

Washtenaw Community College Comprehensive Report

BMG 163 Introduction to Esports Effective Term: Fall 2020

Course Cover

Division: Business and Computer Technologies

Department: Business

Discipline: Business Management

Course Number: 163

Org Number: 13200

Full Course Title: Introduction to Esports

Transcript Title: Introduction to Esports

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: New Course

Change Information:

Rationale: Based on an assessment of current industry trends and Esports programs offered by other institutions nationally, we wish to offer this class as part of the new Sports and Entertainment Management program.

Proposed Start Semester: Fall 2020

Course Description: In this course, students will survey the burgeoning Esports industry. Topics such as video game types and genres, the history of the games and organizations that drive Esports, positions in the Esports industry, as well as practical advice for starting and managing Esports teams will be discussed.

Course Credit Hours

Variable hours: No

Credits: 3

Lecture Hours: Instructor: 45 **Student:** 45

Lab: Instructor: 0 **Student:** 0

Clinical: Instructor: 0 **Student:** 0

Total Contact Hours: Instructor: 45 **Student:** 45

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

General Education

Request Course Transfer

Proposed For:

Central Michigan University
Eastern Michigan University
Ferris State University
Grand Valley State University
Michigan State University
Oakland University
Wayne State University
Western Michigan University
Other :

Student Learning Outcomes

1. Identify the factors that contributed to the history of Esports management.

Assessment 1

Assessment Tool: Outcome-related multiple-choice test questions
Assessment Date: Fall 2023
Assessment Cycle: Every Three Years
Course section(s)/other population: All sections
Number students to be assessed: All students
How the assessment will be scored: Answer key
Standard of success to be used for this assessment: 70% of students will score 70% or higher on the outcome-related questions.
Who will score and analyze the data: Department faculty

2. Recognize the types and genres of Esports as well as key Esports organizations.

Assessment 1

Assessment Tool: Outcome-related multiple-choice test questions
Assessment Date: Fall 2023
Assessment Cycle: Every Three Years
Course section(s)/other population: All sections
Number students to be assessed: All students
How the assessment will be scored: Answer key
Standard of success to be used for this assessment: 70% of students will score 70% or higher on the outcome-related questions.
Who will score and analyze the data: Department faculty

3. Identify how Esports organizations are started, regulated, and managed.

Assessment 1

Assessment Tool: Outcome-related multiple-choice test questions
Assessment Date: Fall 2023
Assessment Cycle: Every Three Years
Course section(s)/other population: All sections
Number students to be assessed: All students
How the assessment will be scored: Answer key
Standard of success to be used for this assessment: 70% of students will score 70% or higher on the outcome-related questions.
Who will score and analyze the data: Department faculty

4. Describe the cultural issues as well as current and future trends in Esports.

Assessment 1

Assessment Tool: Class assignment
Assessment Date: Fall 2023
Assessment Cycle: Every Three Years

Course section(s)/other population: All sections

Number students to be assessed: Random selection of 40% of all students with a minimum of one full section

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 70% of students will score 70% or higher

Who will score and analyze the data: Department faculty

Course Objectives

1. Describe the history of video games and organizations that drive Esports.
2. Define Esports terminology.
3. Define types of games that qualify as Esports.
4. Identify key Esports organizations.
5. Recognize cultural issues related to professional gaming and Esports.
6. Describe how Esports organizations are started.
7. Describe the regulations associated with starting an Esports organization.
8. Recognize different management roles in the Esports industry.
9. Describe the role and selection process to become a professional Esports player.
10. Recognize the non-management roles in the Esports industry.
11. Analyze the potential risks involved in investing in Esports teams.
12. Discuss the potential future of Esports.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

Computer workstations/lab

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Douglas Waters</i>	<i>Faculty Preparer</i>	<i>Mar 11, 2020</i>
Department Chair/Area Director: <i>Douglas Waters</i>	<i>Recommend Approval</i>	<i>Mar 14, 2020</i>
Dean: <i>Eva Samulski</i>	<i>Recommend Approval</i>	<i>Mar 17, 2020</i>
Curriculum Committee Chair: <i>Lisa Veasey</i>	<i>Recommend Approval</i>	<i>Apr 21, 2020</i>
Assessment Committee Chair: <i>Shawn Deron</i>	<i>Recommend Approval</i>	<i>May 01, 2020</i>
Vice President for Instruction: <i>Kimberly Hurns</i>	<i>Approve</i>	<i>May 05, 2020</i>