



# HANYANG UNIVERSITY

## INTERNATIONAL SUMMER SCHOOL

\* Please fill out the form completely in English in detail.

<b>Name</b>	Seungae Suzy Lee
<b>E-mail</b>	seungaelee@hanyang.ac.kr
<b>Home University</b>	Hanyang University
<b>Department</b>	Dept. of Sports Industry

<b>Course Title</b>	Introduction to eSports
<b>Field of Study</b>	eSports, Sports
<b>Credits</b>	3
<b>Contact Hours</b>	45
<b>Course Code/Number</b>	DSI2025
<b>Course Description</b>	This course will provide students with a basic understanding of how eSports has evolved enabling them to analyze the current ecosystem and identify the potential that it has for future growth and development. This course will examine the history of eSports, media platforms for hosting/streaming, producers/consumers of eSports, and the future of eSports. Students will become familiar with the unique fandom of eSports, the differences from traditional sports in revenue potential, and how the organization and institutionalization of a counter-culture has created a global phenomenon that is changing the way we think about sports.
<b>Course Objective</b>	Understand the fundamentals of eSports and explore the effects and influence of eSports in the sports industry and society.
<b>Preparations (Pre-Knowledge)</b>	



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<b>Materials</b> (Textbook/Websites link)	
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Lesson Plan: Fill out the topic for each class in detail		
<b>Week 1</b>	<b>1<sup>st</sup> Day</b>	<b>Orientation &amp; Opening Ceremony</b>
	<b>Class 1</b>	What is eSports?
	<b>Class 2</b>	eSports vs. Sports
	<b>Class 3</b>	Different types of eSports
<b>Week 2</b>	<b>Class 4</b>	Class Activity 1
	<b>Class 5</b>	Global eSports History I
	<b>Class 6</b>	Global eSports History II
	<b>Class 7</b>	Korean eSports History I
<b>Week 3</b>	<b>Class 8</b>	Class Activity 2
	<b>Class 9</b>	The Ecosystem of eSports
	<b>Class 10</b>	Business model of eSports
	<b>Class 11</b>	Business model of eSports II
<b>Week 4</b>	<b>Class 12</b>	Business model of eSports III
	<b>Class 13</b>	Class Activity 3
	<b>Class 14</b>	Olympics and eSports
	<b>Class 15</b>	Final Presentation

<b>Evaluation (%)</b>  * Total sum of percentages should be 100%  * Only below options are available, please do not change the form (fill out the given form)
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Assignments	Attendance	Final	Group Project	Mid-term	Participation	Presentation	Quiz	Total
15	15	30	30		10			100 %