

ENGL C060N: INTRODUCTION TO ESPORTS WRITING CAREERS

Item	Value
Curriculum Committee Approval Date	04/28/2023
Top Code	493010 - Career Guidance and Orientation
Units	0 Total Units
Hours	18 Total Hours (Lecture Hours 18)
Total Outside of Class Hours	0
Course Credit Status	Noncredit (N)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	Yes; Repeat Limit 99
Open Entry/Open Exit	No
Grading Policy	P/NP/SP Non-Credit (D)

Course Description

This course gives students the basic knowledge regarding the industry focusing on the history and current trends. This class explores the various career pathways one can follow with an English degree within this new developing industry. In addition to featuring industry professionals to provide up-to-date and relevant information, students will craft content they can use within the industry. Noncredit. NOT DEGREE APPLICABLE. Not Transferable.

Course Level Student Learning Outcome(s)

1. Describe the history and development of the esports ecosystem.
2. Demonstrate responsible digital citizenship.
3. Create social media content or other relevant short writing samples using appropriate language and tone.

Course Objectives

- 1. Identify current industry trends.
- 2. Identify and analyze writing careers in esports.
- 3. Compose content relevant to the esports industry.

Lecture Content

History of eSports Definition Beginning Games Industry Societal Impact Current Industry Trends Viewership Demographics Sponsorship/Monetization Gaming Culture Acceptable online communication Privacy Laws and Protection Potential Consequences Careers Writing Careers within Esports Pathways to Writing Careers within Esports

Method(s) of Instruction

- Enhanced NC Lect (NC1)
- Online Enhanced NC Lect (NC5)
- Live Online Enhanced NC Lect (NC9)

Instructional Techniques

This course will use a combination of lecture, practical skills demonstration, classroom/discussion student interactions, quizzes, and short writing assignments. All instructional methods are consistent across all modalities.

Reading Assignments

Read about and research the evolution of the esports ecosystem. Read about and research the career pathways in the esports ecosystem.

Writing Assignments

Create sample social media content. Create content to promote a potential esports event.

Out-of-class Assignments

Record and submit screen captures and videos demonstrating skills
Create promotional content

Demonstration of Critical Thinking

Short quizzes that assess the student's understanding of what is acceptable behavior in the eSports environment and the potential consequences. Short writing assignments that demonstrate the student's ability to understand the strategy for creating promotional content for an eSports event.

Required Writing, Problem Solving, Skills Demonstration

Short writing assignments Reflections Quizzes Screen captures and recordings of specific skills

Eligible Disciplines

English: Master's degree in English, literature, comparative literature, or composition OR bachelor's degree in any of the above AND master's degree in linguistics, TESL, speech, education with a specialization in reading, creative writing, or journalism OR the equivalent. Master's degree required.

Textbooks Resources

1. Required Paul Chaloner. This is esports (and How to Spell it): An Insider's Guide to the World of Pro Gaming, ed. Bloomsbury Sport, 2020