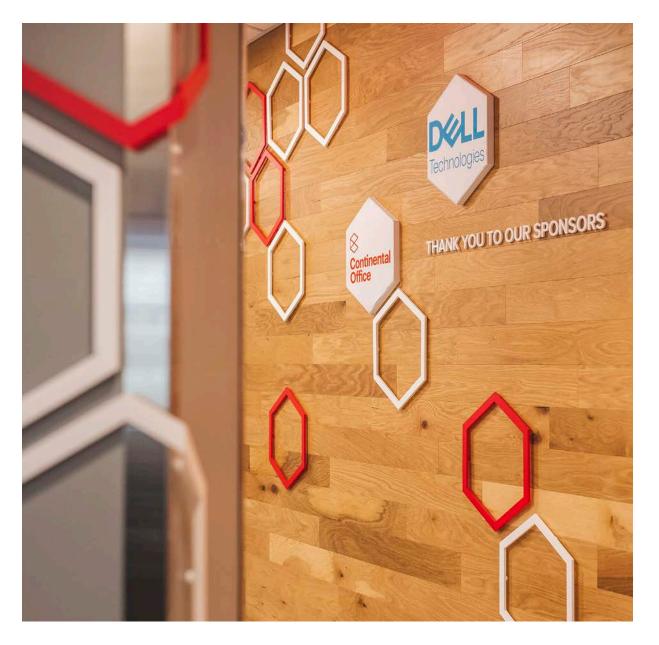
Strong colors and sharp angles create a dynamic and enjoyable space for gamers.

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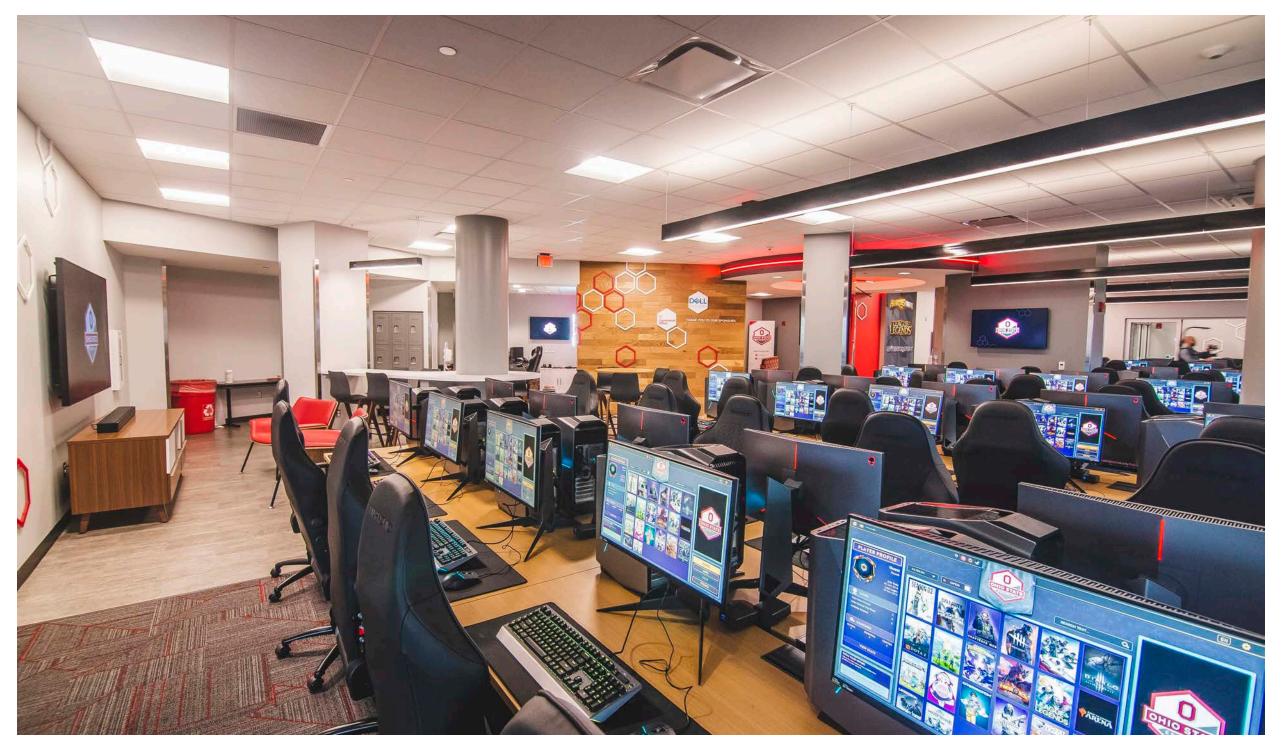
Bold red color cut by a sharp angle draws attention to activity in the room for inter-collegiate competition.



## **ENERGETIC**

The diagonal flow of these dimensional hexagons brings energy and charisma to the space.

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OSU ESPORTS ARENA 7





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