

## Computer & Information Sciences Department

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**Course ID:** CIS490B Fall 2021

**Instructor:** Dr. Suzanne C. Wagner

**Office Location:** 107C Glynn Hall

**Office Phone:** 716.286.8446

**Office Hours:** MF 9:00-10:00 a.m. & MWF 1:00-2:30 p.m.

**Course Name:** Topic: Intro to Esports

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**General Education Designation:** None

### Department Mission Statement

To achieve its vision, the Computer and Information Sciences department will provide students with the ability to develop, implement and critically assess vital informational and technological systems within organizational contexts and governmental agencies. Current key technological competences include, but are not limited to, programming, database administration, Web technologies, networking, and information security.

### Course Description

This course will introduce students to Esports in terms of media, developers, athletes, fans and sponsors. Students will assess the fundamentals of Esports practices, business models, organizations and events. Topics include technology and innovation, management, financial, legal and ethical practices, governance, roles and career opportunities in the Esports industry. *Credit - one course unit - three semester hours.*

### Method of Teaching

Teaching techniques will include lectures, active learning activities, demonstrations, class discussions, teamwork, student presentations and extensive use of the computer both during and outside of class periods.

### Student Learning Objectives

#### College of Arts & Sciences Goals Assessed in This Course:

- A&S 1. Ability to use the technological skills appropriate for the major.
- A&S 2. Demonstrated ability to engage in critical thinking appropriate to the discipline.
- A&S 3. Demonstrated ability to use the information literacy skills, including research skills, appropriate to the major.
- A&S 4. Demonstrated ability to communicate effectively in the discipline.
- A&S 5. Demonstrated awareness of key concepts, theories, and/or knowledge in the discipline (content knowledge).
- A&S 6. Professional: Able to integrate and apply key principles and concepts in the major field.

#### Computer & Information Sciences Department Student Learning Outcomes (SLO)

The program enables students to achieve, by the time of graduation:

- CIS SLO 1. An ability to apply knowledge of computing and mathematics appropriate to the discipline
- CIS SLO 2. An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- CIS SLO 3. An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
- CIS SLO 4. An ability to function effectively on teams to accomplish a common goal
- CIS SLO 5. An understanding of professional, ethical, legal, security and social issues and responsibilities
- CIS SLO 6. An ability to communicate effectively with a range of audiences
- CIS SLO 7. An ability to analyze the local and global impact of computing on individuals, organizations, and society
- CIS SLO 8. Recognition of the need for and an ability to engage in continuing professional development
- CIS SLO 9. An ability to use current techniques, skills, and tools necessary for computing practice.

**Course Objectives:**

- Students will learn the fundamentals of the esports industry.
- Students will examine the roles, relationships, culture and communication involved in esports.
- Students will develop oral, written and organizational communication skills via individual and team work.

**Course Student Learning Objectives:** Upon completion of this course, students will be able to:

- SLO 1. Identify the major stakeholders, key influencers and historical foundation of esports (A&S 1,2,3,5,6; CIS SLO 1, 2, 3, 5, 9) *[Assessments including project and exam]*
- SLO 2. Recognize the gaming and business models in the esports industry (A&S 1,2,3,5,9; CIS SLO 1, 2, 3, 4, 5, 9) *[Assessments including project and exam]*
- SLO 3. Understand the influence of culture, media and technology involved in esports (A&S 1,2,3,5,6; CIS SLO 1, 2, 3, 5, 6, 7, 9) *[Assessments including project and exam]*

**Assessment**

Assessments & Grading	Points	Course Percentage	Assignments	100
Assignments	100	30%	Student Survey	4
Code of Behavior	15	5%	Identify key roles & experts	4
Midterm Exam	50	15%	Form organizations	4
Log Book	15	5%	List most popular games	4
Role Evaluations	15	5%	Game review	4
Final (Org) Project Report	35	11%	List favorite games	4
Organization Simulation Project	100	30%	Game genres	4
Org: structure & roles	10		Review guides and play	4
Org: games	10		Log book	4
Org: log book	10		Online gaming freak-outs	4
Org: COB	10		Impact on gamers	4
Org: business model	10		Game insights & commentary I	4
Org: finance	10		Game insights & commentary II	4
Org: event & merch	10		Game insights & commentary III	4
Org: sponsors & viewers	10		Describe game & business model	4
Org: broadcasting	10		Describe major advertiser	4
Org: presentation	10		Identify funding sources	4
Course Total	330	100%	List types of events	4
			Identify upcoming events	4
			List gaming streaming sites	4
			List new sports combos	4
			Advocating for esports	4
			List potential grant sources	4
			Ideal job	4
			Career cruising	4

**Outline of Course**

See course schedule including assessment due dates at the end of this syllabus.

## Requirements of Course and Workload Information

Expect an average of ten hours of coursework in-class and outside of the classroom each week.

### Major assignments

Requirements:	Points	Course %
Assignments (SLO 1,2,3)	100	(30%)
Code of Behavior (SLO 3)	15	(5%)
Midterm Exam (SLO 1,2,3)	50	(15%)
Log Book (SLO 1,2,3)	15	(5%)
Role Evaluations (SLO 1,2,3)	15	(5%)
Org Simulation Project (SLO 1,2,3)	100	(30%)
Final Project Report (SLO 1,2,3)	35	(11%)
Total Possible Points	330	(100%)

Since technology is always changing, projects will be developed throughout the semester to follow industry trends. *See assignments listed in Assessment above and Tentative Schedule provided at the end of this syllabus. Additionally, please refer to Canvas or Microsoft Teams for details on each project.*

**Textbook** – Recommended reading: The Book of Esports: The Definitive Guide to Competitive Video Games by William Collis, Rosetta Books, August 4, 2020.

### Attendance Policy

Attendance will be taken by the professor in every class, however, attendance is not part of the course grade.

Attendance is assessed via Canvas/Microsoft Teams in addition to the classroom, if applicable. Classroom attendance is to be recorded if weather or other problems are such that the professor is delayed, or absent, using the following procedure to record class attendance prior to leaving the classroom:

1. Wait 20 minutes past normal starting time.
2. On a sheet of paper, each student must sign his name to form an attendance sheet.
3. One student should write the name and number of the class with the date and deliver it to Ms. Wendy O'Malley, CIS Administrative Assistant, 421 Glynn Hall.

### Grading Policies and Procedures

#### Grade Determination Criteria:

97 – 100%	A+	87 – 89%	B+	77 – 79%	C+	68 – 69%	D+
94 – 96%	A	84 – 86%	B	74 – 76%	C	65 – 67%	D
90 – 93%	A-	80 – 83%	B-	70 – 73%	C-	64 – 65%	D-
						< 64%	F

### Student Performance Evaluation

- It is CRITICAL to your success in this course and your success in learning the material that you complete the exercises, projects, modeling and exam when they are assigned (schedule follows later).
- It is CRITICAL that you review the material that is posted in Canvas or Microsoft Teams.
- It is CRITICAL that you do your assigned work on your own without outside help (except from your instructor(s) or the Office of Academic Support – see Academic Integrity).
- All major assignments must be submitted via Canvas or Microsoft Teams (instructions will be given with your first homework assignment).

## Grading Policies:

1. Exams: Students are responsible for taking **all exams at the time and date that they are given**. Make-ups for missed exams will not be given.
2. All assignments must be submitted via Canvas/Microsoft Teams and are due by the assigned deadline date and time. No extra credit assignments will be given.
3. 50% will be deducted from an assignment turned in after the deadline and up to and including the start of one class after the deadline. No credit will be given for an assignment turned in after the start of the next class following the deadline.
4. Deadlines should be regarded as business appointments. If you have a valid excuse for missing a deadline, it is your responsibility to notify the instructor (via phone, email or in person) prior to the deadline.
5. **Students will be rewarded for effort and creativity in their approach to assignments and the course.**

## Academic Integrity

Academic honesty, being honest and truthful in academic settings, especially in the communication and presentation of ideas, **is required to experience and fulfill this mission.**

Academic dishonesty, being untruthful, deceptive, or dishonest in academic settings in any way, **subverts the university mission, harms faculty and students, damages the reputation of the university and diminishes public confidence in higher education.**

All members of the university community share the responsibility for creating conditions that support academic integrity. In particular:

1. **Students** must abstain from any violations of the academic integrity policy and set examples for each other by assuming full responsibility for their academic and personal development, including informing themselves about and following the university's academic policy;
2. **Faculty members** must foster a climate that is conducive to the development of student responsibility. They should provide guidance as to what constitutes violations of the Academic Integrity Policy and educate students about the ethical and educational implications of their actions. For instance, syllabi must call attention to the Academic Integrity Policy.
3. **Faculty members**, furthermore, have the authority and the responsibility to make the initial judgment regarding violations of academic integrity in the context of the courses that they teach. They may impose sanctions up to and including failure of a course at their own discretion in cases involving a violation of Academic Integrity policies. In cases such as alleged plagiarism, it is important that faculty members distinguish between an intentional violation of the Academic Integrity Policy and a technical error or careless work. (Faculty members may find the Academic Integrity PowerPoint presentation from Dr. Kevin Blair to be helpful in preparing their syllabi and reporting violations.)
4. **Deans of the various colleges**, with the support of the Associate Provost or his/her designee and the chair of the Academic Integrity Board (AIB), are responsible for ensuring that their faculty, particularly new faculty and part-time faculty, are aware of the university's Academic Integrity Policy and of their responsibilities in this regard, to maintain the integrity of the academic review process.

These efforts are supported by detailed guidelines and procedures that are designed to deal with violations to maintain the integrity of the institution and to ensure that university standards are upheld.

Please refer to the undergraduate catalogue for Niagara University's policy on academic integrity or access the policy online, [www.niagara.edu/academicintegrity](http://www.niagara.edu/academicintegrity).

## Inclusivity, Diversity & Support for Students at Niagara University

Niagara University supports a learning environment that fosters inclusiveness where diversity is respected and valued. It is expected that students in this class will respect differences and develop an understanding of how other people's perspectives, behaviors, and worldviews may be different from their own.

Students are always encouraged to meet with faculty as early as possible in the semester to discuss their needs or concerns. Students may also seek additional assistance from a variety of resources available on campus such as the Academic Success Center, counseling services, Accessibility Services, etc. For more information on these resources, please visit <http://mynu.niagara.edu/services>

### **Reporting of Sexual Violence, Sexual Harassment, and Unlawful Discrimination**

The University's Office for Equity & Inclusion (OEI) handles all matters involving allegations and complaints of discrimination based on a protected category (see <http://www.niagara.edu/oei> for the policy). Any student who believes they have been subjected to behavior that may constitute harassment, discrimination, or retaliation is encouraged to report such concerns to the University's Title IX Coordinator and Civil Rights Officer at 716-286-8324.

**Outline of Course – *see next page***

WEEK/DAY	COURSE OUTLINE *Schedule subject to change	ASSESSMENTS
6-Sep	NO CLASS	
7-Sep	Intro to Esports	Student Survey
8-Sep	Esports Industry - the basics	Identify key roles & experts
9-Sep	Esports Simulation Organizations: "Let the competition begin..."	Form organizations
10-Sep	Organization meeting - roles	Org: structure & roles
13-Sep	Gaming Evolution	
14-Sep	Popular Games	List most popular games
15-Sep	Favorite Games	Game review
16-Sep	Game Comparisons	List favorite games
17-Sep	Organization meeting - games	Org: games
20-Sep	Game Models	
21-Sep	Game Genres	Game genres
22-Sep	Gaming for Beginners	Review guides and play
23-Sep	Goal Setting & Decision Making - competition scoring	Log book
24-Sep	Organization meeting - games	Org: log book
27-Sep	Gaming culture	Online gaming freak-outs
28-Sep	Gaming & behavior	
29-Sep	Gaming Code of Behavior (COB)	Code of Behavior
30-Sep	Gaming & health	Impact on gamers
1-Oct	Organization meeting - COB & Log book	Org: COB
4-Oct	Game day	Game insights and commentary
5-Oct	Review & Organization meeting	
6-Oct	Game day	Game insights and commentary
7-Oct	Midterm Exam	Midterm Exam
8-Oct	Game day - Player's choice	Game insights and commentary
11-Oct	NO CLASS	
12-Oct	Business Modeling	
13-Oct	Business Modeling	Describe game & business model
14-Oct	Esports Industry - business models	
15-Oct	Organization meeting - business model	Org: business model
18-Oct	Marketing & Advertising	
19-Oct	Sponsorship & Viewers	Describe major advertiser
20-Oct	Fundraising & Finance	Identify funding sources
21-Oct	Legal & Ethical Issues	
22-Oct	Organization meeting - sponsorship/advertising	Org: finance
25-Oct	Events	
26-Oct	Event Planning	List types of events
27-Oct	Event Calendar	Identify upcoming events
28-Oct	Merchandising	
29-Oct	Organization meeting - event planning & merchandising	Org: event & merch

1-Nov	Watching & Streaming	
<b>2-Nov</b>	<i>NO CLASS</i>	List gaming streaming sites
3-Nov	Social Media	
<b>4-Nov</b>	Fans	
5-Nov	Organization meeting - viewers	Org: sponsors & viewers
8-Nov	Esports v. traditional sports	
<b>9-Nov</b>	Mega (E)Sports & Broadcasting	List new sports combos
10-Nov	Potential Esports Growth & Gaming Development	
<b>11-Nov</b>	<i>NO CLASS</i>	
12-Nov	Organization meeting - broadcasting	Org: broadcasting
15-Nov	Advocating for Esports	
<b>16-Nov</b>	Creating an Esports Team or Club	Advocating for esports
17-Nov	Esports Team/Club	
<b>18-Nov</b>	Esports Team/Club Funding	List potential grant sources
19-Nov	Organization meeting - team and/or club membership	Org: team/club
22-Nov	Esports Scholarships	
<b>23-Nov</b>	Esports Scholarships	
24-Nov	<i>NO CLASS</i>	
25-Nov	<i>NO CLASS</i>	
26-Nov	<i>NO CLASS</i>	
29-Nov	Esports in School	
<b>30-Nov</b>	Esports College Programs UG & Masters	Describe ideal job
1-Dec	Esports Careers	
<b>2-Dec</b>	Esports Careers	Career cruising
3-Dec	Organization meeting - presentation	Org: presentation (draft)
6-Dec	Organization: Summary	
<b>7-Dec</b>	Organization: Competition Results	
8-Dec	Organization: Final Projects	Log book
<b>9-Dec</b>	Reading Day	Role Evaluations
10-Dec	Organization: Final Projects	Org: Final Project Report