

HONORS SEMINAR

HONR 3342

eSports: The Word

Instructors:

Dr. Hannah R. Gerber, Dr. Erica Pasquini, & Dr. Kevin Sweeney

Description:

This seminar changes topics (or "words") every semester, and several faculty with interests and specialties relevant to the theme from various colleges and departments lead discussions from different points of view. Sample topics include "The End," "Connections," "Sustainability," and "Drugs." All words reflect timely topics and student interests. Credit 3. Prerequisite: Admission to the Honors College.

Class Location:

Lee Drain 220

Class Day and Time:

Wednesdays 2:00pm to 4:50pm

Outcomes:

Upon completion of this course students will be able to:

- Understand how videogaming is related to learning and literacy;
- Explore ways in which eSports can be introduced into educational settings;
- Explore the role of the coach in eSports;
- Recognize best practices for team building and sport psychology in eSports;
- Evaluate the niche of professional eSports within the greater sports and video game economy;
- Explore the different business and marketing models of various eSports business entities.

Required Texts:

What Video Games Have to Teach Us About Learning and Literacy 2nd edition (2007) by James Paul Gee. (Palgrave Macmillan)

Assignment Matrix

Assignment	Due Date	Points Available
Class Participation	Every Wednesday	150 points (10 pts/class)
Field Work	10 hours. Sign-up in advance.	70 points (5 pts/hour and 20 points for signing up by Feb 1st)
Field Work Journal	April 18 th	50 points
Final Project	April 25 th and May 2 nd	100 points

Major Assignment Descriptions

Class Participation: Students are expected to participate fully in each activity and to maintain a pleasant and engaged demeanor through the project. Students are also expected to do the reading assigned by the discussion date. We will discuss topics during class and the reading material will be central to completing the activities in class. Students will be called on randomly to summarize the reading or activity and to start discussion. All students are expected to participate in each discussion whether they are tasked with leading the discussion or not, so being prepared is critical.

Having a negative attitude can diminish the course for everyone. Likewise, every effort should be made to include all students in the experience and no one should be ostracized or intentionally excluded.

You will turn in one Aha! moment on the appropriate course Blackboard by noon the day following the class. Additionally, you will search popular media for one interesting tidbit or news story about eSports each week (this can be on YouTube, Twitter, news sites, etc). You will be asked to bring this into the class discussion each week.

Each class is worth 10 points and there are 15 classes so the total for participation is **150 points**.

Field Work and Journal: A portion of this class is dedicated to hands-on experiences in running an eSports program at various levels; from middle and high schools to collegiate level. As such, you will be required to complete ten (10) hours of volunteer service within a local middle or high school eSports program as well as a local university program. You must do five hours of volunteer service at one of the middle or high schools and five hours of volunteer service in the university program. The names and addresses of the schools will be provided on the first day of class as well as a calendar of time slots for when the school programs are run. You must sign up in advance for when you plan to volunteer. **The deadline for signing up is February 1st. Slots are limited per session, so sign up early to get the dates and times that you want.** Additionally, it is your responsibility to keep your hours logged every time you volunteer and to get one of the approved advisors from the organization where you are volunteering to sign off that you completed your hours before you leave. Please recognize that you are representing not just yourself, but the Honors College and Sam Houston State University, so please behave

accordingly.

You will write a one-page reflective journal about your experiences volunteering for the eSports organization and how your volunteer experiences are closely tied with what you have been reading, viewing, experiencing, and discussing in the course materials. Your volunteer hours are worth 50 points (5 points per hour) and your final reflective paper is worth 50 points. This experience is worth **100 points**.

Final Project:

The final project will continue following the coaching portion of the course. During this time you will be assigned teams that you will remain in for your project. Teams will be assigned one of three eSports “spaces”: professional eSports teams, collegiate eSports teams, or production companies. Once assigned, teams will then be tasked with analyzing a small group of current teams or companies within their entity. This analysis will investigate marketing strategies, team building techniques, organization scope, and other relevant aspects of those organizations. Using this analysis, your group will prepare a presentation that describes the organizations in detail and provides best practices for a new “hypothetical” organization using other, real world organizations. Analysis and pitches will be presented as a team. This project is worth **100 points**.

Tentative Class Schedule*

Date	Topic/Professor	Agenda/Class Schedule	Assignments Readings Due or
1-24-18	All	<ul style="list-style-type: none">• Syllabus Review• Watch film• Discussion on film	

1-31-18	Gerber: education	<ul style="list-style-type: none"> • Discussion on games • Watch Videogame High • Discuss the parody and feasibility of competitive gaming in school 	
2-7-18	Gerber: education	<ul style="list-style-type: none"> • Reading discussion • Hands-on with games 	Read all of What Videogames Have to Teach Us About Learning and Literacy
2-14-18	Gerber: education	<ul style="list-style-type: none"> • Reading discussion • Hands-on at Gamers Grove (TBD) • Skype with Dr. Jason Engerman (TBD) 	Read articles in Blackboard
2-21-18	Pasquini: Coaching	<ul style="list-style-type: none"> • Discussion on sports psychology and its current role in eSports • Discussion on coaching and its current role in eSports. 	Read articles in blackboard
2-28-18	Pasquini: Coaching	<ul style="list-style-type: none"> • Reading discussion • Split into teams • Practice coaching 	
3-7-18	Pasquini: Coaching	<ul style="list-style-type: none"> • Team building and its importance in eSports • Practice team building techniques 	Coach evaluations Read articles in blackboard
3-14-18		SPRING BREAK!	
3-21-18	Pasquini: Coaching	<ul style="list-style-type: none"> • Reading discussion • Discussion on formalization of coaching in all levels of eSports 	

3-28-18	Sweeney: Marketing	<ul style="list-style-type: none"> eSports and real sports economics: a history and the basics 	Read articles in blackboard Youtube videos
4-4-18	Sweeney: Marketing	<ul style="list-style-type: none"> The currently landscape of eSports Ownership models 	Read articles in blackboard Youtube videos
4-11-18	Sweeney: Marketing	<ul style="list-style-type: none"> Marketing and branding: how does eSports make money? 	
4-18-18	Sweeney: Marketing	<ul style="list-style-type: none"> The dark side: Gambling, Working Conditions, and Organized Crime 	Read articles in blackboard
4-25-18	ALL	<ul style="list-style-type: none"> Presentations 	All presentation material
5-2-18	ALL	<ul style="list-style-type: none"> Presentations 	All presentation material

* Class schedule is subject to change at the instructors' discretion.