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



MASTER SYLLABUS

ESPT 200 – FUNDAMENTALS OF ESPORTS TECHNOLOGY For available course numbers, contact the Registrar's Office at <u>registrar@canton.edu</u>

CIP Code: 52.9999

Created by: Nicholas Kocher and Charles Murray III Updated by: Nicholas Kocher

> School: Business and Liberal Arts Department: Business Implementation Semester/Year: Spring 2025

A. TITLE: FUNDAMENTALS OF ESPORTS TECHNOLOGY

B. COURSE NUMBER: ESPT 200

C. CREDIT HOURS (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity):

# Credit Hours per Week	3
# Lecture Hours per Week	3
# Lab Hours per Week	
Other per Week	

D. WRITING INTENSIVE COURSE:

Yes	
No	х

E. GER CATEGORY:

Does course satisfy a GER category(ies)? If so, please select all that apply.

[1-2] Communication	
[3] Diversity: Equity, Inclusion & Social	
Justice	
[4] Mathematics & Quantitative Reasoning	
[5] Natural Science & Scientific Reasoning	
[6] Humanities	
[7] Social Sciences	
[8] Arts	
[9] US History & Civic Engagement	
[10] World History & Global Awareness	
[11] World Languages	

F. SEMESTER(S) OFFERED:

Fall	
Spring	Х
Fall and 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: none CO-REQUISITES: none

I. STUDENT LEARNING OUTCOMES:

Course Student Learning Outcome	Course Student Learning Outcome Program		
[SLO]	Student	CED	ISI O & Subcote
	Learning	GER	ISLO & Subsets
	Outcome [PSLO]		
a. Identify and define hardware necessary	2. Apply critical		
for eSports.	analysis to the		
	theory and		
	practice of		2 [IA]
	eSports gaming		
	and eSports		
	management.		
b. Identify the characteristics of effective	2. Apply critical		
eSports technology.	analysis to the		
	theory and		
	practice of		2 [IA]
	eSports gaming		
	and eSports		
	management.		
c. Examine the functional areas of	2. Apply critical		
technology and their role in eSports.	analysis to the		
	theory and		
	practice of		2 [IA]
	eSports gaming		
	and eSports		
	management.		
d. Examine the structure and key	6. Examine the		
stakeholders in the global eSports	complex,		
technology industry.	interdependent		4 [CL]
	global systems in		4 [01]
	the eSports		
	industry.		
e. Identify legal and ethical copyright	3. Apply ethical		
issues in the eSports industry.	values and		
	standards in		2 [[]]
	eSports gaming		
	and eSports		
	management.		
f. Explore career opportunities in the	6. Examine the		
eSports technology industry.	complex,		2 [IA]

interdependent	
global systems in	
the eSports	
industry.	

KEY	Institutional Student Learning Outcomes
	<u>[ISLO 1 – 5]</u>
ISLO #	ISLO & Subsets
1	Communication Skills
	Oral [0], Written [W]
2	Critical Thinking
	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:



If yes, select [X] one or more of the following categories:

Classroom / Lab	х	Community Service	
Internship		Civic Engagement	
Clinical Practicum		Creative Works/Senior Project	
Practicum		Research	
Service Learning		Entrepreneurship [program, class,	
		project]	

- K. TEXTS: Library resources used
- L. REFERENCES: none
- M. EQUIPMENT: Computer Lab with eSports-grade hardware (e.g. eSports Arena)
- N. GRADING METHOD: A-F
- 0. 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