

# KINC 210: VARSITY ESPORTS

## Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2021
Credits:	3
Total Contact Hours:	162
Lab Hours:	162
Hours Arranged:	0
Prerequisite:	Must be a varsity athlete/college varsity prospect or with coaches permission.
Strongly Recommended:	Advanced gaming skills for participation in a varsity program.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter, Pass/No Pass

## Catalog Course Description

Intercollegiate competition for eSports gaming. Discussions and analysis of eSport gaming strategies as they apply to intercollegiate play. This can be taken up to four times. 162 lab hours.

## Course Objectives

- Demonstrate concepts of teamwork as they relate to the successful completion of multi-player games versus highly skilled opponents.
- Exhibit increased competitive ability applicable to multiple games played at the post-secondary level in Higher Education.
- Develop peer coaching skills related to game-specific skills.
- Demonstrate increased mastery of gaming.
- Show development of motor and processing skills.
- Evaluate strength and weaknesses of self, teammates and opponents, and apply results to preparation and game day situations.
- Explain and apply rules for various governing bodies for student's intercollegiate sport.
- Identify common errors or missteps in eSports gaming rule application.

## Major Course Content

All lab content.

## Lab Content

1. Rules
  - a. Learning scoring systems
  - b. Rules for various governing bodies.
2. Tactical Strategy
  - a. Esport Team Tactics
  - b. Offense during practice
  - c. Defense during practice
  - d. Adjustments during practices and live competition
  - e. Develop players understanding of strategies of the game.
3. Live Game Situation

- a. Apply skills of offensive game
- b. Apply skills of defensive game
- c. Apply skills of all specific teams
- d. Scoring matrices
- e. Game day preparation

## Suggested Reading Other Than Required Textbook

eSport gaming rule books/instructor handouts.

## Examples of Required Writing Assignments

Complete written summary of team and game strategies.

## Examples of Outside Assignments

Practice skills. Participate in activities related to course lab. The student is expected to observe high level competition, analyze these performances and attempt to apply the observations in competition.

## Instruction Type(s)

Lab, Online Education Lab