ESP 204 - ESPORTS COACHING

Course Description

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.

Credit Hours

1

Contact Hours

1

Lecture Hours

1

Course Learning Outcomes

Knowledge:

- illustrate different theoretical approaches to ethical dilemmas found in Esports coaching contexts.

Application:

- apply current terminology when discussing(orally and/or in writing)k-12, collegiate, and professional Esports coaching.
- demonstrate leadership, collaboration, and team-building skills that foster healthy working relationships with all associated stakeholders.

Integration:

- integrate individual players' self-assessments to provide appropriate levels of training through individual and group activities to achieve performance improvement.

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 a final reflection piece.

Caring - Civic Learning:

- explore the coaching/mentoring relationship as related to individual and team performance.

Learning How to Learn:

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