

# ESPORTS

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## **ESP 100 - Introduction to Esports**

**Credit Hours: 3, Contact Hours: 3**

Division: Business

In this course, students will learn about esports through the lens of a player, a producer, a team, and an industry. Students will produce and analyze multiple broadcasts using personal hardware. (Students are required to have access to a computer with a webcam and microphone.) We will explore existing societal concerns with the “gaming culture” and discuss what stereotypes exist. By the conclusion of this course, students will have a practical skill in streaming esports content, a better general understanding of the issues surrounding esports, and how gaming culture is emerging on a global stage. Group 2 course.

## **ESP 201 - Esports Casting and Streaming**

**Credit Hours: 1, Contact Hours: 1**

Division: Business

In this experiential, hands-on course, students will learn about esports casting and streaming by providing casting and streaming support to regional esports events. Students will holistically critique esports broadcast and production practices of themselves and others in terms of their component parts, namely audio, video, scripting, and editing. Using this information, they will implement a variety of technology set-ups for casting and streaming in the field. Group 2 course.

## **ESP 202 - Esports Event Management**

**Credit Hours: 1, Contact Hours: 1**

Division: Business

In this experiential, hands-on course, students will learn about esports event management by providing event management support to regional esports events. Students will holistically critique esports and sports event management practices used by themselves and others in terms of their component parts, namely business, marketing, technical aspects, and project management aspects. Using this information, they will implement event management strategies in the hosting of esports events in the field. Group 2 course.

## **ESP 203 - Esports Security**

**Credit Hours: 1, Contact Hours: 1**

Division: Business

In this experiential, hands-on course, students will learn about esports event security by providing event security support to regional esports events. Students will holistically critique esports and sports security practices used by themselves and others in terms of their component parts, namely cybersecurity, physical security, player security, and the overall safety and integrity of all stakeholders. Using this information, they will implement esports security strategies in the hosting of esports events in the field. Group 2 course.

## **ESP 204 - Esports Coaching**

**Credit Hours: 1, Contact Hours: 1**

Division: Business

In this experiential, hands-on course, students will learn about esports coaching by providing event coaching support to regional esports events. Students will holistically critique esports coaching practices used by themselves and others in terms of their component parts, namely player mentoring, physical and mental health as well as skill development. Using this information, they will implement esports coaching strategies and develop a personal development plan for players. Group 2 course.