Miami Dade College

Course Description
SPM1160 | Introduction to Esports | 3.00 credits

This course is designed to provide students with a foundational understanding of the esports industry. Students will begin by learning the history of gaming and esports, transition into an overview of the modern esports industry, and learn how the key stakeholders influence the esports ecosystem. The interdisciplinary nature of esports and the potential career pathways will be outlined.

Course Competencies

Competency 1: The student will outline the history and progression of gaming and esports by:
1. Defining esports and its role in the gaming industry.
2. Discussing the history, development, and evolution of the esports industry.
3. Describing the key components of the esports ecosystem.

Competency 2: The student will identify key events throughout history that helped position esports as a global industry by:
1. Identifying the key factors that impact the growth of the esports industry globally.
2. Describing the various streaming platforms used in the esports industry globally.
3. Analyzing the current trend and market share of the esports industry

Competency 3: The student will discuss the basic characteristics of esports and how they differ from casual gaming by:
1. Comparing and contrasting the characteristics of esports and casual gaming.
2. Describing the various formats of esports gaming competition.
3. Describing the characteristics of an esports athlete and consumer.

Competency 4: The student will determine how esports is interrelated with other industries by:
1. Evaluating the influence and impact of esports within other industries.
2. Understanding the integration of esports teams, clubs, and competition in educational institutions.
3. Identifying various stages of implementing esports programs and competitions among different industries.

Competency 5: The student will examine esports career opportunities by:
1. Describing the current demand and various career paths in esports.
2. Identifying professional skills and qualifications needed to be successful in the esports profession.
3. Evaluating career goals related to the desired career path within the esports industry.

Learning Outcomes:

1. Communication
2. Computer / Technology Usage
3. Cultural / Global Perspective

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