ESP 201 - ESPORTS CASTING AND STREAMING

Course Description

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.

Credit Hours

1

Contact Hours

1

Lecture Hours

1

Course Learning Outcomes

Knowledge:

- critique Esports broadcast and production practices holistically and in terms of their component parts, namely: audio, video, scripting, and editing.

Application:

- apply current terminology when conveying ideas and intentions related to k-12, collegiate, and professional Esports casting and streaming.
- implement a variety of technology set ups needed for casting and streaming as appropriate to self- and instructor-selected physical space and intended audience.

Integration:

- demonstrate entry-level competency of Esports casting and streaming in the field and studio, using professional-level equipment and non-linear editing systems in profit and/or non-profit settings.

Human Dimension:

- assessed through a portfolio including at minimum a combination of artifacts reflective of industry practice analysis, planning documentation, event stakeholder surveys, and final reflection piece.

Caring - Civic Learning:

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

Learning How to Learn:

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