

ESPT 101, Introduction to Esports

3 credits, 3 hours lecture

Course Description

This introductory course to Esports provides an overview of the history, ecosystem, athlete culture, and other relevant topics within this emerging industry. The interdisciplinary nature of the Esports industry is explored.

Pre and Co-requisites

None

Course Learning Outcomes (CLOs)

Upon successful completion of the course, the student shall be able to:

CLO1 - Describe the history and progression of Esports

CLO2 - Explain how historical Esports events have influenced the current industry

CLO3 - Describe the interconnectedness of Esports and other industries

CLO4 - Define Esports and compare them to traditional sports and casual gaming

CLO5 - Compare and contrast the various leagues, events, and games within Esports

CLO6 - Assess the current landscape of Esports for players, teams, and organizations

Evaluation

Assessment Type	Percentage
Assignments/Discussions	50%
Midterm	20%
Final Project	30%
Total	100%

Course Completion Requirements

Minimum passing mark of 50% or D is required.

Grading Scale

4.0 Grade Scale	Alpha Grade	Percentage Grade
4.0	A+	93-100
4.0	A	85-92.9
3.7	A-	80-84.9
3.3	B+	77-79.9
3.0	B	74-76.9
2.7	B-	70-73.9
2.3	C+	67-69.9
2.0	C	64-66.9
1.7	C-	60-63.9
1.3	D+	55-59.9
1.0	*D	50-54.9
0.0	F	0-49.9

Land Acknowledgement

We respectfully acknowledge that Keyano College is on Treaty No. 8 Territory, the ancestral and traditional territory of the Cree, Dene, and Métis people.

Review Date: May 1, 2024

Every effort has been made to ensure that information in this course outline is accurate at the time of publication. Keyano College reserves the right to change courses if it becomes necessary so that course content remains relevant. In such cases, the instructor will give the students clear and timely notice of the changes.

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