

ELECTRONIC SPOTS (E-SPORTS)

1	Course Title:	ELECTRONIC SPOTS (E-SPORTS)
2	Course Code:	BED6118
3	Type of Course:	Optional
4	Level of Course:	Third Cycle
5	Year of Study:	1
6	Semester:	2
7	ECTS Credits Allocated:	4.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	1.00
10	Laboratory (hour/week):	0
11	Prerequisites:	none
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Doç. Dr. Şenay Şahin
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	sksahin@uludag.edu.tr , Uludağ Üniversitesi Spor Fakültesi Antrenörlük Eğitimi Bölümü
17	Website:	
18	Objective of the Course:	To understand the positive and negative aspects of electronic sports by learning interactive video games, game tools and game Systematics. to improve the game's spatial, direction finding skills, the ability to rotate objects spatially in the mind, the ability of players ' attention to follow multiple events, advanced performance in tasks requiring dual attention, motor skills
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	
	1	Knows the meaning of the e sports
	2	Mentally, psychologically and physically positive and negative effects of the e-sports on the person are knows
	3	E sports knows the factors affecting the physical psychological and cognitive processes of sports
	4	Know the dimensions of e spor
	5	Knows the importance of play in future
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21	Course Content:	
	Course Content:	
Week	Theoretical	Practice
1	the concept of e-sports, historical period.	

2	In the compilation of e-sports content, it has been mentioned that its similar and different aspects to traditional sports	
3	E-sports game and learning within the education system what is game - based learning	
4	Effects of games on psychological and physiological cognitive processes	
5	E-sports, a computer game addiction	
6	Electronic sports players, clubs, competitions , spectators and sponsorship, individual athletes/teams	
7	Electronic sports game manufacturers and game types	
8	E-sports games business and content models	
9	E-Sport Economics A Global Assessment Of E-Sport	
10	Heading E-Sports Career	
11	Game applications and practical	
12	Game applications and practical	
13	PGame applications and strategy editing and preparation for competition	
14	E sports game practice and competition	

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	28	2.00	28.00
Practicals/Labs	14	1.00	14.00
Self study and preperation	40	1.00	40.00
Homeworks	14	2.00	28.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	27	4.00	4.00
Others	0	0.00	0.00
Final Exams	3	3.00	3.00
Total Work Load			117.00
Total work load/ 30 hr			3.90
ECTS Credit of the Course			4.00

	Dünyanın Konuştuğu Bu Sektör Yıl Sonunda.... Erişim Adresi http://www.milliyet.com.tr/e-spor-pazari-hizla-buyuyor--oyunhaberleri-haber-2563508/ Newzoo. (2017a). 2017 Global Games Market Report - Trends, Insights and Projections Toward 2020. Erişim Adresi https://resources.newzoo.com/hubfs/Reports/Newzoo_Global_Games_Market_Report_2017_Light.pdf?t=1517584881031 Newzoo. (2017b). 2017 Global Esports Market Report- Trends, Revenues and Audience Toward 2020 Free Version. Erişim Adresi http://resources.newzoo.com/hubfs/Reports/Newzoo_Free_2017_Global_Esports_Market_Report.pdf?hsCtaTracking=5a96aa39-a810-47a6-834b-559c317775c3%7C6a2d5758-bab2-4d87-9fbe-f82dc9ba638a
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	<p>Newzoo. (2018a). Newzoo's Global Esports Market Report-Fact Sheet. Erişim Adresi https://newzoo.com/wp-content/uploads/2017/06/Flagship_reports_Esports_factsheet.pdf</p> <p>Newzoo. (2018b). Top 25 Companies by Game Revenues. Erişim Adresi https://newzoo.com/insights/rankings/top-25-companies-game-revenues/</p> <p>Nielsen. (2017). The Esports Playbook, Maximizing Your Investment Through Understanding The Fans. Erişim Adresi http://www.nielsen.com/content/dam/corporate/us/en/reportsdownloads/2017-reports/nielsen-esports-playbook.pdf</p> <p>Schaeperkoetter, C. C., Mays, J., Hyland, S. T., Wilkerson, Z., Oja, B., Krueger, K., Christian, R. ve Bass, J. R. (2017). The “New” Student-Athlete: An Exploratory Examination of Scholarship eSports Players. <i>Journal of Intercollegiate Sport</i>, 10(1), 1-21.</p> <p>Seo, Y. (2013). Electronic sports: A New Marketing Landscape of the Experience Economy. <i>Journal of Marketing Management</i>, 29 (13-14), 1542-1560.</p> <p>Seth E. J., Manning R. D., Keiper M. C. ve Olrich T. W. (2017). Virtual(ly) Athletes: Where eSports Fit Within the Definition of “Sport”. <i>Quest</i>, 69(1), 1-18.</p> <p>Statista. (2018a). Number of Players of Selected eSports Games Worldwide as of August 2017. Erişim Adresi https://www.statista.com/statistics/506923/esports-games-numberplayers-global/</p>
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23	Assesment		
TERM LEARNING ACTIVITIES		NUMBER	WEIGHT
Midterm Exam		1	40.00
Quiz		0	0.00
Home work-project		0	0.00
Final Exam		1	60.00
Total		2	100.00
Contribution of Term (Year) Learning Activities to Success Grade			40.00
Contribution of Final Exam to Success Grade			60.00
Total			100.00
Measurement and Evaluation Techniques Used in the Course			

24	ECTS / WORK LOAD TABLE
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ÖK5	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							