



ESport in Society

SMT 110.50

Fall 2021 | Session 2

Number of Credits: 3

Days Class Meets: Mondays (Meeting),
Tuesdays + Thursdays (Q&A Chat Forum)

Meeting Times: M 10:00-11:00am,
Tu 8:00-9:00p, Th 11:00-noon

Location: Virtual

Instructor: Kyle Liechty

Contact Phone: 517-740-3762 (cell)

Contact Email: liechtykylel@jccmi.edu

Office Hours: <https://calendly.com/k5liechty>

Online: Check JetNet Daily

Course Description

This course is designed to explore the sociological factors that influence eSport in our society. The purpose of the course is to provide the student with a basis and ability to examine sociological issues found within eSport. Key areas that will be examined in this course are health & wellness, global issues, youth & teen experiences, and race, religion, & gender equity in eSport.

This course is intended to provide the foundation knowledge necessary for an entry level career or an upper-level course preparation in Sport Management, Business, or eSport Management.

Prerequisite(s)

ENG 085

Sport Management Program Objectives

The program objectives addressed in this course are:

1. Explain the relevance of historical, ethical, legal, and sociological concepts in the sport business industry

Course Competencies

The Course Competencies and General Education Outcomes (GEOs) established by the JC Board of Trustees, administration, and faculty. These goals are aligned with four-year colleges and universities and reflect input from the professional communities we serve. The course objectives and GEOs guarantee students achieve goals necessary for graduation credit, transferability, and the professional skills needed. The GEOs and course objectives addressed in this class include the following:

GEO 1: Write clearly, concisely and intelligibly

GEO 5: Understand human behavior and social systems, and the principles which govern them.

GEO 7: Understand and respect the diversity and interdependence of the world's peoples and culture

Course Competencies:

1. Apply critical thinking skills to issues related to the social and cultural dimensions of eSport
2. Identify the relationships between eSport and social areas (e.g., economy, religion, gender, etc.)
3. Describe core concepts of sociological issues in eSport
4. Analyze the Influences of growth in eSport
5. Explain the health and wellness issues of professional eSport athletes.

Learning Outcomes

The following learning objectives will be addressed in this course:

1. Demonstrate critical thinking skills while taking a stance on a social issue in eSport.
2. Evaluate the relationship of eSport and the daily life of children and young adults
3. Demonstrate an understanding of the issues related to eSport and deviant behavior.
4. Demonstrate an understanding of the issues of race, class, and gender of athletes in eSport.
5. Demonstrate an understanding of the economic forces that shape eSport.
6. Apply decision making skills to a social or cultural issue in eSport
7. Evaluate the economic forces that shape eSport.
8. Apply decision making skills to a health and wellness issue in eSport.
9. Demonstrate professional business skills in an eSport management environment.

Textbook

- Andrejkovics, Z. (2016). *The Invisible Game: Mindset of a Winning Team*.
- Purchase through the JC Bookstore by clicking [this link](#).

How Do I Contact the Instructor?

Send an email to Mr. Liechty and if you want a reply it is necessary to:

1. Use your Jackson College email account. This will help me know that the request came from you. I can't respond to emails that do not originate from your Jackson College email.
2. Put the course name and section in the subject line and include a few words to describe your email (example: SMT 110- Assignment #1 Question)
3. Use a greeting (example: Hi Mr. Liechty) and sign the email with your name.
4. Be sure to include a specific question and/or a message with complete information
5. Use proper business etiquette and terminology in all your email communications.
6. Respond to me when you receive the message to ensure the message was delivered and understood.
7. I will normally respond to you within 24 hours.

These are common communication practices that demonstrate good human relation skills and offer opportunities to practice new business skills.

Grading Procedure

Quizzes + Tests		7 @ 14.3 pts each	100
Online Assignments		9 @ 15 pts each	135
Text Assignments		9 @ 10 pts each	90
Weekly Chat	2 @ 15 pts	7 @ 5 pts each	75
Group Project + Report		1 @ 100 pts each	100
Individual Project + Presentation	5 @ 20 pts each	2 @ 100 pts each	300
TOTAL			800 pts

Grading Scale

GPA	Grade Range	GPA	Grade Range
4.0	93 – 100%	1.5	64 – 69.9%
3.5	88 – 92.9%	1.0	58 – 63.9%
2.5	82 – 87.9%	0.5	52 – 57.9%
2.0	76 – 81.9%	0.0	52.9% & lower

NOTE:

- Class attendance and participation in class discussion is expected and absences will affect your final grade.**
- The due dates for assignments are non-negotiable and late work will be penalized.**
- All assignments are to be professional in appearance and typed or handwritten clearly to receive full credit.**

Course Policies

CLASSROOM BEHAVIOR: Classroom behavior that interferes with either the instructor's ability to conduct the class or the ability of students to benefit from the instruction is not acceptable. Students engaging in improper classroom behavior may have points deducted from their total points in the course, or, if the situation warrants, be referred to the college's committee on student discipline. When someone else is talking eliminate all side conversations.

ACADEMIC HONESTY AND APPEALS: Students are expected to maintain the highest standards of academic integrity. Behavior that violates these standards is not acceptable. Examples are the use of unauthorized material, communication with fellow students during an examination, attempting to benefit from the work of another student, and any other similar behavior defeats the intent of an examination or other class work.

Cheating on exams, plagiarism, improper acknowledgment of sources in essays, and the use of a single essay or paper in more than one course without permission are considered very serious offenses and shall be grounds for disciplinary action as outlined in the current General Catalog.

Academic Honesty Policy

Students are expected to maintain academic integrity and honesty in completion of all work for this class. Examples of academic dishonesty include but are not limited to:

Receiving or providing unauthorized assistance on exams

Using unauthorized material during an exam

Plagiarism (using materials from sources without citation)

Copying the work of someone else and submitting it as you own

The first instance of academic dishonesty will result (for all parties involved) in no credit for the assignment or exam. In addition, a student will be ineligible to complete any extra credit work for this class. Subsequent episodes will result in further disciplinary action, up to and including failure of the course. All students are expected to follow Jackson College's Student Code of Conduct. If you are unfamiliar with the code, it can be found at: <https://www.jccmi.edu/wp-content/uploads/StudentCodeOfConduct.pdf>

Cell Phones, Computers:

PLEASE BRING YOUR COMPUTERS TO CLASS! However, unless otherwise requested as part of class participation or exercise, please ensure that your cell phone or other electronic devices are off or on silent mode and out of sight. Be professional. In the very unusual event that you must take a call during class, please sit near the door and leave the room quietly. Please do not participate in texting, checking social media sites, or other electronic venues that would disrupt others in the class. With the prevalence of technology in our society, it is expected that you will conduct yourself as a thoughtful student and refrain from engaging in behavior that is disrespectful and disruptive during class time.

Weekly Content (Readings, Podcasts, Videos, Blogs, or other content):

Each student is responsible for all content included in the syllabus and assigned each week. This includes podcasts, videos, assignments, and discussions.

Technology (JetNet, Electronic Content):

This course will have a JetNet site, and it is each student's responsibility to master and use the services. In addition, new electronic content will be posted on the JetNet site the day prior to the class.

If you are having difficulty connecting to the course's on-line JetNet, contact Jackson College's Office of Information Technology Help Desk.

Class Procedure

1. It is the responsibility of the student to prepare for and attend all class sessions and check for online assignment submissions and information.
2. All students are required to have a textbook and bring it to every class.
3. Every student is expected to make a positive contribution to the class by joining in the discussions, asking questions or offering pertinent opinions on the subject matter being discussed.
4. When another student or the instructor is presenting or responding to a discussion question be courteous by listening. (don't hold side conversations with someone else). You may be asked to leave class if it continuously interrupts the learning process.
5. We will have 2 scheduled bathroom breaks during the class period. 5-minute break after the first hour of class. 5-minute break after the second hour of class.

Paper Format (Individual Project, Group Project, and Article Review):

Papers must be typed, use 12-point Tahoma *or* Arial font, and be double-spaced with 1-inch margins all around. (To set margins in Word: From the File menu, choose Page Setup. On the Margins tab, change each margin (top, bottom, left, and right) to 1".) Pages must be numbered. All sources must be formally cited using APA conventions. Guidelines for using APA are accessible by visiting [OWL at Purdue](#). Grades will be determined largely on content and critical analysis, but spelling, grammar, and conventions will also be considered.

Course Components

Quizzes + Tests	7 total @ ~14.3 pts each	100 points total 12.50% of your final grade
------------------------	--------------------------	--

There will be a pre and post assessment about the SMT 110 course overall. These assessments will be counted as quizzes and will test the students' initial understanding of information discussed in SMT 110 class as well as what the student learned upon completion of the course. There is also a quiz at the end of each module.

Due: Sunday at 11:59 pm EST the week of the assignment module.

Online Assignments	9 total @ 15 pts each	135 points total 16.88% of your final grade
---------------------------	-----------------------	--

Throughout the semester, students are expected to be prepared to discuss issues relevant to the course and to participate in discussion and other exercises. For these exercises, students will be required to be actively involved to receive credit-i.e. making substantive comments, answering questions, and/or preparing short presentations learned upon completion of the course. There is also a quiz at the end of each module.

Due: Sunday at 11:59 pm EST the week of the assignment module.

Text Assignments	9 total @ 10 pts each	90 points total 11.25% of your final grade
-------------------------	-----------------------	---

Each student will write a discussion post (on JetNet) each week based on the key contributor video or other eSports management video assigned by the instructor.

Due: Sunday at 11:59 pm EST the week of the assignment module.

Weekly Chat	7 total @ 5 pts each 2 total @ 15 pts each	75 points total 9.38% of your final grade
--------------------	---	--

Each week, students are expected to participate in video conversations on Monday at 10:00 am, group chats on Tuesday/Thursday, and engage actively in course conversation. Being virtual, it is critical to engage in digital ways with classmates, so bring questions and be prepared to engage in discussion.

In addition, each student is responsible for scheduling a time to connect with Mr. Liechty for a personal meeting with Mr. Liechty between 1) weeks 2-4 and 2) weeks 5-7 in the course. Click this link to schedule a 30-minute discussion during desired weeks: <https://calendly.com/k5liechty>

Engage: Mondays + Tuesdays at 10:00 am or schedule a direct conversation with Mr. Liechty.

Group Project + Report

1 total @ 100 pts each

100 points total
12.50% of your final grade

Each student will have to identify a partner / team to collaborate with during this group-based exploration project. Over the course of the semester, the team will coordinate an eSport Competition hosted at Jackson College for students in the Jackson community. Students will look at current functionality and propose additional uses (and revenues) for the space, while working together throughout the duration of the course.

Due: Friday, December 17 at 11:59 pm.

**Individual Project +
Presentation**

5 total @ 20 pts each

300 points total

2 total @ 100 pts each

37.50% of your final grade

The students will complete an individual eSport project. Each student will research a sociological issue in eSport throughout the course of the semester that will consist of submissions of project content within each module, which will be assembled into the final written report. To accompany the report, students will assemble and record a video presentation recapping the written report.

Due: Friday, December 17 at 11:59 pm.

Course Calendar

*Online Assignments & Key Terms/Review Questions will be completed and due by Sunday at 11:59pm of the week it was assigned.

WEEK	DATE	TOPIC(S)	OUTCOME(S)	ASSIGNMENTS/ TEST/COMMENTS
1	10/25/21	Introduction, Course Overview MODULE 1: Apply critical thinking skills to issues related to the social and cultural dimensions of eSport	Outcome #1: Demonstrate critical thinking skills while taking a stance on a social issue in eSport.	Readings: -Gender and Equity in ESport -ESport & Politics -Andrejkovics Ch. 1: Goals and Objective
		MODULE 1: Apply critical thinking skills to issues related to the social and cultural dimensions of eSport	Outcome #6: Apply decision making skills to a social or cultural issue in eSport	Readings: -Gender and Equity in ESport -ESport & Politics -Andrejkovics Ch. 2: Mental Side of Preparing
		Item Due on 10/31: eSport In Society Pre-Assessment Quiz Items Due on 11/3: Module 1 Assignments – Weekly Poll / Discussion Forum-LO1 / Chapter Assignment LO1 / Discussion Forum LO6 / Chapter Assignment LO6 / Individual Project Part 1 / Module 1 Quiz		
2	11/1/21	MODULE 2: Identify the relationships between eSport and social areas (e.g., economy, religion, gender, etc.)	Outcome #2: Evaluate the relationship of eSport and the daily life of children and young adults	Readings: -ESport & Religion -Youth & Teen Experiences in ESport -ESport in Highschool and College -Andrejkovics Ch. 3: Tactic and Strategy
		MODULE 2: Identify the relationships between eSport and social areas (e.g., economy, religion, gender, etc.)	Outcome #2: Evaluate the relationship of eSport and the daily life of children and young adults Outcome #4: Demonstrate an understanding of the issues of race, class, and gender of athletes in eSport	Readings: -Global Issues in ESport -Race & Diversity in ESport -Andrejkovics Ch. 4: Values and Team
		Items Due on 11/7: none		

3	11/8/21	MODULE 2: Identify the relationships between eSport and social areas (e.g., economy, religion, gender, etc.)	Outcome #4: Demonstrate an understanding of the issues of race, class, and gender of athletes in eSport	Readings: -Global Issues in ESport -Race & Diversity -Andrejkovics Ch. 5: Motivation
		MODULE 3: Describe core concepts of sociological issues in eSport	Outcome #3: Demonstrate an understanding of the issues related to eSport and deviant behavior	Readings: -Sociology Concepts (Social Conflict, Functionalism, and Symbolic Interaction) -Andrejkovics Ch. 6: The Self
		Items Due on 11/14: Module 2 Assignments - Weekly Poll / Discussion Forum-LO2 / Chapter Assignment LO2 / Discussion Forum LO4 / Chapter Assignment LO4 / Individual Project Part 2 / Module 2 Quiz		
4	11/15/21	MODULE 3: Describe core concepts of sociological issues in eSport	Outcome #3: Demonstrate an understanding of the issues related to eSport and deviant behavior	Readings: -Sociology Concepts (Social Conflict, Functionalism, and Symbolic Interaction) -Violence in ESport -Andrejkovics Ch. 7: Sensing
		MODULE 3: Describe core concepts of sociological issues in eSport	Outcome #3: Demonstrate an understanding of the issues related to eSport and deviant behavior	Readings: -Sociology Concepts (Social Conflict, Functionalism, and Symbolic Interaction) -Violence in ESport -Andrejkovics Ch. 8: Emotions
		Items Due on 11/21: Module 3 Assignments - Weekly Poll / Discussion Forum-LO3 / Chapter Assignment LO3 / Individual Project Part 3 / Module 3 Quiz / 1 st 1:1 Meeting with Kyle Liechty		
5	11/22/21	MODULE 4: Analyze the Influences of growth in eSport	Outcome #5: Demonstrate an understanding of the economic forces that shape eSport.	Readings: -ESport and the Economy -Andrejkovics Ch. 9: Thoughts
		MODULE 4: Analyze the Influences of growth in eSport	Outcome #5: Demonstrate an understanding of the economic forces that shape eSport.	Readings: -ESport and the Economy -Andrejkovics Ch. 10: Waking up as a Winner
		Items Due on 11/28: none		

6	11/29/21	MODULE 4: Analyze the Influences of growth in eSport	Outcome #7: Evaluate the economic forces that shape eSport	Readings: -ESport and the Future -Andrejkovics Ch. 11: Connecting with Fans
		MODULE 5: Explain the health and wellness issues of professional eSport athletes.	Outcome #8: Apply decision making skills to a health and wellness issue in eSport	Readings: -Health and Wellness Issues in ESport -Andrejkovics Ch. 12: Leaders and Captains
		Items Due on 12/5: Module 4 Assignments - Weekly Poll / Discussion Forum-LO5 / Chapter Assignment LO5 / Discussion Forum LO7 / Chapter Assignment LO7 / Individual Project Part 4 / Module 4 Quiz		
7	12/6/21	MODULE 5: Explain the health and wellness issues of professional eSport athletes.	Outcome #9: Demonstrate professional business skills in an eSport management environment	Readings: -Health and Wellness Issues in ESport -Andrejkovics Ch. 12- Leaders and Captains
		Quiz- ESport In Society Post Assessment MODULE 5: Explain the health and wellness issues of professional eSport athletes.	Outcome #9: Demonstrate professional business skills in an eSport management environment.	Readings: -Health and Wellness Issues in ESport -Andrejkovics Ch. 12: Leaders and Captains
		Items Due on 12/12: : Module 5 Assignments - Weekly Poll / Discussion Forum-LO8 / Chapter Assignment LO8 / Discussion Forum LO9 / Chapter Assignment LO9 / Individual Project Part 5 / Module 5 Quiz / 2 nd 1:1 Meeting with Kyle Liechty		
8	12/13/21	Items Due on 12/17: -eSport In Society Post Assessment -Final Project Written Paper (Individual) -Final Project Presentation (Individual) -Group Project Report		Readings: none

Disclaimer: The Instructor reserves the right to amend this syllabus as deemed necessary and will communicate such amendment to the students in the course.

