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“Roofman” wasn’t a hit in theaters, but that doesn’t mean it’s not enjoyable.

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FROM
VIRTUAL
UNKNOWNNS

UTC is making a name for itself in competitive gaming

Stories by David Laprad begin on page 2



Photographs provided

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UTC's rising stars of esports

School goes all-in on multimillion-dollar global industry

By David Laprad

Inside a sleek new arena on the University of Tennessee at Chattanooga campus, the pulse of competition beats strong.

Two squads enter, charged with tension – every movement calculated, every decision carrying the weight of victory or defeat. As they collide, bursts of chaos give way to brief silence. Precision, instinct and trust converge as teammates call out coordinates, cover angles and fight to seize even the smallest advantage.

Momentum shifts like a storm and, as the clock winds down, the competition becomes a contest of skill and will. When it ends, only one team stands triumphant.

The arena isn't the hardwood of a basketball court or the turf of a gridiron, but a battle-torn 3D landscape within Microsoft's "Call of Duty" (CoD), a video game built from ones and zeros and rendered onscreen with liquid fluidity.

Only a handful of spectators are physically present – a sharp contrast to the Mocs football team competing before thousands of electrified fans at a packed Finley Stadium. The rest watch online, a livestream complete with play-by-play and color commentary drawing them to the action.

The competitors wear no helmets or pads, though UTC's team proudly sports T-shirts emblazoned with the Mocs name. And instead of gripping bats or gloves, players wield mice and keyboards, while others command game controllers with near superhuman precision.

This is the world of competitive video gaming – better known as esports – where all the tactical brilliance and reflexive agility of traditional athletics come alive inside digital arenas filled with remote rivals.

A new kind of arena

On a weekday morning in October, UTC's new esports facility hums with the steady whir of 25 high-performance gaming PCs, each powered by a Ryzen 9 processor and paired with a 280-hertz monitor built for split-second precision. When players settle into their chairs for a match, a direct fiber connection from EPB delivers lightning-fast gameplay, with pings to Atlanta servers that hover in the single digits – a benchmark most gamers can only dream of.

At the far end of the room, a lounge-style viewing area offers a change of pace: plush chairs, deep couches and several large screens mounted before a row of gaming stations, each powered by its own computer. It's part competition hub, part living room – a space designed to make UTC's gamers, along with the family and friends who come to watch in person, feel at home.

Overseeing the action is Chase Daffron, UTC's esports coordinator and the architect of the program's rapid rise. A recent UTC graduate in business analytics now pursuing his MBA, Daffron knows the esports landscape inside and out. He competed collegiately in "CoD," helping to launch a nationally ranked team before transferring to UTC, where esports existed only as a small student club.

"When I arrived, we weren't an established program," Daffron says. "So I brought in a few friends and we started

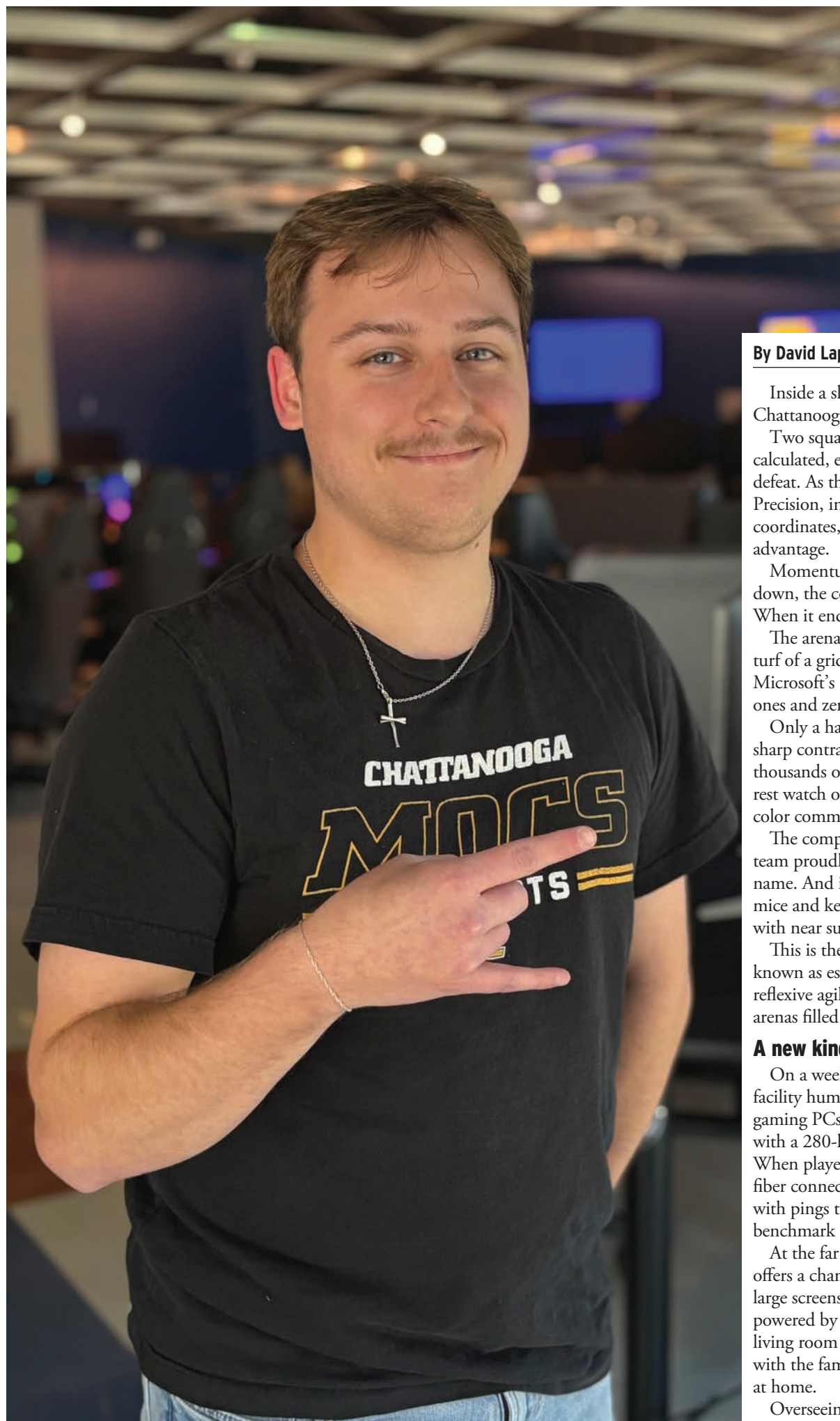


Photo by David Laprad | Hamilton County Herald

Chase Daffron, esports coordinator for the University of Tennessee at Chattanooga, flashes the "Mocs C" in UTC's new esports facility.

Bayes finds his niche with esports play-by-play

By David Laprad

When University of Tennessee at Chattanooga senior Nate Bayes sat down at his computer as a freshman to broadcast his friends' esports matches "just for fun," he couldn't have imagined that four years later he'd be running livestream productions for an entire university program – or getting paid to call professional tournaments.

But that's exactly where Bayes' initiative and enthusiasm have taken him.

Bayes, who's poised to graduate in December with a degree in sports management and a minor in communications, serves as the student intern for UTC's esports program, overseeing livestreams, coordinating schedules and making sure players' families and friends can share in the excitement of every match.

"My goal through all of this has been to elevate UTC esports as it continues to grow," Bayes says. "I want the players to have opportunities for their families and friends to watch, too."

From tennis to broadcasting

Bayes' journey into sportscasting began not behind a microphone but on a tennis court. In high school, he captained the tennis team for two years under a coach who also headed the school's news program.

"I was in a lot of his classes because they were relatively easy and he was my coach. I liked hanging out with him," Bayes recalls. "Through that, I became involved with the news, worked on the sports side and was an anchor for a bit. That experience introduced me to sportscasting."

Bayes began calling traditional sports like basketball and baseball and then dipped into esports commentary when opportunities arose. When one of his best friends, Brady McGrath – now UTC's "Rocket League" captain – suggested he help broadcast their matches, he didn't hesitate. ("Rocket League" combines soccer with rocket-powered cars, challenging players to score goals in physics-driven matches.)

"I was a freshman, so why not? It's fun when opportunities like that pop up," Bayes says.



Photographs provided
Nate Bayes (left) and his longtime broadcast partner Mitchell "Mitch" Grabowski call a "Rocket League" match during the Scenic City Invitational at the University of Tennessee at Chattanooga.

What started as solo streams from his apartment quickly evolved as UTC's esports scene began to flourish. Bayes took on more responsibilities, volunteered to run productions and eventually was offered the student internship in May.

Building UTC's esports presence

As the program's intern, Bayes' role extends well beyond calling matches. He runs the majority of livestream production for multiple teams, coordinates schedules, ensures matches are broadcast smoothly and works to bring lesser-known games into the spotlight so that every student has a platform.

"A lot of students have families who would love to see their games," he says. "So I make sure their matches are scheduled and streamed."

Bayes' work culminated in UTC's Scenic City Invitational, a major collegiate tournament held in September that brought 20 schools and more than 100 competitors to campus. He oversaw the livestream for the entire event – a high-pressure production that marked a turning point in his budding career.

A breakout moment

The Scenic City Invitational didn't just test Bayes' skills as a producer and broadcaster, it also gave him his favorite casting moment so far.



Bayes and Grabowski lean in toward a computer screen to follow the action during a high-stakes match.

Bayes was calling the final match alongside his longtime broadcast partner Mitchell "Mitch" Grabowski. Concord University was facing East Tennessee State University in a best-of-seven "Rocket League" series that had reached overtime in game six.

"Concord was on match point. If they scored one more goal, it was over," Bayes remembers. "One of their players, Simas, went up for a skilled shot off the backboard and sent it into the net. The crowd exploded."

Bayes delivered his call, then stepped back from the microphone and let the audience take over. The entire venue erupted into a chant of "Simas!" as the Norwegian player – all 6-foot-5, 260 pounds of him – celebrated onstage.

"I said my line, then looked at Mitch and said, 'Let's just let them do the



Bayes reacts to an intense moment.

work," Bayes says. "They chanted for about 30 seconds – it was super cool. My success in that moment was reading the room and letting it tell the story."

A unique skill set

Bayes attributes his growth as a caster to mastering three key elements: storytelling, explosion and connectivity.

Storytelling means building narratives within games – rivalries, underdog arcs and breakout freshman performances. Explosion is matching the energy of big plays, amplifying moments to get the crowd hyped. Connectivity is weaving those elements together while seamlessly shifting between play-by-play and color commentary.

"Rocket League is high-powered action from start to finish," he explains. "That

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competing."

Their early success turned heads on campus. Within a year, UTC's "CoD" team ranked No. 15 nationally – a breakthrough that convinced the university to invest in the program's future.

That investment led to scholarships for players and the creation of a permanent facility, now operated under the university's Information Technology department. Open daily from morning until evening, the center serves as both training ground and gathering place, with teams reserving computers for late-night

scrimmages and weekend competitions that connect UTC to campuses across the country.

With that foundation in place, recruitment is the next frontier.

"This year will be the first time we're recruiting externally, not just from the state but across the country," Daffron says. "We even have a student from Japan who wants to come to UTC."

The goal, he adds, is clear: to break into the top five programs in the Southeast and keep climbing.

Building a culture

For Daffron, UTC's esports program

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Boggs takes aim at real gender divide in virtual world

Less than 5% of professional gamers are female

By David Laprad

Over decades, competitive video gaming has evolved into a global phenomenon – a billion-dollar industry built on lightning-fast reflexes, strategic precision and the roar of digital crowds. Yet for much of its rise, esports has been dominated almost entirely by men.

That reality is slowly changing. Pioneers like Scarlett, the “StarCraft II” prodigy, hailed as the most successful female esports player of all time, Mystik, who earned a Guinness World Record in 2016 as the highest-earning female gamer, and Potter, a dual threat in “Counter-Strike” and “Valorant,” helped pave the way for women in professional gaming.

Still, the numbers tell a sobering story. Women make up less than 5% of professional esports players, and in titles like “League of Legends,” only about 12% of competitors are female. Yet each year, more players are breaking through barriers, proving that talent – not gender – determines who thrives in the digital arena.

Into this evolving landscape steps Maggie Boggs, a junior at the University of Tennessee at Chattanooga and a rising competitor in “Valorant” – Riot Games’ tactical shooter that fuses pinpoint accuracy with strategic ability in 5-on-5 clashes. As captain of UTC’s B team, she’s part of a new generation of female players not just participating but reshaping the field.

In a recent match, Boggs found



Photo by David Laprad | Hamilton County Herald

Maggie Boggs pauses during a “Valorant” session at UTC’s esports complex. Boggs is part of a growing wave of female players making their mark in collegiate esports.

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is about more than competition. It’s also about creating a culture that blends the discipline of academics with the community of gaming.

“Students have to have the right mindset,” he says. “They can’t come here just to play video games. School comes first.”

That message is as much a cornerstone of the program as the games the students play. Team members are expected to keep up their grades, meet practice schedules and represent UTC with professionalism both online and off.

“My job isn’t just to help them compete,” Daffron explains. “It’s to help them develop their careers through UTC.”

The program’s structure mirrors that of traditional college athletics. Players earn their spots through open tryouts, both online and in person, and their performance determines placement on rosters.

“There has to be a certain level of skill for the leagues we’re in,” Daffron says. “They need to meet that threshold.”

What might surprise outsiders is how many players come from athletic backgrounds – not from gaming setups in their parents’ basements.

“Most of our team, and even esports in general, comes from sports,” Daffron notes. “We’ve all grown up in competition. We still have that mindset.”

That mindset shows up in how the teams train. Scholarship players practice several nights a week, often logging five-hour sessions that include scrimmages and match reviews.

“It’s the same thing as an NFL team watching game film,” Daffron says. “We go back and study what we did wrong. It’s essential to getting better.”

The path to pro

As UTC’s program matures, its competitive ambitions are taking shape, too. For many players, the ultimate goal lies beyond campus – earning a spot in a professional league and competing on the world stage.

UTC’s esports program fields six competitive teams – “Call of Duty,” “Overwatch,” “Valorant,” “League of Legends,” “Rocket League” and

“Super Smash Bros” – with roughly 60 students participating and two teams on scholarship.

Among the program’s rising stars is Austin Mendoza, known online by his gamer tag “Corona,” one of the top 75 “Call of Duty” players in the world. He joined the team from Mississippi last year and quickly became its centerpiece, helping UTC climb to a No. 12 ranking.

“Austin has the right mindset, the skills and the talent,” Daffron says. “He could easily go pro after college.”

UTC’s commitment to hosting major events has also helped elevate its players. This fall, the university hosted the Scenic City Invitational, a 20-team “Rocket League” tournament that drew competitors from across the country, including 13 of the top 20 programs in the nation. For two days, the lab buzzed with activity as players rotated through matches, spectators gathered in the lounge and commentators provided play-by-play coverage online.

The event spilled beyond campus, as well. UTC partnered with Chattanooga Comic Con to extend the tournament

into the downtown convention center, where fans crowded around a massive projector screen to watch teams battle it out.

“All 20 of the teams that came loved our space,” Daffron says. “Some students even started talking about transferring to UTC after seeing what we have here.”

For players like Mendoza, opportunities like these can serve as stepping stones toward the professional scene. Daffron says the collegiate esports world now serves as a direct pipeline to pro leagues, with teams in “CoD,” “Valorant” and “Counter-Strike” scouting top college talent.

“One of our former players from 2021 is now a top-eight challenger,” he notes. “I’ve played against people who went pro. When our players compete at that level, it gives them confidence – it makes them believe they can get there, too.”

While the spotlight is often on the players, Daffron is quick to point out the many career paths that surround them. Students studying broadcasting, marketing and design contribute to the

And another just for fun

Two books on business to set the stage for a better 2026

The calendar is running out and you want to make the best of what's left of the year.

You have a small to-do list, and one thing on it is to grow. So why not check out these new business books about growth, knowing your strengths, finding your best spot, and knowing history...

If your list includes finding a new job or a better position within your company, "Work How You Are Wired" by William Vanderbloemen (HarperCollins Leadership, \$29.99) can help with a dozen steps to help you sort your feelings and thoughts.

When you're faced with a possible move elsewhere or upward, it's easy to get your mind in a scramble. But this book uses statistical science, personality categories, common-sense lists and solid data to help you see the forest for the trees.

Imagine how great life would be if you were working at a job that meshes with the person you are. You could make it happen with this book.

News flash: if you are a woman in



Photograph provided

business, you can take the office bull by the horns and still be perceived as a nice person. In "Powerfully Likeable" by Kate Mason, Ph.D. (Harmony, \$30), you'll see how it could happen.

Quick: list all the things that make a man a leader. You might think that the

Business Books

By various authors

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same is expected of a woman in business but Mason says that women can make themselves stand out by embracing the total opposite without seeming weak.

The trick lies in being yourself, showcasing your own uniqueness in the workplace and learning to use your best communication skills. Ideas and exercises inside this book make it easy to understand and easy to use, and that's something you'll pass around to other women you know. Bonus: It's an enjoyable read.

Finally, and just for fun, you can learn about business history in "They All Came to Barney's: A Personal History of the World's Greatest Store" by Gene Pressman (Viking, \$32).

Once upon a time, if a woman wanted to be on the razor's edge of fashion,

she shopped for her couture at Barneys on Seventh Avenue in New York City. Pressman knows, because his family owned the store. In this book, he shares stories of the origins of what became a world-famous shopping emporium, and he writes about the heyday of Barney's and of the fashion world.

And yes, he drops names like fashion drops hemlines and offers history that's slightly outside of the fashion world but that was still relevant to the business.

This is a fun book to read for fashionistas, retail store owners and anyone who loves a good yarn.

So you want more, different, something else? Then make your list of to-dos and add "Go to the library or bookstore" on it. There, you'll find a whole staff dedicated to helping you find the right book for the right time or they'll help you find the books, above.

The calendar's running out. Don't wait.

Terri Schlichenmeyer's reviews of business books are read in more than 260 publications in the U.S. and Canada.

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program through commentary, social media and production, learning how to apply their skills in a rapidly expanding industry.

"There are a lot of different opportunities within esports beyond playing," Daffron says. "We have shout casters, graphic designers, social media managers – all getting real experience here."

The business of esports

Long before millions watched tournaments online and crowds filled arenas for the biggest events, esports began in a college lab. In 1972, students at Stanford University gathered for the Intergalactic Spacewar! Olympics, a modest competition with a year's subscription to Rolling Stone as the prize.

The 1980s brought arcade contests like Atari's Space Invaders Championship, which drew more than 10,000 participants, and the founding of Twin Galaxies, an organization dedicated to recording high scores and legitimizing competitive gaming.

By the 1990s, the rise of the internet moved the action from arcades to home computers. Games like "Doom" and

"Quake" helped pioneer the first-person shooter genre, while South Korea transformed esports into a national spectacle, broadcasting professional matches on television and launching global tournaments such as the World Cyber Games.

The modern era arrived in the 2010s with streaming platforms like Twitch, which made it possible for anyone to broadcast their gameplay to a worldwide audience. Esports rapidly evolved into a professional industry with organized teams and international leagues. What began as a niche pastime now rivals traditional sports in scale and visibility, with college and high school programs feeding the professional ranks.

Today, esports is a multibillion-dollar global industry. In 2024, worldwide revenues were estimated between \$1.4 and \$1.6 billion, and forecasts suggest that number could reach \$6.6 billion by 2032.

At the professional level, the financial potential is significant. Earnings vary widely – from around \$30,000 for entry-level competitors to more than \$100,000 for mid-tier players, with elite gamers and streamers pulling in hundreds of thousands or even millions annually. Revenue typically comes from multiple

sources, including team contracts, tournament winnings, sponsorships and streaming.

That's where UTC's program takes a broader view. While the university trains its teams to compete, it also helps students develop the marketing and digital media skills that underpin modern esports careers.

"We help them build their brand," Daffron says. "Their marketing, social media, Twitch stream – all of it. When they leave here, they have that foundation, and they can keep growing from it."

Next five years

Daffron has no illusions about how competitive the collegiate esports landscape has become – or how quickly it's evolving. Still, he believes UTC is poised to make its mark. With national recruiting underway and new partnerships forming, he envisions Chattanooga becoming a regional destination for both players and events.

"In the next five years, I can see us being a top-five team in the Southeast and a top-10 team in the nation," he says. "We want to make Chattanooga an esports destination for high school kids and college transfers."

That vision depends not only on talent but also on community. Daffron and his team are working to connect with local sponsors, businesses and schools, building relationships that can sustain the program's growth.

"Our main goal this fall is to work with local sponsors and get some backing from the community," he says. "Now that we have the space, it's about showing what we can do."

With its gig-speed network, deep talent pool and growing enthusiasm for gaming, Chattanooga is well positioned to play a central role in the next chapter of collegiate competition.

"It won't be easy," Daffron says, "but it's the kind of challenge our players love – the beginning of something big."

Inside UTC's new arena, the contests will continue – not on hardwood or turf, but within digital worlds where reflex meets strategy. Each match adds to a growing tradition that reflects the same competitive spirit found in Finley Stadium and McKenzie Arena.

For UTC's players, it's another way to test their skills, build community and carry the Mocs name into a new kind of space – one where the pulse of competition beats as strong as ever.

» BAYES

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suits me well because I love the fast pace."

These skills have opened professional doors. After building a highlight reel from UTC broadcasts, Bayes was approached by a semi-professional "Rocket League" team to cast their season. That led to work with other universities, including Indiana Tech, and eventually a gig at DreamHack, one of the world's largest gaming events.

"I've been very fortunate with the

opportunities that have come my way," Bayes says. "But I also know I've worked hard to make the most of them."

A future in playback?

As graduation nears, Bayes isn't locked into one path. He sees multiple avenues ahead: sports management, professional esports casting or perhaps returning to UTC to help grow the esports program.

"In a dream world, I'd be a baseball play-by-play guy – like a Joe Buck or a Kevin

Harlan," he says. "I think that'd be fun, and I believe I have the talent to do it. It's just a matter of finding the right opportunity."

Whatever Bayes chooses, he expects the lessons he's learned from esports – quick thinking, teamwork, empathy and leadership – to stay with him. Managing large events with dozens of teams and troubleshooting problems on the fly has taught him how to lead under pressure.

"When we had 20 teams here, issues came up, and I had to solve them within

five minutes," he says. "And the ability to build and strengthen relationships is something I can apply anywhere."

For now, though, Bayes is focused on finishing strong – both in the classroom and behind the mic. As UTC's esports program grows, his voice has become one of the clearest and most enthusiastic advocates for the scene. And whether he's narrating a "Rocket League" overtime or a baseball ninth inning someday, he'll be doing what he loves: telling great stories through sports.

>> **BOGGS**

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herself in one of the most pressure-filled scenarios in “Valorant” – the clutch. Her teammates had been eliminated, leaving her as the last player alive against five opponents.

With the enemy team planting the Spike – the game’s timed explosive – Boggs stayed composed, scanning corners and listening for the faint sounds that could reveal enemy positions. Each move reflected hours of scrimmages, a testament to how competitive college-level esports has become.

Moments like this are what separate casual players from competitors.

“The pressure is intense,” Boggs says. “Sometimes it’s impossible to pull it off. Sometimes there just isn’t enough time to win.”

Discovering esports

Before leading a college esports team, Boggs was a kid on Signal Mountain exploring blocky worlds on her Kindle Fire.

“When I was younger, I played a lot of ‘Minecraft,’” she smiles.

Those early adventures sparked a lasting fascination with gaming. Now a business major at UTC, Boggs chose to stay close to home for pragmatic reasons.

“I want to be a lawyer, so I decided to save money by going to school locally and put most of my money toward law school.”

Boggs’ motivations are refreshingly straightforward.

“To make money,” she laughs when asked why she wants to become a lawyer. “I have expensive hobbies – I make jewelry, I do art and ‘Valorant’ can get pricy if you want skins.” (Skins are customizations that change the appearance of a player’s character or equipment.)

Boggs’ deeper dive into gaming came in 2020, during the COVID lockdowns. Like many others, she turned to digital spaces for connection and entertainment. She graduated from her Kindle to a PC, rediscovering “Minecraft” in a new way. One day, while browsing Twitch (a livestreaming platform where gamers and creators broadcast their gameplay), she stumbled onto a brightly colored, fast-paced shooter that was new to her: “Valorant.”

“I’d never played a first-person shooter before,” Boggs says. “It looked fun and easy enough to pick up, so I downloaded it.”

What started as a casual click turned into a commitment. “Valorant,” with its blend of precise gunplay and tactical depth, demanded both time and focus.

“The longest match I’ve played lasted almost two hours,” she says. “If you have other things you need to do and you want to play ‘Valorant’ – good luck.”

It didn’t take long for Boggs’ individual interest to intersect with something bigger. When she arrived at UTC, she found a growing esports community eager to expand its “Valorant” presence. As her casual passion turned competitive, she rose through the ranks to captain of the B team, ensuring newcomers felt supported.

Her proudest moment so far came during the Southeastern Esports League 2025 tournament when her team reached the semifinals.



Photos by David Laprad | Hamilton County Herald

UTC junior Maggie Boggs blends focus and leadership as she competes in collegiate esports and helps build a welcoming community for new players.



Eyes locked on the screen, UTC junior Maggie Boggs leads her “Valorant” team through another tense round.

“We advanced really far in the game purely by luck,” she says. “We were ranked pretty low and ended up facing some high-level teams, so we were proud of ourselves for making it as far as we did.”

Leadership and team culture

As captain of the B team, Boggs is part strategist, part motivator and part matchmaker, connecting players on campus and beyond.

“It’s really fun to connect with people,” she says. “That’s the best part of being a captain. I’ve met people from UTK, ETSU and Alabama State. Setting up scrimmages and playing with teams from all over has been great.”

That network has helped UTC’s “Valorant” teams thrive, but just as important is the atmosphere Boggs cultivates during matches. The B team, she says, is still finding its rhythm, but she knows competitive gaming is as much mental as technical. By keeping communication open and the mood light – even when the stakes rise – she helps her teammates perform their best and enjoy the game along the way.

“We’re usually pretty goofy when we play,” she says. “We try to stay focused,

but we keep things lighthearted, too. If you get tilted – frustrated or annoyed – you’ll start to play worse.”

Navigating a male-dominated space

When Boggs joined UTC’s esports scene as the only woman player, she encountered something she doesn’t always find in competitive gaming – a warm welcome.

“Everyone was really welcoming,” she says. “They said, ‘It’s great to finally have a girl on the team.’ They hadn’t had one before.”

That support contrasts sharply with the wider gaming world.

“In ranked games, some people can be truly toxic. They’ll even throw matches because you’re a female,” she says. “It doesn’t bother me because I’m usually above them on the leaderboard.”

Her response to that toxicity is as pragmatic as it is confident.

“They’re probably going through something, so that’s their issue,” she shrugs.

Rather than retreating, Boggs has become an active recruiter and mentor for other women interested in joining the

team.

“We’ve had more female players join,” she says. “Last semester, our B team was nearly all women. That was nice to see.”

Boggs often approaches potential players directly, breaking down the intimidation factor that can keep women from joining.

“Sometimes people will stop by while I’m playing ‘Valorant,’ and I’ll ask if they play, too,” she says. “When they say yes, I’ll invite them to join the team. A lot of times they’ll say, ‘I don’t know – I’m not sure I’m good enough.’ I always tell them, ‘We welcome players of all ranks. Just try it out and see how you like it.’”

The results have been tangible. Players who once hesitated now regularly scrim and compete alongside Boggs, grateful for the camaraderie.

“I think it’s made a positive difference for them,” she says. “Now we play together all the time, and they tell me, ‘I’m so glad I joined this team. It’s nice to have other women to play with.’ That means a lot.”

Boggs advice to young women considering esports is as direct as her playstyle.

“Don’t be scared of all the testosterone in the room,” she laughs. “They’re not that frightening. Most of the time you’ll be better than them anyways.”

Boggs believes that as more women step forward, all-female teams could eventually emerge at UTC. The possibilities, she says, are endless – not just in “Valorant,” but across any game in which players are willing to form their own teams and create new opportunities for others to join.

Aspirations and impact

For all her competitive drive, Boggs’ vision for her esports future isn’t about going pro. Instead, it’s about personal growth and inspiring others. In the short term, she has one personal goal in her sights: climbing back to Ascendant rank – the third-highest competitive tier in “Valorant” – before she leaves to study abroad in Seoul, South Korea, this spring.

“I’ve hit it before,” she says. “I’d like to hit it again before I leave to study abroad, but I’m not sure if I’ll have time.”

Beyond rankings, Boggs hopes to return to Twitch streaming, not just as a player but as a content creator and role model.

“I’m not planning to go pro,” she says. “I’ll probably focus more on content creation. But I’d love to be a role model – to help other women at UTC, and women in general, feel confident about getting into esports and not be afraid to play.”

Boggs credits UTC’s program with helping her grow as both a competitor and a leader. Above all, she’s learned lessons that extend beyond gaming.

“Communication and teamwork are critical,” she says. “If you don’t communicate well, you can lose the round – even the whole tournament. It’s important to be clear and encouraging, because if you start talking negatively, morale drops, and that usually leads to losing.”

Whether studying in Seoul, attending law school or competing in the next esports tournament, Boggs is already proving that leadership isn’t just about landing the perfect headshot – it’s about lifting others and thriving under pressure.