



Esports Course Design: Balancing Multiplayer Gameplay within Structured Curriculum



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Course Description

Course began in 2017, updated by me
Summer 2021

Esports: A specific genre of Video Game that
reflects the skills of a Competitive Sport

A video game can be considered an Esport if
it has:

- Human Player vs Human Player aspect
- Balanced - either team has the potential
to win based on calculated decisions
and mechanics.

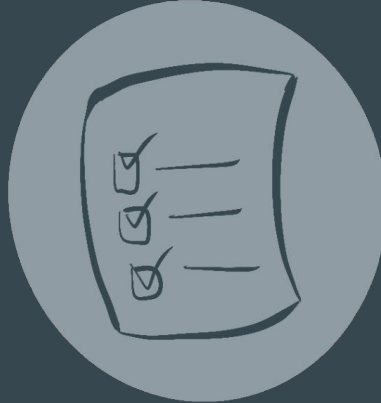


Week 1, Day 1
Students enrolled at the start of the study in Fall 2021,
Utah State University

Study Overview



Surmountable student
interest in enrollment
with uncapped potential
to be measured



Goal-related assignments
pertaining to

- Individualized improvement in a team-based format
- Publicized Evaluation of personal improvements



Evaluation of course
content involving
“Theorycrafting”
and “Metagaming”

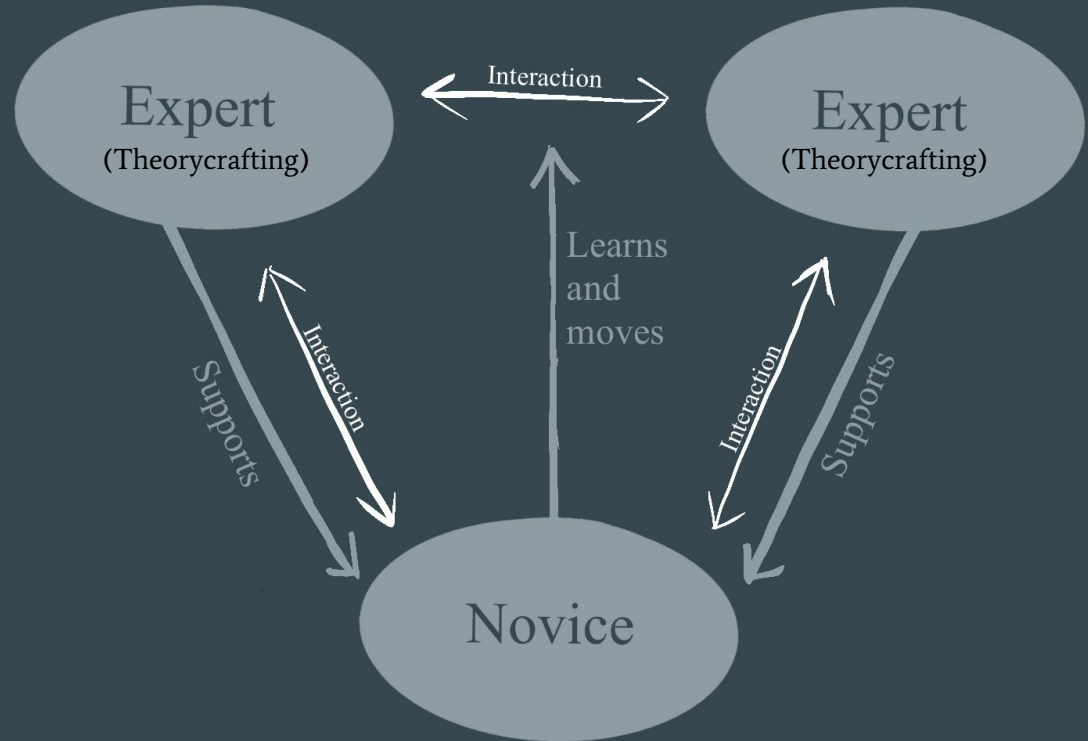
Literature Review

Situated Learning Theory

Paul Duguid, John Seely Brown, and Allan Collins

Learning connected to an activity, content, and culture.

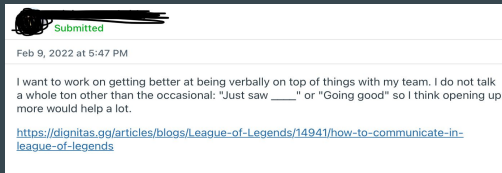
New knowledge is achieved socially, as well as other factored surroundings.



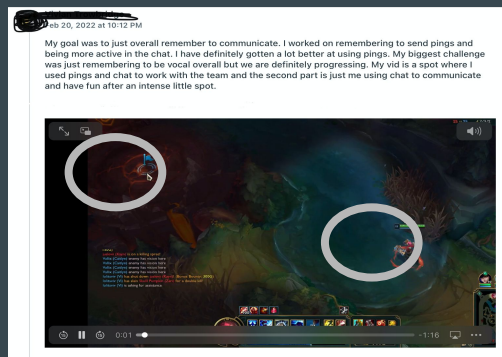
Homework Format

Goal-based Curriculum

Week 1



Week 2



Repeat (x5)

GOAL TOPICS:

Goal 1:

“Attitude and Health”

Goal 2:

“Communication”

Goals 3, 4, and 5:

“Positioning and Game Mechanics”

Goal 1: Attitude/Health

Given Examples:

Good Sleep Schedule - “Practice not playing late into the night”

Attitude - “Leave the game after a loss streak (especially if playing often back-to-back)”

Health- “Carpal Tunnel Prevention or Bad Posture Prevention”

Lighting- “Damage to eyes while playing”

Attitude/Health

Align Other Priorities

3.4%

Adjust Diet

5.7%

Exercise

4.5%

Improve Lighting

12.5%

Improve Posture

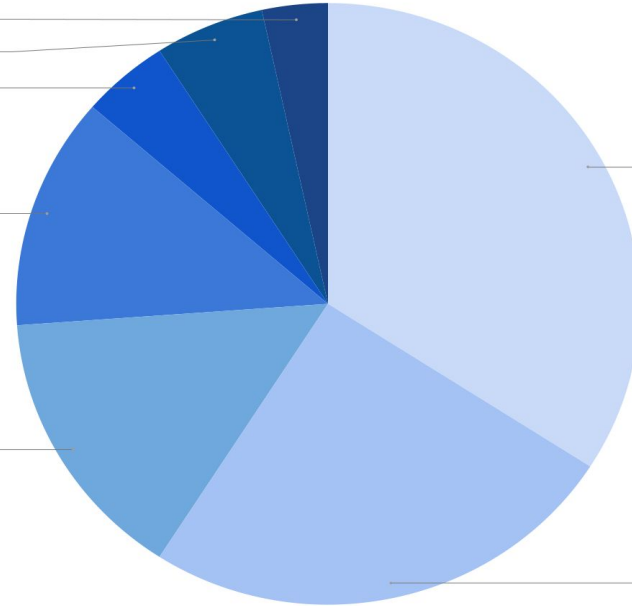
14.8%

Improve Attitude/Mental

34.1%

Improve Sleep Schedule

25.0%



Goal 2: Communication

Given Examples:

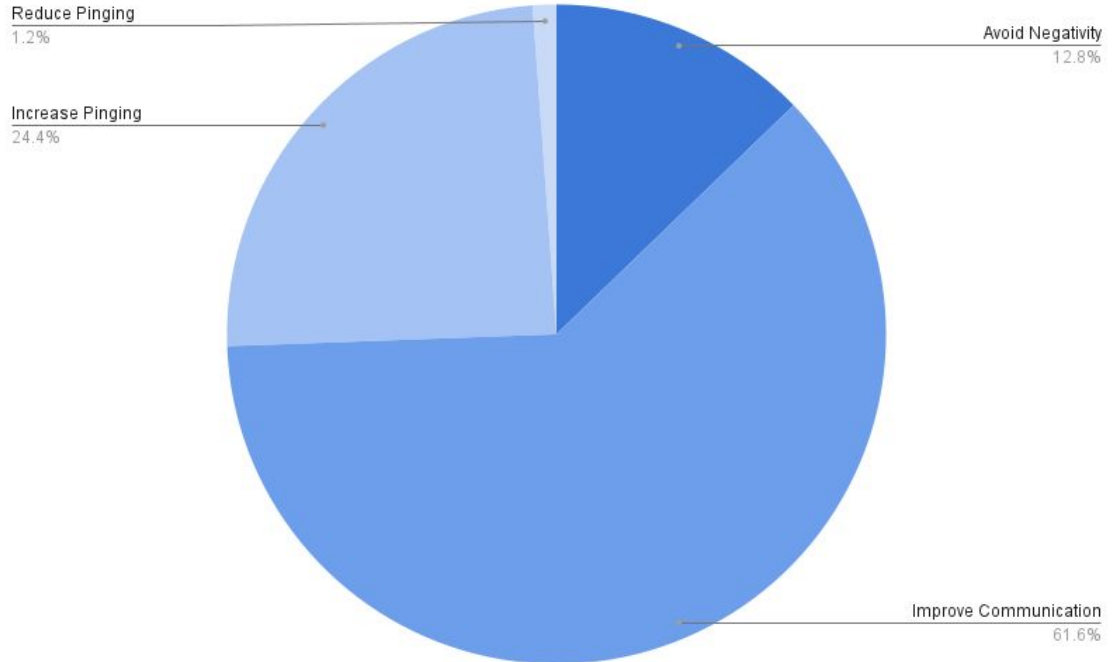
Avoiding Negatives - “Refrain from raging in chat and instead type positive feedback”

Talking more - “Focus on stronger game communication in voice-calls or in-person with teammates”

Pinging tactics - “Find opportunity to send more pings to teammates”

Leadership - “Successfully perform as the lead coordinator through a match”

Goal 2: Communication

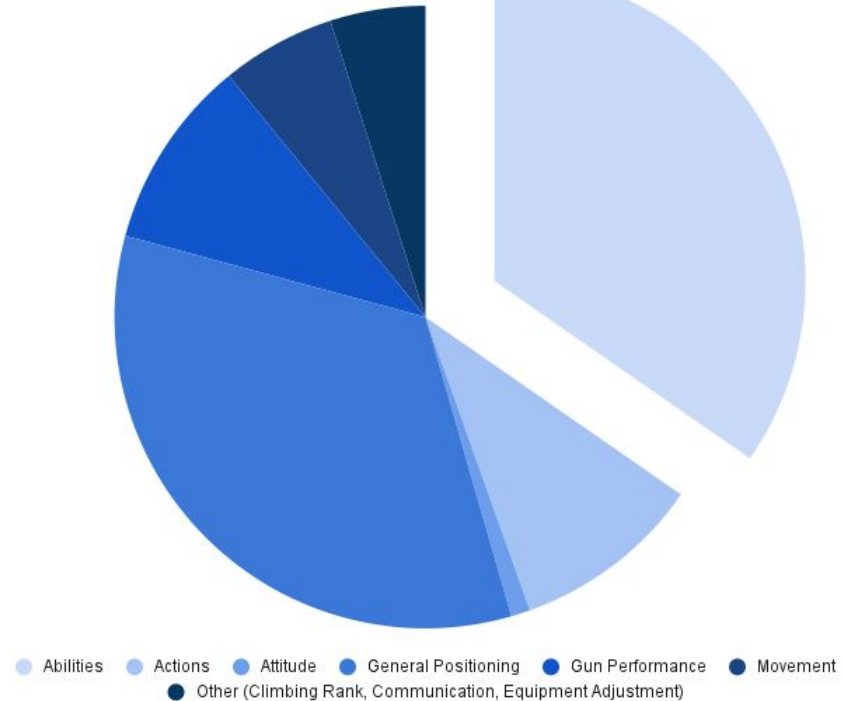


Goals 3, 4, and 5: Positioning/Game Mechanics

Given Examples:

- “Utilize a certain structure to your advantage in a FPS (give details)”
- “Perform a MOBA champion's ability in ways that only higher elo players do”
- “Focus on shield timing in a Fighting Game”
- “Analyze and perform Rocket League maneuvers that are foreign to you”

Positioning/Game Mechanics



Analysis of Student Perspective

This class was a really big step when it comes to carrying a growing personal hobby of mine and I really felt as though I was honestly enjoying the course, She really cares about all of the people taking the class and always did her best to having things work out

Fantastic course! A sense of community was cultivated in the course and that can be attributed to your efforts. The course was very fun and the coursework was both relevant and engaging.

Very little. I think this class would only benefit from more assignments.

The goal assignments were well done

At the end of the Fall 2021 semester, students were given access to an open ended “evaluation of the course” for extra credit, as well as access to the IDEA Evaluation Survey.

When asked about overall workload, a **portion of students requested “*more assignments*”** rather than less.

The Fall 2021 course received an IDEA Evaluation score of

4.5 / 5

Conclusion

Through a course based upon **Multiplayer Gaming and Situated Learning**, students showed self directed learning through a variety of goal topics, with a number requesting more assignments by the end of the course.

Conclusion - what's next?

Multiplayer Game-based Curriculum allows a platform for the study of:

- ◆ Community
- ◆ Esports Culture/Stereotypes
 - Gender, race, foreign language, toxicity, age, stress, etc
- ◆ Metagame structure
 - Beginner vs Pro level goals

Exploration on these topics will lead to greater findings for other schools to **develop their programs**, as well as **finding foundations for healthy esports community/gameplay.**



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