Esports
Spring 2019 Courses at NIU
Learn about esports. Get academic credit. Register today!

**LES M 492**
*Intro to the Esports Industry*

Tuesdays/Thursdays, 9:30-10:45 a.m.
Anderson Hall 247

This class discusses the esports industry and looks at how industry strategies inform practices in the development, distribution and marketing of video games. Course topics include (but are not limited to): the history of competitive gaming, the relevance and popularity of esports, how money is made in esports, corporate sponsorships, esports broadcasting and marketing, gaming culture, and the role of esports in the college setting.

More information:
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Department of Kinesiology and Physical Education

**ETT 492/592**
*Instructional Implications and Design of Esports as a Learning Platform*

March 18 – May 10, 2019 (8 weeks)
Online with optional field trips to esports arenas

Esports is sweeping the country’s high schools and universities. In this course you will learn more about esports. Discuss how esports in education can provide innovative learning environments to help students to become more excited about learning and college, and gain experience toward careers you wouldn’t normally associate with playing video games. Discuss the ISTE standards for students, educators and administrators surrounding esports. Discuss women in gaming and toxicity in gaming environments. Finally, learn how your school can support an esports club, competitive teams, tournaments, technology and infrastructure needed to pull it all together.

More information:
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