

For Immediate Release

**Mediacom Business Named Official Broadband Provider for Second Annual Fortnite in Iowa eSports Tournament**

*Mediacom Business will power Iowa’s largest eSports tournament with Gigabit fiber internet to ensure fast, uninterrupted gaming*

Des Moines, IA – July 30, 2020 – Mediacom Business, a division of Mediacom Communications Corporation, today announced plans to serve as the official broadband provider for the second Annual “Fortnite in Iowa” eSports Tournament, an event to be held August 1, at the Horizon Events Center in Des Moines.



2019 Fortnite in Iowa eSports Tournament.

Dan Templin, Senior Vice President of Business Solutions for Mediacom, said extensive bandwidth is needed to allow 100 single and 200 paired on-site participants to compete at fast speeds, and without lag or interruption. “With our Gigabit+ Fiber Solutions, Mediacom Business will provide enough bandwidth to simultaneously power the computers and spectator viewing needed to run the on-site competition while also streaming the event live on Twitch.” Mr. Templin said Mediacom Business will also serve as the Presenting Sponsor of the event. “These types of eSports competitions have skyrocketed in popularity and we are seeing best-in-class event venues upgrading their broadband networks to provide the capacity needed to host programs of this caliber.”

Tournament organizers are Iowa Chill and Iowa Esports directed by Bryce Bortscheller and Jonathon Wiley. Mr. Bortscheller, said “Fortnite in Iowa” is the largest eSports tournament in Iowa. — “While the event will draw more than 400 people from across the Midwest to the Horizon Events Center, more than 250,000 online users who connect daily with Iowa Chill media channels can join through the livestream on the Iowa Chill Twitch account, with play by play by Iowa’s eSports commentators, KCRG’s Mike O’Brien, Tyler Till and KXNO’s Sean Roberts.” The prize pool consists of \$5,000 and entrants include famed TSM gamer, Mack “Mackwood” Aesoph.



“We’re fortunate to have an industry leader like Mediacom Business to serve as the event’s official broadband provider,” Mr. Bortscheller said. “Their ability to provide Gigabit capacity for our event will ensure the level of gaming our participants have come to expect, and an ultimate experience for thousands of fans via livestream on the Iowa Chill Twitch account.”

**About Mediacom Business**

Mediacom Business is a division of Mediacom Communications Corporation, the fifth largest cable television company in the U.S. serving almost 1.4 million customers in smaller markets, primarily in the Midwest and Southeast. Mediacom offers a wide array of information, communications and entertainment services to households and businesses, including video, high-speed data, phone, and home security and automation. Through Mediacom Business, the company provides innovative broadband solutions to commercial and public sector customers of all sizes and sells advertising and production services under the OnMedia brand. More information about Mediacom is available at [www.mediacomcable.com](http://www.mediacomcable.com).

**About Fortnite In Iowa**

Fortnite In Iowa, the largest eSports event in Iowa, is organized by Iowa Chill and Iowa Esports. The second annual event will be held Saturday, August 1, 2020, from 8:00 AM to 8:00 PM at the Horizon Events Center in Des Moines. 100 single, and 200 duo on-site participants will compete. Some 400 spectators are expected on-site. The event will be livestreamed to thousands of fans on the Iowa Chill Twitch account. For more information go to <https://iowachill.com/pages/fortniteiniowa>.

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