

Intro to Esports

Course Information

Instructor:

Office Telephone:

E-mail:

Course Description

The Intro to Esports Course focuses on learning about esports – the community, the education, the technology, networking opportunities, leadership in the industry, and entrepreneurial skills. Beginning with the history of Esports, this course will provide students with a detailed understanding of the evolution of the Esports industry. Students will learn about Esports and the industry's career opportunities. There will also be a greater and more in-depth understanding of all the other aspects of Esports.

Course Skills Summary

- Problem-solving skills
- Ability to work in a team
- Strong work ethic
- Communication skills (written)
- Communication skills (verbal)
- Initiative
- Detail-oriented
- Technical skills
- Flexibility/adaptability
- Interpersonal skills (relates well to others)
- Leadership

Course Requirements

- An Internet connection that allows for YouTube lesson videos
- CANVA account – optional for project creations
- Learning Management System knowledge for material access and overview

Student Learning Outcomes

- Define key terminology associated with Esports and technology
- Explore and discover entry-level opportunities within the industry
- Interact with industry leaders to gain insight on chosen career paths
- create and articulate a strategy that demonstrates the student's knowledge of a potential eSports industry career pathway

ISTE – Technology Education Standards

Creativity and Innovation

- Apply existing knowledge to generate new ideas, products, or processes
- Create original works as a means of personal or group expression
- Use models and simulations to explore complex systems and issues
- Identify trends and forecast possibilities

Communication and Collaboration

- Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
- Communicate information and ideas effectively to multiple audiences using a variety of media and formats
- Develop cultural understanding and global awareness by engaging learners
- Contribute to project teams to produce original works or solve problems

Research and Information Fluency

- Plan strategies to guide inquiry
- Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
- Evaluate and select information sources and digital tools based on the task
- Process data and report results

Critical Thinking, Problem Solving, and Decision Making

- Identify and define authentic problems and significant questions for investigation
- Plan and manage activities to develop a solution or complete a project
- Collect and analyze data to identify solutions and make informed decisions
- Use multiple processes and diverse perspectives to explore alternative solutions

Timeline	Module/Lesson
Week 1	Course Resource Folder (<i>added content material for research and current event</i>) Welcome Folder: Introduction video History of Esports: Lesson and Quiz
Week 2	History of The Esport Company: Lesson Quiz
Week 3	Entrepreneurship: Lesson Module Essay Assignment (<i>provided rubric</i>)
Week 4	General Management: Lesson Sample Marketing Deck Managing Time Activity (<i>provided rubric</i>)
Week 5	Production: Lesson Quiz
Week 6	Communications: Lesson TEC TALK presentation eSports Speech Activity (<i>provided rubric</i>)
Week 7	Graphic Design: Lesson Quiz
Week 8	Graphic Design: Ticket and Flyer Activity (<i>provided rubric</i>)
Week 9	Video Editing: Video Lesson Quiz
Week 10	Journalism Lesson 1: Basics of Journalism Lesson TECCON DJ Rammor and St. Francis Video Interviews Journalism Lesson 2: Interview Lesson Interview Activity (<i>provided rubric</i>)
Week 11	Marketing: Lesson TECCON Video The Esport Company Networking Video Small Group Marketing Activity (<i>provided rubric</i>) Social Media: Lesson
Week 12	Human Resources: Lesson Quiz Mock Hiring Activity (<i>provided rubric</i>)
Week 13	Web Design and Coding: Lesson WordPress Activity (<i>provided rubric</i>)
Week 14	Research Project Step 1: Directions Review submission expectations
Week 15	Research Project Step 2: Research Proposal Submission (<i>chart form</i>)
Week 16	Research Project Step 3: Final Research Paper Submission (<i>provided rubric</i>)
Week 17	Final Project Presentation: Research Presentation and Slideshow (<i>provided rubric</i>)
Week 18	Live Esports Events (LAN) End of Course Survey

Weekly Discussions: students will be able to participate in various discussions on the content learned in the course. These ideals will carry over and incorporate into the course activities.

Course Assignments: students can interact with their peers, create connections, and reflect on their own skill set. Activities for the course are interactive and provide opportunities to learn about career placements, advancements, and processes.

Final Project: Students will build a portfolio of presentations and research gathered during the course. This will comprise a research paper, a research presentation, and involvement in a LAN event.

Assignment Weights	Percentages
Class Participation	10%
Module Activities	20%
Quizzes	20%
Research Project	50%

Grading Policy

Graded Course Activities

The course will list the details of each assignment and provide a rubric for what is needed for submission. Please make sure to submit original work, or if there is partner work, both students submit assignments within the course's submission area.

Late Work Policy

Be sure to pay close attention to details and week deadlines —no make-up assignments, quizzes, or late work will be accepted without instructor approval.

Letter Grade Assignment

Final grades assigned for this course will be based on the percentage of total points earned and are set as follows:

Letter Grade	Percentage
A	93-100%
A-	90-92%
B+	87-89%
B	83-86%
B-	80-82%
C+	77-79%
C	73-76%
C-	70-72%
D+	67-69%
D	60-66%
F	0-59%

Course Policies

Attendance

- Students are expected to attend all class sessions as listed.

Complete Assignments

- All assignments for this course will be submitted electronically through Google Classroom. Assignments must be submitted by the given deadline, or special permission must be requested from the instructor before the due date.

Commitment to Integrity

- As a student in this course, you are expected to maintain high professionalism, commitment to active learning and participation in this class, submission of original work, and integrity in your behavior in and out of the classroom.

Academic Dishonesty Policy

1. Academic dishonesty includes cheating, inventing false information or citations, plagiarism, and helping someone else commit an act of academic dishonesty. It usually involves an attempt by a student to show possession of a level of knowledge or skill that they do not possess.
2. Course instructors are initially responsible for detecting and dealing with academic dishonesty. Instructors who believe that an act of academic dishonesty has occurred are obligated to discuss the matter with the student(s) involved. Instructors should possess reasonable evidence of academic dishonesty. However, if circumstances prevent consultation with student(s), instructors may take whatever action (subject to student appeal) they deem appropriate.
3. Instructors who are convinced by the evidence that a student is guilty of academic dishonesty shall assign an appropriate academic penalty. If the instructors believe academic dishonesty reflects on the student's academic performance or the academic integrity in a course, the student's grade should be adversely affected. Suggested guidelines for appropriate actions are reprimand in cases where there is reasonable doubt that the student knew their action constituted academic dishonesty; a failing grade on a particular paper, project, or examination where the act of dishonesty was unpremeditated, or where there were significant mitigating circumstances; a failing grade in the course where the dishonesty was premeditated or planned.