

## Understanding the e-sports industry and practice

|             |  |
|-------------|--|
| Lecturer    | Seyun Kim                                      |
| Institution | Dankook University Graduate School of e-Sports |
| Email       | seyunkim@dankook.ac.kr                         |
| Class time  | Afternoon                                      |

### Course Description:

This course aims to improve the understanding and practical skills of e-sports and to develop the ability to plan and operate e-sports events. In other words, it is a subject to understand the e-sports industry and events while directly learning the skills necessary in the e-sports industry through theory and practical education.

### Materials/Text:

Lecture materials will be provided by the instructor. Materials will be provided in PDF files in the form of presentations.

### Requirements:

Any student who is interested in e-sports and likes e-sports can participate.

### Schedule:

| Lecture Number | Lecture Topic  | Lecture Methods                                |
|----------------|--|--|
| 1              | The Development Process of e-Sports  | Lecture  |
| 2              | Understanding the Global E-Sports Industry   | Lecture  |
| 3              | Korea e-Sports Association Tour (Meeting with practitioners and Hall of Fame Tour) | Field trip                                     |
| 4              | Planning for e-sports events   | Lecture  |
| 5              | E-sports practice (PC & Console Game)  | Practice                                       |
| 6              | Planning for e-sports events   | Lecture, Team Project                          |
| 7              | E-sports Stadium Tour (LOL Park)   | Field trip                                     |
| 8              | Planning for e-sports events   | Lecture, Team Project                          |
| 9              | Understanding the e-sports profession  | Lectures and special lectures by practitioners |
| 10             | E-sports practice (PC & Console Game)  | Practice                                       |
| 11             | eSports Club Tour (T1 or GenG)   | Field trip                                     |
| 12             | Understanding the e-sports profession  | Lectures and special lectures by practitioners |
| 13             | E-sports practice (PC & Console Game) & Test                                       | Practice                                       |
| 14             | Operation of e-sports events   | Practice                                       |
| 15             | Operation of e-sports events   | Practice                                       |

The schedule is tentative and subject to change at any time.

**Assignments:**

Group Work: e-sports event planning. In this team project students will manage and plan an e-sports event.

**Evaluation:**

- Group Work (Team Project (e-Sports event planning)): 40%
- Test (e-Sports Industry & event planning): 20%
- Participate in classes and events: 20%
- Attendance: 20%

| A+          | A             | B+            | B             | C+            | C             | D+            | D             | F            |
|-------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|--------------|
| 95 –<br>100 | 90 –<br>94.99 | 85 –<br>89.99 | 80 –<br>84.99 | 75 –<br>79.99 | 70 –<br>74.99 | 65 –<br>69.99 | 60 –<br>64.99 | 0 –<br>59.99 |