

ITLS 4420: ST: Developmental eSports

Spring 2020

EDUC 280/282/277

Thursday, 3:00-5:30 PM

Instructor

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Overview

ITLS 4420 Special Topics: Developmental eSports is a course about developing your skills in gaming. We will learn competitive gaming and develop our skills through teamwork, goal setting, and problem-solving. Game theory will also be defined through discussion. This course will help you understand how to be successful in your game of choice, and also how to play with other people in ranked matches. We will split into our games of choice and either watch VOD (Video-on-Demand) or play the game of our choice.

Course Objectives

Borrowing from the USU Course Evaluation System, the essential and important objectives of this course include:

1. To find enjoyment in developing skills in competitive gaming.
2. To understand your personal goals of improving your performance in esports.
3. To understand how to play alongside humans and against other humans.

Media and Course Reading

You will be required to purchase one of the following games: League of Legends, Overwatch, or Rocket League.

You will be required to purchase *The Will to Keep Winning* by Daigo Umehara.

Course Format

This course is offered face-to-face but has digital materials posted in the Canvas learning management system. Once the course has begun, enrolled students will have access to the course materials.

Students will meet weekly at the designated time and location on the Logan campus. Class meetings will combine active class discussion, watching VOD, and playing their game of choice in class.

Grading

Your final grade will be computed based on a pass or fail. Attendance will be counted for the grade. In addition, you must be ranked in your game of choice to get a passing grade.

Grading Scale

In this class the grades are scaled only on participation. Participation includes coming to class, joining group discussions, and playing your chosen game. You may miss three classes. If you miss more than three, then come to see the instructor for the makeup. Also, you have to be placed in a rank in your chosen game to pass the course.

Persons with Disabilities

Students with documented disabilities who are in need of academic accommodations should immediately notify the instructor and/or contact the Disability Resource Center at (435) 797-2444 and fill out an application for services. Accommodations are individualized and in accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1992.

Incompletes

In accordance with University policy, incompletes are not to be given for poor performance. There will be no incompletes given except for conditions beyond the student's control, including:

- Incapacitating illnesses that prevent a student from attending classes for a period of at least two weeks
- A death in the immediate family
- Financial responsibilities requiring a student to alter course schedule to secure employment
- Change in work schedule as required by an employer

Other, *unexpected* emergencies may be considered on a case-by-case basis. Regardless of the cause for the incomplete, appropriate documentation of the circumstances is required for an extension to be considered

