

STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK



MASTER SYLLABUS

ESPT 200 – FUNDAMENTALS OF ESPORTS TECHNOLOGY

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SCHOOL OF BUSINESS AND LIBERAL ARTS

SPRING 2021

- A. **TITLE:** FUNDAMENTALS OF ESPORTS TECHNOLOGY
- B. **COURSE NUMBER:** ESPT 200

C. **CREDIT HOURS:** Three lecture hours per week for 15 weeks (3 credits)

D. **WRITING INTENSIVE COURSE:** No

E. **GER CATEGORY:** None

F. **SEMESTER(S) OFFERED:** Spring

G. **COURSE DESCRIPTION:**

This course introduces students to eSports technology and the fundamentals of effective eSports technology usage. Students identify best practices in eSports technology through hands-on experience with industry-leading software. Students explore streaming, editing, hardware, and more.

H. **PRE-REQUISITES/CO-REQUISITES:**

a. Pre-requisite(s): ESPT 100 Introduction to eSports Management and CITA 110 Introduction to Information Technology

b. Co-requisite(s): None

c. Pre- or co-requisite(s): None

• **STUDENT LEARNING OUTCOMES:**

<i>Course Student Learning Outcome [SLO]</i>	<i>PSLO</i>	<i>GER</i>	<i>ISLO</i>
a. Identify and define hardware necessary for eSports	2	none	2 [IA]
b. Identify the characteristics of effective eSports technology	2	none	2 [IA]
c. Examine the functional areas of technology and their role in eSports.	2	none	2 [IA]
d. Examine the structure and key stakeholders in the global eSports technology industry	6	none	4 [GL]
e. Identify legal and ethical copyright issues in the eSports industry	3	none	4 [ER]
f. Explore career opportunities in the eSports technology industry	6	none	4 [GL]

KEY	<u>Institutional Student Learning Outcomes [ISLO 1 – 5]</u>
ISLO #	ISLO & Subsets
1	Communication Skills Oral [O], Written [W]
2	Critical Thinking

	<i>Critical Analysis [CA], Inquiry & Analysis [IA], Problem Solving [PS]</i>
3	Foundational Skills <i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>
4	Social Responsibility <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
5	Industry, Professional, Discipline Specific Knowledge and Skills

J. APPLIED LEARNING COMPONENT: Yes x No

Classroom

K. TEXTS: none/OER materials

L. REFERENCES: none

M. EQUIPMENT: Computer Lab with eSports-grade hardware (e.g. eSports Arena) and Flex Technology Classroom

N. GRADING METHOD: A-F

O. SUGGESTED MEASUREMENT CRITERIA/METHODS:

Assignments
Class Participation
Quizzes
Exams
Project

P. DETAILED COURSE OUTLINE:

- I. Fundamentals of eSports Technology
 - A. Fundamental terminology of eSports technology
 - B. Key identifiers for effective performance in eSports computers
 - C. Maintenance and compatibility solutions in eSports technology
- II. Implementation of Introductory eSports Technology
- III. PC Monitoring and Load Management for Optimal Performance
 - A. Overclocking
 - B. Cooling
 - C. Introduction to ancillary eSports apps
- IV. Streaming and Casting
 - A. Functional Applications
 - B. Knowledge, skills, and abilities in streaming and casting
 - C. Streaming and casting in eSports management
- V. Legal Considerations in eSports Intellectual Property Rights

- A. Legal Issues in eSports intellectual property
 - B. Ethical Issues in eSports intellectual property
- VI. Social Media Technology in eSports
- A. Functional platforms for promotion and how to use them
 - B. Engagement rates and what they mean
 - C. Effective eSports branding and marketing
 - D. Current Issues in eSports technological marketing
- VII. Financial and Economic Issues in eSports Technology
- A. Free to play or fee to play?
 - B. The impact of branded/sponsored posts on your viewer base
 - C. Should I become sponsored? The review of the pros and cons.
 - D. Current financial and economic issues in eSports management
- VIII. eSports Technology Management
- A. eSports facilities
 - B. eSports network infrastructure
 - C. Event technology
- IX. Future of eSports and eSports Technology
- A. Current trends
 - B. Opportunities for growth and expansion

Q. LABORATORY OUTLINE:

None