

CERTIFICATE | COACHING IN ESPORTS **SU B 21**

June 28 – August 27

8 Week Format

Synchronous Online Classes

Wednesdays | 7:00 – 10:00 PM

Instructor | Jennifer L. Metz, Ph.D

Harrisburg University of Science and Technology

Bachelors of Science in Esports Management

3 Credits | ONLINE

COST | \$1,500.00

This course provides a foundation in Esports coaching principles and techniques. It will focus on the three professional relationships a coach must manage which are coaching-player, coach-institution, and coach-community.

Key Topics include coaching philosophy, legal and ethical issues, diversity, team management, coaching psychology, student/athlete success, student/ athlete safety and well-being and basic skill development. Activities will include classroom lectures, discussions, and guest lectures from coaches and Esports industry experts and the learners will gain insight into the many intangibles of coaching.

For registration and other information please contact:

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Director of Secondary School Services

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ESPT 380 | Coaching in Esports

COURSE RATIONAL

Esports is a global phenomenon and increasingly an educational curriculum. More than 170 colleges and universities have competitive Esports teams worth more than 16-million dollars in college scholarships with many more offering clubs for non-varsity competition. Competitive varsity high school Esports teams and non-varsity clubs have followed suit. Similar, middle school Esports Teams and clubs continue to rise with Generation Esports announcing its first Middle School Esports League in Fall of 2020. As of 2020, 17 states and the District of Columbia are offering formal high school esports teams (NPR, 1/24/20). These teams and clubs with need coaches and faculty supervisors and this a class that will give students a basic understanding of the principles of coaching as applied to Esports. This course will provide an educational opportunity among current middle school and secondary teachers, returning collegiate players, or others who wish to coach Esports. Also, it provides an elective for HU students to see Esports from a different perspective and possibly prepare them to be coaches in the future.

ASSESSMENT MEASURES

Discussion Board and Lecture Viewing
Coaching Journal
Coach/Administration/Community Leader | Interview
Quizzes

COURSE OBJECTIVES

- Acquire scientific and best-practice knowledge in the following areas related to coaching: philosophy of coaching, psychology of coaching, sociology of sport, law, ethical conduct, and athletic administration as related to Esports coaching.
- Develop the skills and abilities to apply that knowledge to maximize athlete performance and well-being.
- Develop and refine professional and management skills and strategies as related to Esports' coaching.
- Develop understanding of the coaching environment and athlete/coach behaviors in that setting.