DAIGON

PRESS RELEASE

THURSDAY, OCTOBER 15, 2026

DAIGON and Team Liquid partner to bring esports clubs to US elementary and middle schools

Partnership announced together with the opening of a major seed funding round for DAIGON and follows their K–12 Innovation category win at Shark Tanks @ EdTech Week

NEW YORK, October 15, 2026 — DAIGON Esports, the school esports company, today announced a partnership with global professional esports organization Team Liquid to launch the Team Liquid Esports After-School Club powered by DAIGON for elementary and middle schools across the United States. The program will be offered through school districts and after-school providers, beginning with a pilot in four California middle schools.

DAIGON also announced today the opening of a major $2 million seed funding round to support its next stage of growth and its expansion in the United States.

For many schools, offering esports has meant buying gaming PCs, finding a teacher who knows the games and fitting live matches into a crowded timetable, with added concerns over safeguarding for younger students. DAIGON removes those barriers. Its original quests run inside Minecraft Education Edition on devices schools already own, and the game guides the students, so supervising staff do not need to be esports coaches.

“Every student deserves a place to belong and a chance to build skills through something they love,” said Elliot Mack, Co-founder and CEO of DAIGON Esports. “A school should not need a gaming lab or a specialist coach to offer that. With Team Liquid, our ambition is to make esports accessible to every school, so more children can discover what they are capable of — inside the game and beyond it.”

Students join as “Blue Knights in training,” building communication, critical thinking, resilience and creativity through quests and leaderboard challenges in a safe school setting.

“We want more students to experience esports and the skills that make great teams,” said Isik Aysev, SVP Commercial at Team Liquid. “DAIGON understands what schools need to make that possible: a program staff that can deliver, technology that fits the school environment, and a clear purpose beyond playing the game. Together, we want to make that experience accessible to elementary and middle schools across the United States.”

DAIGON’s model is already used by schools in more than 40 countries and yesterday (October 14th) the company was recognized as a Shark Tanks @ EdTech Week category winner for the K–12 Innovation category. The win earns the company a place in the Shark Tank finale in New York later today and the opportunity to gain visibility, feedback and funding from top EdTech investors and operators.

Under the new partnership, DAIGON will provide the platform, content and staff support; Team Liquid will lead US marketing and sales; and school districts and after-school providers will host the clubs locally. A fact sheet with further program details is attached.

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ABOUT DAIGON

DAIGON Esports builds esports any school can run, from an after-school club to the School Esports World Championship. Its platform brings competitive gaming mechanics into original quests, training sessions and ranked challenges inside Minecraft Education Edition, using supported school devices and requiring no gaming expertise from supervising staff. Through clubs, school-association cups and international competitions, DAIGON gives students a place to belong and to practice the skills that matter most in an AI-dominated future. Its school network spans more than 40 countries. Developed through Georgetown University's Summer Launch Incubator, DAIGON operates internationally, from a base in Malta.

ABOUT TEAM LIQUID

Team Liquid is a global professional esports organization founded in 2000. With teams competing across major game titles and facilities in Los Angeles, Utrecht and São Paulo, it brings competitive expertise and an international gaming community to the partnership. Its ambition is to build a global esports community that celebrates creativity, mastery and kindness.

FOR FURTHER INFORMATION

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Announcement Images and press materials: daigonesports.com/press
Team Liquid Brand Kit: https://teamliquid.com/brand-kit
Schools, districts and after-school providers: book a call at https://ro.am/daigonesports
Investors: email elliot.mack@daigon.gg to request the deck and a meeting