SPM 300: Introduction to Esports

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Introduction to Esports
(3 credits)
Class Size: 10-20

Faculty: Dr. Joey Gawrysiak, Professor of Practice & Executive Director, Syracuse University
Administrative Contact: [Eric Young](), Senior Associate Director, Project Advance

Course Catalog Description

This course introduces the student to the esports ecosystem including areas such as games, developers, events, leagues, facilities, and history. Students will receive a broad understanding of various areas of esports through lectures and class projects.

Pre- /Co-requisites

N/A

Course Objectives

Students will be able to:

- Critically discuss the esports ecosystem and how each part impacts other parts of the industry
- Describe the different types of games and events that are run across levels of esports competitions

- Demonstrate understanding of history of esports leagues and events and how they impact the current and future landscape
- Understand how to evaluate the effectiveness of various elements within esports.
- Convey the difference and similarities between the gaming and esports industries, and how they work together.

Laboratory

N/A

Required Materials

SBJ (available through SBJ's College and University Program (https://www.sportsbusinessjournal.com/) is highly recommended as regular reading for students serious about entering the sports industry.

Esports Insider News Journal — https://esportsinsider.com/