

ESPT 102, Contemporary Issues in Esports

3 credits, 3 hours lecture

Course Description

This course explores current events, organizational and ethical issues of the global Esports industry including the examination of contemporary issues from a variety of perspectives.

Pre and Co-requisites

None

Course Learning Outcomes (CLOs)

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

CLO1 - Discuss current events in Esports

CLO2 - Address the concerns of the global Esports industry

CLO3 - Determine how current contemporary issues in Esports can be addressed

CLO4 - Identify the impact of current business trends on the future of the Esports ecosystem

CLO5 - Examine current ethical issues within Esports

CLO6 - Compare organizational decisions across Esports

CLO7 - Debate the predominant issues within the Esports industry

Evaluation

Assessment Type	Percentage
Assignments/Discussions	45%
Major Assignments	55%
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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