

# ESPORTS (ESP)

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## ESP 100 - Introduction to Esports

**Credit Hours: 3, Contact Hours: 3**

Division: Business

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.

## ESP 201 - Event Live Streaming

**Credit Hours: 2, Contact Hours: 2**

Division: Business

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.

## ESP 202 - Esports Event Management and Security

**Credit Hours: 2, Contact Hours: 2**

Division: Business

In this experiential, hands-on course, students will learn about online event management and security. Students will gain hands-on experience by providing both event management and security support to a regional esports or online event. Students will holistically critique esports and online sports event management practices used by themselves and others in terms of their parts, namely, business, marketing, technical aspects, and project management aspects. Using this information, they will implement event management and security strategies concerning cybersecurity, physical security, and network integrity in the hosting of an esports online or in-person event in the field. Group 2 course.

## ESP 203 - Esports Security

**Credit Hours: 1, Contact Hours: 1**

Division: Business

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.

## ESP 204 - Esports Coaching

**Credit Hours: 1, Contact Hours: 1**

Division: Business

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.