STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK

MASTER SYLLABUS

ESPT 200 – FUNDAMENTALS OF ESPORTS TECHNOLOGY

Created by: Charles Murray III and Nicholas Kocher

SCHOOL OF BUSINESS AND LIBERAL ARTS

SPRING 2021

A. **TITLE:** FUNDAMENTALS OF ESPORTS TECHNOLOGY

B. **COURSE NUMBER:** ESPT 200
C. **CREDIT HOURS:** Three lecture hours per week for 15 weeks (3 credits)

D. **WRITING INTENSIVE COURSE:** No

E. **GER CATEGORY:** None

F. **SEMESTER(S) OFFERED:** Spring

G. **COURSE DESCRIPTION:**
This course introduces students to eSports technology and the fundamentals of effective eSports technology usage. Students identify best practices in eSports technology through hands-on experience with industry-leading software. Students explore streaming, editing, hardware, and more.

H. **PRE-REQUISITES/CO-REQUISITES:**

   a. Pre-requisite(s): ESPT 100 Introduction to eSports Management and CITA 110 Introduction to Information Technology
   b. Co-requisite(s): None
   c. Pre- or co-requisite(s): None

• **STUDENT LEARNING OUTCOMES:**

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>PSLO</th>
<th>GER</th>
<th>ISLO</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Identify and define hardware necessary for eSports</td>
<td>2</td>
<td>none</td>
<td>2 [IA]</td>
</tr>
<tr>
<td>b. Identify the characteristics of effective eSports technology</td>
<td>2</td>
<td>none</td>
<td>2 [IA]</td>
</tr>
<tr>
<td>c. Examine the functional areas of technology and their role in eSports.</td>
<td>2</td>
<td>none</td>
<td>2 [IA]</td>
</tr>
<tr>
<td>d. Examine the structure and key stakeholders in the global eSports technology industry</td>
<td>6</td>
<td>none</td>
<td>4 [GL]</td>
</tr>
<tr>
<td>e. Identify legal and ethical copyright issues in the eSports industry</td>
<td>3</td>
<td>none</td>
<td>4 [ER]</td>
</tr>
<tr>
<td>f. Explore career opportunities in the eSports technology industry</td>
<td>6</td>
<td>none</td>
<td>4 [GL]</td>
</tr>
</tbody>
</table>

**KEY**

<table>
<thead>
<tr>
<th>ISLO #</th>
<th>Institutional Student Learning Outcomes [ISLO 1 – 5]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Communication Skills</td>
</tr>
<tr>
<td></td>
<td>Oral [O], Written [W]</td>
</tr>
<tr>
<td>2</td>
<td>Critical Thinking</td>
</tr>
</tbody>
</table>
Critical Analysis [CA], Inquiry & Analysis [IA], Problem Solving [PS]

3 Foundational Skills
Information Management [IM], Quantitative Lit./Reasoning [QTR]

4 Social Responsibility
Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]

5 Industry, Professional, Discipline Specific Knowledge and Skills

J. **APPLIED LEARNING COMPONENT:** Yes__x___ No_____  
   Classroom

K. **TEXTS:** none/OER materials

L. **REFERENCES:** none

M. **EQUIPMENT:** Computer Lab with eSports-grade hardware (e.g. eSports Arena) and Flex Technology Classroom

N. **GRADING METHOD:** A-F

O. **SUGGESTED MEASUREMENT CRITERIA/METHODS:**
   Assignments
   Class Participation
   Quizzes
   Exams
   Project

P. **DETAILED COURSE OUTLINE:**

I. Fundamentals of eSports Technology
   A. Fundamental terminology of eSports technology
   B. Key identifiers for effective performance in eSports computers
   C. Maintenance and compatibility solutions in eSports technology

II. Implementation of Introductory eSports Technology

III. PC Monitoring and Load Management for Optimal Performance
   A. Overclocking
   B. Cooling
   C. Introduction to ancillary eSports apps

IV. Streaming and Casting
   A. Functional Applications
   B. Knowledge, skills, and abilities in streaming and casting
   C. Streaming and casting in eSports management

V. Legal Considerations in eSports Intellectual Property Rights
A. Legal Issues in eSports intellectual property
B. Ethical Issues in eSports intellectual property

VI. Social Media Technology in eSports
   A. Functional platforms for promotion and how to use them
   B. Engagement rates and what they mean
   C. Effective eSports branding and marketing
   D. Current Issues in eSports technological marketing

VII. Financial and Economic Issues in eSports Technology
   A. Free to play or fee to play?
   B. The impact of branded/sponsored posts on your viewer base
   C. Should I become sponsored? The review of the pros and cons.
   D. Current financial and economic issues in eSports management

VIII. eSports Technology Management
      A. eSports facilities
      B. eSports network infrastructure
      C. Event technology

IX. Future of eSports and eSports Technology
    A. Current trends
    B. Opportunities for growth and expansion

Q. **LABORATORY OUTLINE:**
   None