

## COURSE SYLLABUS

### **ITLS 4410: Introduction to eSports**

**Course Format: Online**

**Semester: Fall 2020**

#### **Instructor:**

Dr. Ramy Shaaban

**Office:** Educ 201

**Email:** ramy.shaaban@usu.edu

**Phone:** 435-797-0896

**Online office hours:** By appointment via Zoom

**Meeting Link:** <https://usu-edu.zoom.us/j/95452535335?pwd=eHZYdTdLSnhIRE9YMGRvNIRzN0hsUT09>

**Meeting ID:** 954 5253 5335

**Passcode:** 9ghGEJ

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### **COURSE DESCRIPTION**

This online course provides an introduction to Esports. The focus of the course is on learning the Esports Foundations, the professional lifestyle of the players, how streaming works, and the current status of the industry. In this course, students will not only learn about the esports industry, they will also engage in the play experience and get a deeper insight into the esports ecosystem. In the course, students will play esports games as gamers but will also look at the experience as designers and critical thinkers. Students are expected to have access to their own gaming systems (PS4 or XBOX - PC or Mac is OK).

### **COURSE OBJECTIVES**

By the end of this course, student will be able to:

- 1- Define eSports and understand its ecosystem.
- 2- Learn how to Gear Up to Play.
- 3- Define and discover MOBA, RTS, and FPS games.
- 4- Explore options for sports simulations.
- 5- Shuffle through the world of virtual card games.
- 6- Discover places to compete in eSports online.
- 7- Learn about the path to pro in professional eSports.
- 8- Explore the jobs involved in the eSports ecosystem.
- 9- Craft an identity as a live streamer.
- 10- Get to know some key eSports influencers.

### **REQUIRED PURCHASES/READING MATERIALS**

You will be required to purchase one of the MOBA games like League of Legend. Please note that some titles are available for free on PC or Mac devices.

You will not be required to purchase textbooks, but you are required to complete the reading materials posted each week on Canvas.

## **OPTIONAL READINGS**

For those who want to seek a job in the field of eSports, it is highly recommended that you purchase these books:

- Understanding Esports: An Introduction to the Global Phenomenon
- Esports For Dummies (For Dummies (Computer/Tech)) 1st Edition
- The human factor in esports: Esport psychology

## **COURSE FORMAT**

This course is offered online via Canvas. Canvas is USU's learning management system and the place where you have most of your classes (<http://usu.instructure.com>). It is very important to access canvas and your email frequently during the semester. You will have access to the course materials upon registration and successful enrollment to the course.

Weekly online materials include online readings, active class discussions, and weekly assignments. All assignments will be submitted through Canvas course site. You are expected to be proficient in the use of Canvas.

## **EVALUATION METHODS**

Below are the assignments you need to complete throughout the semester:

### **Weekly Discussions (10X25)**

On Monday of each week, I will post an online discussion. You should post your answer and read your classmates ones. You also have to reply on your classmates' answers. At least two replies are required to complete the assignment. The discussion assignment will be due the following Sunday before midnight.

### **Biweekly Writing Assignments (5X50)**

Every two weeks, you will be given a writing assignment. Two pages are the minimum requirement for this assignment. You have to follow the APA style in your writing. More information about APA style can be obtained through this link: <https://owl.purdue.edu/owl/>

### **Biweekly Reading Quiz (5 X 30)**

Every two weeks, you will be given a quiz to test your understanding of the reading materials. The quiz will consist of 10 Multiple Choice Questions. The quiz will open on Thursday every other week and will due on Sunday before midnight. You will have one attempt for this assignment.

### **Online Attendance (14 X 10)**

Online attendance is the percentage of completing all the materials posted each week. Canvas tracks students' progress and record their completion of the learning modules. Reading all the assigned materials during the assigned period are mandatory to get the attendance points. Late/no attendance have specific policy. You can find this policy below.

### **Final Project (210)**

During the semester, you are going to build a portfolio of blogs reviewing videogames you play and reflecting on different experience you got. Details and the rubric for this project will be forthcoming. You are going to submit this project at the end of the semester.

## GRADE DISTRIBUTION

Weekly Discussions (10X25)  
Biweekly Writing Assignments (5X50)  
Biweekly Reading Quiz (5 X 30)  
Online Attendance (14 X 10)  
Final Project (210)

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**Total (1000)**

**Bonus (100)**

Grading scale			
A	93 – 100%	C	73 – 76.9%
A-	90 – 92.9%	C-	70 – 72.9%
B+	87 – 89.9%	D+	67 – 69.9%
B	83 – 86.9%	D	63 – 66.9%
B-	80 – 82.9%	D-	60 – 62.9%
C+	77 – 79.9%	F	< 60%

## BONUS

Each assignment will have bonus points determined by the instructor. The maximum amount of the bonus is 100 points throughout the whole class period. The bonus will be awarded to those who illustrate high creativity and hard working.

## ATTENDANCE AND LATE ASSIGNMENT POLICY

All students are expected to read/watch/listen to all the posted materials. This is mandatory. Students are permitted a maximum of two unexcused absences. Missing a module will result in the loss of 10 points from the student's final grade. You are expected to complete the online readings on time and submitting assignments by their due dates. As for the excused absence, you should email a written excuse to your instructor to be considered excused. Not all excuses will be accepted. Acceptable excuses will be determined by the instructor according to the situation. Circumstances that will grant an excused absence are shown below. If the excuse is accepted, the student is still expected to complete their readings/ assignments when they are back from the excused absence.

Late assignments are also unacceptable. A late assignment without an excuse will lead to a zero grade on the assignment. However, submission on time and resubmission after getting the instructor's feedback is allowed and can result in regaining some lost points of the original submission.

### *Circumstances that grant excused absences:*

- 1.) Illness that prevents online attendance. The student must have documentation from the health center or another physician that indicates the student cannot or should not attend class. Health center documentation is not acceptable unless it indicates the student is unable to attend class. Schedule your routine medical appointments at times that do not conflict with class time.
- 2.) Family emergency. Serious illness or death of an immediate family member. Documentation of this emergency must be provided.
- 3.) Participation in a university sponsored activity. Permission for an excused absence must be obtained in advance of the activity and the student must have a letter from the faculty sponsor indicating the student's involvement in the activity.
- 4.) Assignments due during a time that a student is participating in a student activity must be emailed to the instructor prior to departure or immediately upon the student's return, with the instructor's permission. Assignments due during a time when a student is excused for other reasons will be due at the beginning of the second class following the student's return, unless other arrangements are made with the instructor.

## **BEHAVIOUR POLICY**

You are expected to have a good behavior throughout your online interaction with classmates/instructor. Any offense after the first warning will result in a 5-points penalty per occasion. Good behavior includes but is not limited to: not being late in your replies, participating with a good attitude, not using F-words, etc. Pay attention to using capital letters in your interaction as it might be interpreted as inappropriate.

## **OFFICE HOURS AND EMAIL**

Due to COVID-19, the office hours will be via Zoom. To provide more flexible schedule for students' appointments, the office hours will be by appointment. Students should email the instructor via USU email or contact him via Canvas to book an appointment.

Email is the best way to contact me. I usually reply to emails within few hours of receiving them. Feel free to send me your questions or requests for assignments revisions via email and I will guarantee replying as timely as possible. I also encourage you to send me your draft versions of any assigned project to get my feedback during the process of making the assignment. This habit will result in higher quality, and bonus points for the creative ones. Please don't forget to include your name, and the class you are in in your email.

**The Zoom meeting ID and Password are fixed throughout the semester. Below is the Zoom meeting information:**

<https://usu-edu.zoom.us/j/95452535335?pwd=eHZYdTdLSnhIRE9YMGRvNIRzN0hsUT09>

Meeting ID: 954 5253 5335

Passcode: 9ghGEJ

## **CANVAS**

Canvas is our learning management system and the main platform we will use during the semester. You are required to become familiar with Canvas in order to successfully complete this course. Canvas will also be used to provide the syllabus, assignments, grades, etc. To access Canvas, you should go to <https://canvas.usu.edu> and login using your USU credentials. The name of the class on Canvas is: Fall 2020 ITLS-4410-LO1 XL.

**COURSE OUTLINE**

<b>Date</b>	<b>Topic</b>	<b>Assignments</b>
Week 1 (8/31 – 9/6)	Introduction to eSports	No Assignments
<b>Labor Day (9/7)</b>		
Week 2 (9/8 – 9/13)	Gearing Up to Play	Reading: Week 2 Canvas readings
Week 3 (9/14 – 9/20)	Playing RTS and MOBA Games	Reading: Week 3 Canvas readings Assignments: Discussion #1 Due
Week 4 (9/21 – 9/27)	Taking Aim at First Person Shooter Games	Reading: Week 4 Canvas readings Assignments: Discussion #2 Due Writing Assignment #1 Due Quiz #1 Due
Week 5 (9/28 – 10/4)	Finish Him! Playing Fighting Games	Reading: Week 5 Canvas readings Assignments: Discussion #3 Due
Week 6 (10/5 – 10/11)	It's Madden Season! Playing Sports Simulations	Reading: Week 6 Canvas readings Assignments: Discussion #4 Due Writing Assignment #2 Due Quiz #2 Due
Week 7 (10/12 – 10/18)	Playing Battle Royale Games	Reading: Week 7 Canvas readings Assignments: Discussion #5 Due
Week 8 (10/19 – 10/25)	Finding Online and Local Places to Play	Reading: Week 8 Canvas readings Assignments: Discussion #6 Due Writing Assignment #3 Due Quiz #3 Due
Week 9 (10/26- 11/1)	Exploring Collegiate Esports	Reading: Week 9 Canvas readings Assignments: Discussion #7 Due
Week 10 (11/2 – 11/8)	The Path to Pro in Esports	Reading: Week 10 Canvas readings Assignments: Discussion #8 Due Writing Assignment #4 Due Quiz #4 Due

Week 11 (11/9 – 11/15)	Getting involved (Finding a Career) in Esports	Reading: Week 11 Canvas readings Assignments: Discussion #9 Due
Week 12 (11/16 – 11/24)	Creating a Brand for Streaming	Reading: Week 12 Canvas readings Assignments: Discussion #10 Due Writing Assignment #5 Due Quiz #5 Due
<b>Thanksgiving Holiday (11/25 – 11/29)</b>		
Week 13 (11/30 - 12/6)	Ten Games Every Esports Player Should Know  Ten Esports Influencers to Follow	Final Project Draft
Week 14 No Test Week (12/7 – 12/10)		
Final Exams Week (12/14 - 12/18)		Final Project Due

### **SYLLABUS REVIEW**

This syllabus may go under several reviews and modifications during the semester. The reviews will aim to insure achieving the objectives of the class. All modifications should be in favor of students' learning process. The instructor must discuss these modifications with students prior to implementation, making sure those modifications are understandable and applicable.

### **ACADEMIC HONESTY/INTERGRITY**

The University expects that students and faculty alike maintain the highest standards of academic honesty. For the benefit of students who may not be aware of specific standards of the University concerning academic honesty, this link provides details about policies of academic integrity:

<https://studentconduct.usu.edu/studentcode/article6>

### **REPORTING SEXUAL MISCONDUCT (TITLE XI)**

Sexual misconduct includes relationship violence, stalking, sexual harassment, sexual assault, and discrimination based on gender. Gender-based discrimination includes treating someone differently due to their gender, gender identity/expression, or sexual orientation. [See USU Policy 339.](#)

### **DISCRIMINATION**

USU prohibits treating anyone differently based on protected classes when it results in a negative impact to the person's employment or educational experience. [Protected classes](#) include race, color, religion, sex, national origin, age, genetic information, sexual orientation, gender identity/expression, disability, or status as a protected veteran. [See USU Policy 305.](#)