

NC State Wolfpack Athletics Partners with HearMeCheer To Bring Fans at Home Into Carter-Finley Stadium This Saturday

Homecoming Football Contest with ACC Rival Florida State - Wolfpack Football Fans Can Make their Voices Heard on Game Day from Wherever They Are LIVE during the ACC Network Broadcast



Raleigh, Nov 11, 2020 (Issuewire.com) - The **NC State** athletic department today announced a partnership with **HearMeCheer**, the innovative and timely audio broadcast app that collects live fan noise and streams it into live sports events and broadcasts, beginning with the Wolfpack's Homecoming football game at the Carter-Finley Stadium this Saturday, November 14th against Atlantic Coast Conference rival Florida State.

NC State's game with the Seminoles this Saturday kicks-off at 7:30 p.m. Eastern time and will be broadcast live on the ACC Network.

"The **NC State** athletic department is pleased to partner with **HearMeCheer** and bring all of our students, alumni, friends and families into Carter-Finley Stadium this Saturday during Red and White Week, and for all our remaining 2020 home games, to create a truly fun and festive atmosphere and home field advantage for our Wolfpack football team," said Meghan Fitzgerald, NC State's Assistant Athletic Director, Marketing. "While we are limited to the number of fans who can be here in person right now, we are thrilled to provide our students, alumni and fans a hub, with **HearMeCheer**, to have their voice heard during the game and around the world while in the comfort of their home."

HearMeCheer allows fans who are watching from home to open their app and make their voices heard

as a part of the piped-in crowd noise at Carter-Finley Stadium. Fans can join in on a “second screen” this Saturday at <http://www.gopack.hearmecheer.com>.

“Working with **NC State** on this project, bringing their fans together from the comfort of their own home into the Wolfpack’s Homecoming football game with Florida State, is a great opportunity for **HearMeCheer**, providing a higher platform for fan engagement,” said Elias Andersen, the founder and CEO of **HearMeCheer**. “**HearMeCheer** has proven, again and again, to be a successful fan engagement platform for a variety of teams, sports and events since we launched earlier this year. We look forward to bringing NC State students, alumni, families and fans all together now, not only this Saturday but also for their remaining home games this fall.”

The patented **HearMeCheer** technology allows fans watching the games at home to cheer into the microphones in their smartphones, tablets and computers and be heard live inside stadiums, arenas, ballparks as well as on radio and television broadcasts from those sites.

HearMeCheer takes audio from fans watching at home and aggregates the sounds into one audio stream, which is provided to broadcasters and to feeds in ballparks, stadiums, and arenas. The sound from fans is converted into crowd noise using low-latency algorithms.

About HearMeCheer: HearMeCheer is an innovative fan engagement platform. The Toronto-based company has created an app that allows sports fans at home to actively engage with their favorite teams playing in ballparks, arenas, and stadiums around the world. HearMeCheer collects live fan noise, cheers, sounds and reactions into a live audio stream that is used by sports teams, leagues, and broadcasters in live game coverage. Additional information is available at <http://www.HearMeCheer.com>

Media Contact

Jim DeLorenzo Public Relations

jim@jhdenterprises.com

2152665943

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