ESP 100 - INTRODUCTION TO ESPORTS

Course Description

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.

Credit Hours

3

Contact Hours

3

Lecture Hours

3

Course Learning Outcomes

Knowledge:

- demonstrate a functional understanding of the hardware and software used in esports broadcasting.
- define current issues in the esports industry.

Application:

- produce artifacts representing key components of the esports environment.
- critique a current competitive scene in a video game via personal play experience.
- demonstrate familiarity with current technology through the broadcasting of esports streams.

Integration:

- compare and contrast the universal nature of play vs. traditional cultural and societal norms.

Human Dimension:

- describe differences between traditional play, esports, traditional sports, and "gaming".

Caring - Civic Learning:

- describe the history of esports, including major controversies in gaming culture such as toxicity, gender, and inclusion.

Learning How to Learn:

- self-assess their ability to engage audiences through esports broadcasting.
- reflect on feedback from peers and the instructor.