A. COURSE DESCRIPTION

Credits: 0
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course involves participation in intercollegiate eSports. Students practice and compete in the National Junior Conference Athletic Association (NJCAA). Students will learn about and develop confidence, characteristics of high achievement, and gaming skills in a competitive environment. Fundamentals, techniques, strategy, practice, and competition in intercollegiate eSports will be taught. Coach approval required.

B. COURSE EFFECTIVE DATES: 04/29/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Comply with eligibility requirements
2. Develop gaming skills and techniques.
3. Identify computer specifications and equipment care.
4. Use team gaming strategies.
5. Demonstrate sportsmanship.

D. LEARNING OUTCOMES (General)

1. Demonstrate physical and mental fitness in an eSports setting.
2. Demonstrate sportsmanship in an eSports setting.
3. Demonstrate eSports skills.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted