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	Type
14-Sep	Popular Games	List most popular games
15-Sep	Favorite Games	Game review
16-Sep	Game Comparisons	List favorité games
17-Sep	Organization meeting - games	Advanta Company Sames
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	The second secon
29-Sep	Gaming Code of Behavior (COB)	Code of Behavior
30-Sep	Gaming & health	Impact on gamers
1-Oct	Organization meeting - COB & Log book	- voderhalder (Vallander Lander) - voderhalder (V
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	A PROPERTY OF THE PROPERTY OF
12-Oct	Business Modeling	The state of the s
13-Oct	Business Modeling	Describe game & business model
14-Oct	Esports:Industry - business models	Compared California
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	And the second s
26-Oct	Event Planning	List types of events
27-Oct	Event Calendar	Identify upcoming events
28-Oct	Merchandising	The Confidence of the Confiden
29-Oct	Organization meeting - event planning & merchandising	Org: event & merch

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