

ESPT 298, Esports Experiential Learning - Practicum

3 credits, 56 hours

Course Description

An experiential learning opportunity within an Esports real-world situation. Students may participate in a group or individual setting.

Pre and Co-requisites

Prerequisites: Completion of all first year Esport and Business Courses

Course Learning Outcomes (CLOs)

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

CLO1 - Reflect on their participation in an Esport activity in a real-world setting CLO2 - Apply traditional marketing concepts to the Esports industry

CLO2 - Differentiate theoretical aspects of Esports from practical applications CLO4 - Compare different marketing strategies across Esports

CLO3 - Evaluate how practical experiences in Esports prepare students to work in the industry

CLO4 - Construct experiences in Esports to support student learning

CLO5 - Research additional experiential opportunities to develop skills in Esports

Evaluation

Assessment Type	Percentage
WIL and Participation	20%
Reflections	40%
Practicum Project	40%
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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