



Syllabus

ESP 277 Esports Competition II

General Information

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Course Prefix ESP

Course Number 277

Course Title Esports Competition II

Course Information

Catalog Description Designed for the student who has Esports skills beyond the recreational level and desires to participate in an intercollegiate Esports organization. Skills are refined and integrated into concepts of team play. Competitive opportunities within the NJCAAe are a part of this course. This course will be available after completion of ESP 276 Esports Competition I.

Credit Hours 1

Lecture Contact Hours 2

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

None

Co-requisites

None

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed categories

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Engage in Intercollegiate Competitive Esports competition (e.g., familiarization of tournament protocols, match organization and management, and team participation) according to the norms of the National Junior College Athletics Association: Esports Division.
2. Engage in friendly Esports competition (e.g., familiarization of tournament protocols, match organization and management, and team participation) according to the norms of the National Junior College Athletics Association: Esports Division and FLCC Esports rules and regulations.
3. Study and discuss effective intercollegiate competitive program management, interpersonal communication, sociocultural demographics, industry movements, personnel management, and team building.
4. Study and discuss life skills as they relate to being a student athlete in the NJCAAe at Finger Lakes Community College.

Outline of Topics Covered

NJCAAe and FLCC rules, regulations, and codes of conduct.

Sportsmanship, team and individual expectations.

Principles of goal setting and practice skills.

Team discipline and behavior.

Physical and mental health.

Fundamental skills and techniques.

Individual drill and progressions.

Team drill and progressions.

Basics in team play.

Game rules for competition.

Strategy of competition.

Resolving technical issues during game situations.

Post-season assessment and goal-setting.