



HANYANG UNIVERSITY

Hanyang International Summer School

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Course Information	Class No.	TBA	Course Code	DSI2025	Credits	3
	Course Name	Introduction to eSports				
	Lecture Schedule	Mon-Thu /				
	Course Description	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.				
	Course Objective	Understand the fundamentals of eSports and explore the effects and influence of eSports in the sports industry and society.				
	Prerequisite	-				
	Materials/Textbooks	Lecture slides				
Evaluation	Attendance	15 %	Quiz	%		
	Assignment	15 %	Mid-term Exam	%		
	Presentation	%	Final Exam	%		
	Group Project	30 %	Participation	10 %		
	Etc.	Evaluation Item			Ratio	
		In-Class Activity			30 %	
				%		
Daily Lecture Plan	Week 1	Day 1	Course Introduction			
		Day 2	What is eSports?			
		Day 3	eSports vs. Sports			



		Day 4	Class Activity 1 - Different types of eSports
	Week 2	Day 1	Presentation
		Day 2	Field Trip
		Day 3	Global eSports history
		Day 4	Korean eSports History
	Week 3	Day 1	Class Activity 2 - The Ecosystem of eSports
		Day 2	The Ecosystem of eSports
		Day 3	Business model of eSports I
		Day 4	Business model of eSports II
	Week 4	Day 1	Class Activity 3
		Day 2	Class Activity 3 Presentation
		Day 3	Issues in eSports
		Day 4	Final Presentation