

College of San Mateo
Official Course Outline

1. **COURSE ID:** TEAM 680MF **TITLE:** Competitive Esports
Units: 0.5 or 3.0 units **Hours/Semester:** 24.0-162.0 Lab hours
Method of Grading: Grade Option (Letter Grade or Pass/No Pass)

2. **COURSE DESIGNATION:**

Degree Credit
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**

Catalog Description:

This course is designed to train students of all skill levels to compete on a co-ed electronic sports (Esports) team. Students will compete against other competitive electronic sports teams in currently competitive high-skill team-oriented video games with other California community college and university teams.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Exhibit increased skill development, teamwork, and focus as applicable to Esports and gaming at the intercollegiate level.
2. Analyze and apply tactics, strategies and skills necessary for specific in-game team positions' success at a competitive, intercollegiate level

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**

Upon successful completion of this course, a student will be able to:

1. Review and diagnose concepts of teamwork as exhibited by college and professional teams and individuals as they relate to the successful completion of multi-player games versus highly skilled opponents.
2. Participate in drills and practice matches as teams to increase competitive ability applicable to multiple games played at the post-secondary level in Higher Education.
3. Learn applied psychology as it relates to advanced gaming motor and processing skills, including increased longitudinal focus and skill-specific fitness.
4. Analyze tactics, strategies and skills as promoted by gaming developers necessary for specific individual positions' success in multiple games at a competitive, intercollegiate level.
5. Review and emulate applicable tactics, strategies and skills as practiced by professional and college teams and individuals necessary for individual and team-wide success at an intercollegiate level.
6. Learn methods of diagramming and applying concepts of offensive and/or defensive strategies during competition; adjusting as dictated by situational data or opponents' decisions.
7. Practice and evaluate methods using scoring matrices (strengths and weaknesses) of self, teammates and opponents, and apply results to preparation and game day situations.
8. Read and review rules for various governing bodies for student's intercollegiate Esports organizations.
9. Practice providing and receiving peer coaching skills related to game-specific skills.
10. Employ effective communication skills towards creating an inclusive and effective environment.

6. **COURSE CONTENT:**

Lecture Content:

Lecture Content:

1: Gaming Appreciation

- Discussions on the value of gaming for health, enjoyment, challenge, self-expression, and/or social interaction.

2. Motor Skills

- Research and discussion on the physicality of ergonomics, posture, and repetitive motions.

3. Learning Concepts

- Discussion on movement concepts, principles, strategies, and tactics as they apply to the learning and performance of specific games.

4: Health Promotion and Preventative Care for Gamers

- Comprehend concepts related to health promotion and preventative care in gamers as related to the following content areas (the content areas are not listed in any particular order):

- Nutrition
- Injury prevention
- Personal health
- Mental and emotional health
- Substance abuse, misuse, abuse, and addiction

5: Self-Management

- Write up what practices produce the most consistent performance.

6: Interpersonal Communication (Personal and Social Behavior)

- Write on the importance of inclusive and effective communication skills in a team-oriented environment
- Write and analyze the impact toxic behavior has on a game's community. Identify what are examples of toxic behavior and how they can be changed.

8: Influence of Culture, Media, and Technology

- Analyze and discuss the reciprocal influence of eSports, culture, media, technology, and other factors.
- Analyze and discuss the representation of video games and gamers in media and how their image has formed and changed both positively and negatively and why.
- Discuss what behaviors and ideals Esports and gamers can enact and exemplify for a more diverse and inclusive culture around gaming.

9: Goal-Setting and Decision-Making Skills

- Write out goal-setting and decision-making skills towards enhancing gaming success.

10: Active Participation

- Participates regularly in online discussions.

Lab Content:

1: Gaming Appreciation

- Express the value of gaming for health, enjoyment, challenge, self-expression, and/or social interaction.

2. Motor Skills

- Display competency in motor skills and movement patterns needed to perform a variety of physical activities.

3. Learning Concepts

- Movement concepts, principles, strategies, and tactics as they apply to the learning and performance of specific games.

4: Health Promotion and Preventative Care for Gamers

- Comprehend concepts related to health promotion and preventative care in gamers as related to the following content areas (the content areas are not listed in any particular order):

- Nutrition
- Injury prevention
- Personal health
- Mental and emotional health
- Substance abuse, misuse, abuse, and addiction

5: Access Health Information, Products, and Services

- Access valid health information and health-promoting products and services.

6: Self-Management

- Maintain health-enhancing behaviors and reduce health risks.

7: Interpersonal Communication (Personal and Social Behavior)

- Use interpersonal communication skills that respects self and others in online gaming settings.
- Enact the discussed behaviors that promote a more inclusive and open gaming culture and provide feedback when others do not.

8: Influence of Culture, Media, and Technology

- Use interpersonal communication skills that respects self and others in online gaming settings.
- Mindfulness of the perception of gamers to others and how their behavior influences this perception.

9: Goal-Setting and Decision-Making Skills

- Apply the goal-setting and decision-making skills to enhance gaming success

10: Active Participation

- Participates regularly in gaming activities.

11: Advocating for eSports

- Advocate for scholastic acceptance of e-sports.

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- Activity
- Discussion

- C. Individualized Instruction
- D. Observation and Demonstration

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

Writing Assignments:

- o Students will journal their gaming activities to include:
 - § Skills learned
 - § Obstacles or challenges faced
 - § Motivational strategies
- o Students will write an essay on their specific area of emphasis, which can include the following:
 - § Career options
 - § Why they choose to participate/succeed in one particular game
 - § Their specific interest in Gaming
- o Students will write an essay on effective techniques to employ inclusive communication skills, possibly exploring
 - § Examples of when it was implemented
 - § Examples of when it was not utilized and the consequences
 - § Effects on mental health of players and teammates
- o Students will write up an essay on their expectations and view on the importance of each of the respective roles that are required for a team, which may include Captains, Shot-Callers, Support roles, and player roles. They then discuss the important communication skills that are required for success within each of those respective roles, reflecting especially on their current role.

Reading Assignments:

Enhanced learning will take place through reading assignments: Esports magazines, social media, ESPN.com global news feed, new game strategy periodicals, and game related online communities.

Other Outside Assignments:

Observing other e-sports teams, especially at the professional level, and training with other team members. Observing other Esports teams, especially at the professional level, and training with other team members.

Observing videos and breakdowns of strategies related to the game and teamwork.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Performance
- C. Class Work
- D. Group Projects
- E. Lab Activities
- F. Papers
- G. Simulation

10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- A. Wardyga, B., J.. *The Video Games Textbook: History*, 1st ed. Business Technology, 2018
- B. Rodriguez, Dariela. *Sport Communication: An Interpersonal Approach*, 1 ed. Kendell Hunt, 2017

Other:

- A. <https://thesportjournal.org/article/understanding-esports-from-the-perspective-of-team-dynamics/>

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Course Originator: Joshua Rhodes