

ESP 203 - ESPORTS SECURITY

Course Description

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.

Credit Hours

1

Contact Hours

1

Lecture Hours

1

Course Learning Outcomes

Knowledge:

- analyze relationships between different technology platforms and potential ethical and legal challenges for Esports.

Application:

- apply current terminology when discussing(orally and/or in writing)k-12, collegiate, and professional Esports security.
- implement current best practices in security to protect all event participants in the virtual and physical spaces used for the event.

Integration:

- correlate risks new technology may create for esports players and participants based on past and current trends in cybersecurity practices.

Human Dimension:

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

Caring - Civic Learning:

- Demonstrate understanding of the network security issues for events including the cybersecurity risks for players.

Learning How to Learn:

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