

# **SPM 300: Introduction to Esports**

## **SPM 300**

### **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/>