

STUDENT WARNING: This course syllabus is from a previous semester archive and serves only as a preparatory reference. Please use this syllabus as a reference only until the professor opens the classroom and you have access to the updated course syllabus. Please do NOT purchase any books or start any work based on this syllabus; this syllabus may NOT be the one that your individual instructor uses for a course that has not yet started. If you need to verify course textbooks, please refer to the online course description through your student portal. This syllabus is proprietary material of APUS.

# ESPT340

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## Course Summary

**Course :** ESPT340 **Title :** Esports Media and Production

**Length of Course :** 8 **Faculty :**

**Prerequisites :** ESPT201 **Credit Hours :** 3

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## Description

### Course Description:

This course familiarizes students with the tools and platforms used for digital media management and production within esports. Students learn the skills necessary to create and manage content for an esports organization or event. The elements of a high-quality broadcast production will also be covered.

(Prerequisite: ESPT201)

### Course Scope:

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## Objectives

LO1: Discuss the different digital media sources and platforms used within esports.

LO2: Examine the concepts of effective esports casting.

LO3: Operate the different digital media sources and platforms commonly used within esports.

LO4: Examine the characteristics of high-quality digital media content.

LO5: Assess the elements required to produce a live broadcast of an esports event.

LO6: Create a digital content schedule consisting of both live events and on-demand content.

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## Outline

### Week 1:

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#### Learning Outcomes

- Create a working definition of esports prior to experiencing this course through discussion.
  - Create a list of the best video games (Mount Rushmore) of all time using various criteria for measurement.
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- Demonstrate knowledge of the overall process of esports production via discussion.

#### Required Readings

THIS CLASS DOES NOT HAVE A TEXTBOOK. This class uses Open Educational Resources (OERs) rather than a textbook. Each week in the Lessons tab you will have different readings/videos that you will read/watch to learn the weekly material. Students are encouraged to augment assignments and forums with outside readings of their interest.

#### Assignments

Week 1 Discussion (I)  
Week 1 Discussion (II)  
Week 1 Quiz

Recommended Optional Reading  
Recommended Media

### **Week 2:**

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#### Learning Outcomes

- Discuss the origin and growth of the esports industry.
- Discuss certain milestones in esports history.
- Demonstrate a working knowledge of the esports game, Rocket League.

#### Required Readings

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#### Assignments

Week 2 Discussion  
Week 2 Assignment  
Week 2 Quiz

Recommended Optional Reading  
Recommended Media

### **Week 3:**

#### Learning Outcomes

- Define shoutcasting and the role that it takes within esports media production.
- Define the roles found within the shoutcast, their advantages and disadvantages and how they work together to enhance esports broadcasts.
- Demonstrate a working knowledge of Street Fighter V.

#### Required Readings

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## Assignments

Week 3 Discussion

Week 3 Assignment

Week 3 Quiz

Recommended Optional Reading

Recommended Media

## **Week 4:**

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### Learning Outcomes

- Demonstrate a working knowledge of OBS
- Create a brief video recording utilizing OBS to prepare for the Final Project for the course
- Demonstrate a working knowledge of Starcraft 2.

### Required Readings

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## Assignments

Week 4 Assignment

Week 4 Quiz

Recommended Optional Reading

Recommended Media

## **Week 5:**

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### Learning Outcomes

- Define the observer role within esports media production.
- Define the various tools available to the observer to enhance the production.
- Demonstrate a working knowledge of League of Legends.

### Required Readings

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## Assignments

Week 5 Discussion

Week 5 Assignment

Week 5 Quiz

## **Week 6:**

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### Learning Outcomes

- Compare and contrast various streaming platforms demonstrating knowledge of the different streaming platforms available.
- Demonstrate a working knowledge of the esports FPS, Valorant.

### Required Readings

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### Assignments

Week 6 Discussion

Week 6 Quiz

## **Week 7:**

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### Learning Outcomes

- Compare and contrast various social media platforms and how they impact esports productions
- Demonstrate a working knowledge of the esports Counter Strike: Global Offensive (CS:GO)

### Required Readings

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### Assignments

Week 7 Discussion

Week 7 Assignment

Week 7 Quiz

## Week 8:

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### Learning Outcomes

- Appraise challenges facing sport managers today.

### Required Readings

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### Assignments

Week 8 Discussion

Week 8 Assignment

Week 8 Quiz

Recommended Optional Reading

Recommended Media

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## Evaluation

### Grading:

Name	Grade %
Discussions	30%
Assignments	40%
Quizzes	30%

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# Materials

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## Course Guidelines

### COURSE DELIVERY METHOD

This course is delivered via distance learning, enabling students to complete academic work in a flexible manner, completely online. Course materials and access to an online learning management system will be made available to each student.

Please note that everything is based on Eastern Time (ET). Many of you are located in other time zones. The clock at the top of the main classroom page is set to ET. Please use this as your guide.

### WRITING AND FORMATTING EXPECTATIONS

Students will follow the APA Style Manual, 7th Edition as the sole citation and reference style used in all work submitted as part of coursework to the University. Any references used to complete assignments must be identified with properly formatted text citations and a reference page regardless of submission format (Word, PowerPoint, etc.).

APA formatting requires assignments to be submitted in a font and page set-up that is readable and neat. It is recommended that students try to adhere to a consistent format. A few of the most common APA requirements include the following.

- Typewritten in double-spaced format with a readable style and font and submitted inside the electronic classroom (unless classroom access is not possible and other arrangements have been approved by the professor).
- 12-point font size and Times New Roman style is preferred.
- Page margins (top, bottom, left and right) should be 1 inch, with reasonable accommodation made for special situations and online submission variances.

### WEEKLY DISCUSSIONS

In all discussions, students are required to submit one initial post by Wednesday at 11:55 pm ET and a minimum of two replies to classmates by Sunday at 11:55 pm ET. For Week 1 only, initial posts should be at least 250 words, original in content, and demonstrate a thorough analysis of the topic. Replies should be informative, and contribute to advancing knowledge of the topic.

Participation in a Week 1 discussion serves as a student's official entry into a course and requires special attention. Students must complete the Week 1 discussion no later than Sunday at 11:55 pm ET in order to maintain registration in the course.

#### Discussion Interaction Guidelines

Online universities promote the advancement of knowledge through positive and constructive debate, both inside and outside the classroom. Discussions on the Internet, however, occasionally can degenerate into needless insults and other unproductive conversation. Such activity and the loss of good manners are not acceptable in a university setting; basic academic rules of good behavior and proper "netiquette" must persist. Remember that you are in a place for the fun and excitement of learning that does not include personal attacks or attempts to intimidate or stifle the discussion of others. Despite the best of intentions, jokes and, especially satire, can easily get lost or become unintentionally offensive. If you feel the need for humor, you may wish to add "emojicons" to help alert your readers.

## COURSE ANNOUNCEMENTS

Instructors typically post announcements throughout a course to communicate information in regard to changes in due dates, clarifications on assignments, additional resources for lessons, etc. It is the responsibility of each student to review announcements on a regular basis to stay informed on any course updates.

## ASSIGNMENT AND DISCUSSION DUE DATES AND LATE WORK

Students are expected to submit assignments and discussions by the due dates listed in the classroom. Depending on circumstances, assignments may not be accepted late or after the course end date. Submitting an assignment late may result in a penalty of up to 10% per day late, not to exceed a maximum of 50% (5 days late). \* Whether assignments are accepted late, or if a late penalty is applied, is at the faculty member's discretion. \*\* For discussions, since posting after a week has concluded provides no value to the course, no initial posts or replies will be accepted after the due date. Faculty may be more flexible if potential delays are communicated ahead of time.

\*Late penalties are applied before assignments are graded.

\*\*Programs with specialty accreditation and students with DSA accommodations may have different late policies applied.

## DISCLAIMER STATEMENT

Course content may vary from the content outline to meet the needs of this particular group.

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# University Policies

## [Student Handbook](#)

- [Drop/Withdrawal policy](#)
- [Extension Requests](#)
- [Academic Probation](#)
- [Appeals](#)
- [Disability Accommodations](#)

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