

WHEN:
APRIL 30TH 10AM-8PM

WHERE:
HUSKY UNION BUILDING
UNIVERSITY OF WASHINGTON

HUSKY

EXPO

THE UNIVERSITY OF WASHINGTON'S
GAMING AND POP CULTURE EXPO



WHAT IS HUSKY EXPO?

IT'S THE UNIVERSITY OF WASHINGTON'S ANNUAL CELEBRATION OF ALL THINGS GAMING AND POP CULTURE, HOSTED BY THE GAMING ASSOCIATION AT UW!



THIS STUDENT LED EFFORT ATTRACTS THOUSANDS OF STUDENTS AND THE GENERAL PUBLIC TO WATCH TOURNAMENTS, PARTICIPATE IN GAME DEVELOPMENT SHOWCASES, INTERACT WITH LOCAL ARTIST, LEARN FROM INFORMATIVE PANELS AND MORE!

OUR KEY PROGRAMS?

EXPO FLOOR

BOOTHS FOR BRANDS, SEATTLE BASED GAME COMPANIES, ALONG WITH INDIE AND STUDENT GAME DEVELOPERS



ARTIST ALLEY

LOCAL ARTIST SELLING THEIR WORKS AND MERCHANDISES ON THE MAIN FLOOR OF THE EXPO



CONTENT VS INDUSTRY SHOWMATCH

NO-STAKES YET ENGAGING COMPETITIVE GAMES PITTING CONTENT CREATORS AGAINST INDUSTRY PROFESSIONALS



SPECIAL GUEST PANELS

INTERVIEWS AND HOSTED TALKS WITH LEADERS IN INDUSTRY, ESPORTS AND CONTENT CREATION WITH ADDITIONAL MONITORED Q/A SESSIONS



EMERALD CITY

500-PLAYER, MAJOR CALIBER, SUPER SMASH BROS. AND FIGHTING GAME TOURNAMENT



DROP-IN TOURNAMENTS

CASUAL BRACKETS OF MULTIPLE GAME GENRES WITH PRIZES THAT ARE OPEN TO ALL SKILL LEVELS

WHO IS THE EXPO FOR?

OUR EVENT IS OPEN TO EVERYONE! PREDOMINANTLY OUR AUDIENCE IS FELLOW UNIVERSITY OF WASHINGTON STUDENTS, OF WHICH 41% OF THE 48,000 STUDENT BODY IS STUDYING IN THE STEM FIELD. WE ENCOURAGE PARTICIPATION FROM OVER 30 GAMING RELATED CLUBS ON CAMPUS TO BRING IN AS MANY DIFFERENT PERSPECTIVES OF GAMING TO ENJOY THE FESTIVITIES OF OUR EXPO. OUR EXPO HAS SEEN EXTRAORDINARY GROWTH EACH YEAR WE CONTINUE TO RUN IT, IN 2018 WE HAD 500 ATTENDEES, YET IN 2019 THAT NUMBER TRIPLED TO 1,500.