ESP 201 - EVENT LIVE STREAMING

Course Description

In this experiential, hands-on course, students will learn how to set up live streaming for regional esports or broadcast events on professional platforms like YouTube or Twitch. Students will holistically critique livestream broadcast and production practices of themselves and others in terms of their components, namely audio, video, content, scripting, and editing. Students will be introduced to settings in professional broadcast recordings, including hardware, software, screen recording, and file types. Using this information, they will implement a variety of technology setups for live streaming in a studio and in the field. Group 2 course.

Credit Hours

2

Contact Hours

2

Lecture Hours

2

Course Learning Outcomes

Knowledge:

- Incorporate current terminology when conveying ideas and intentions related to casting and live streaming.

Application:

- Critique broadcast and production practices holistically and in terms of their parts, namely audio, video, scripting, content, and editimplement a variety of technology set ups needed for casting and streaming as appropriate to self- and instructor-selected physical space and intended audience.

Integration:

- Implement a variety of technology setups needed for casting and live streaming as appropriate to self- and instructor-selected physical space and intended audience.
- Demonstrate entry-level competency in casting and livestreaming in the field and studio, using professional-level equipment and non-linear editing systems in profit and/or non-profit settings.

Human Dimension:

- Feel confident about your ability to build a portfolio, including a combination of artifacts reflective of industry practice analysis, planning documentation, and event stakeholder surveys.

Caring - Civic Learning:

- Explore the impact of streaming culture (i.e. chat bias and toxicity, follow counts, anonymity of participants.)

Learning How to Learn:

- Develop a learning plan to build on the portfolio through feedback and reflection.