MASTER SYLLABUS

ESPT 305 – ESPORTS MANAGEMENT PRACTICUM

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SCHOOL OF BUSINESS AND LIBERAL ARTS

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A.   **TITLE**: ESPORTS MANAGEMENT PRACTICUM

B.   **COURSE NUMBER:** ESPT 305

C.   **CREDIT HOURS:** 1 lecture hour per week for 15 weeks and 80 hours of practicum activity (3 credits)

D. **WRITING INTENSIVE COURSE**: No

E. **GER CATEGORY:** None

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

G. **COURSE DESCRIPTION:**
In this course, students gain hands-on experience working with an eSports entity in an eSports management capacity. Students document their practicum activity and highlight characteristics of effective management eSports operations. Weekly class lectures allow students to share their practicum experience and debrief on the week's activities. Students build a professional portfolio and career plan based on their practicum experience.

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

a. Pre-requisite(s): ESPT 200 Fundamentals of eSports Technology, ESPT 210 eSports Governance, and 45 credit hours earned
b. Co-requisite(s): None
c. Pre- or co-requisite(s): None

- **STUDENT LEARNING OUTCOMES:**

Course Student Learning Outcome [SLO]	PSLO	GER	ISLO
a. Analyze practicum experience and practitioner observations in an eSports environment	2	none	2 [CA]
b. Perform activities required by host entity and document activities in a weekly activity log	4, 5	none	5, 4 (T)
c. Demonstrate appropriate ethics and professionalism expected by host entity	3	none	4 (ER)
d. Apply appropriate eSports management skills in a professional setting.	4	none	5
e. Effectively present and discuss practicum experience in a classroom setting.	1	none	1 [O, W]
f. Develop a personal eSports management career plan.	4	none	5

KEY	Institutional Student Learning Outcomes [ISLO 1 – 5]
ISLO #	ISLO & Subsets
1	**Communication Skills** Oral [O], 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:**   Yes__x__   No_____

Practicum

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

L.   **REFERENCES:** none

M.   **EQUIPMENT:** Flex Technology Classroom

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

O.   **SUGGESTED MEASUREMENT CRITERIA/METHODS:**
Activity Log
Class Participation
Portfolio/Presentation
Supervisor Evaluation

P.   **DETAILED COURSE OUTLINE*:**

I.   Introduction to Practicum
    A. Why do a Practicum?
    B. Expectations for the Practicum
    C. SUNY Canton Academic Requirements

II.   Review of Practicum Responsibilities
    A. Determination of work schedule
    B. Conduct expected when representing host entity
    C. Record keeping expectations
    D. Mentor assignment

III.   Observation Activities and Learning Assignments
    A. Student will initially shadow the host entity mentor in a surveillance capacity only
    B. Students will be then progress to participating in the host entity's day-to-day operations under the supervision of their mentor and in consultation with the instructor
    C. Students will document activities in a weekly activity log and present their cumulative experience in a portfolio presentation.
    D. Student explore career opportunities in eSports

IV.   Culmination Stage: Celebrating the Achievements and Embracing the Future
    A. Final Evaluations and Professional Portfolios
    B. Debrief with Supervisor
    C. Debrief with Co-Workers
    D. Future Career Goals and Development

*topical outline components adapted from BSAD 235 and HUSV 421

Q. **<u>LABORATORY OUTLINE</u>:**
None