

JOUR 266 – Introduction to eSports
Summer 2025
Philip Merrill College of Journalism

Instructor: Nathan Stevens
E-Mail: nsteven5@umd.edu

Office: 0120H Tawes Building
Hours: By appointment

COURSE BREAKDOWN

DESCRIPTION

This course will take you through every aspect related to esports productions. It will also put students in the position to be a part of an esports production team for the University of Maryland Esports Team. Students will learn how and why esports productions are different from other productions and will learn every position that makes up an esports production crew. Most of this course will be hands-on production opportunities.

REQUIRED

Being on time, your attention, and your dedication to your production team.

GOALS

The goals of this course are:

- Learn every element that makes up an Esports production studio.
- Understand the importance of deadlines and timelines.
- Work with a team to successfully execute a live esports broadcast.
- Work pre-production, production, and post-production material.
- Grasp streaming concepts and software.

GRADED COMPONENTS

Participation Points for Lecture and Practice	140 points
Live Esports Show	500 points
Post-Production	500 points
Final Projects	400 points
TOTAL	1540 points

COURSE POINT BREAKDOWN

PARTICIPATION POINTS FOR LECTURE – Lectures are where you learn and craft production processes and understand expectations. Don't miss out on this, as it is vital for the rest of the semester to function properly.

LIVE SHOWS – The best way to get experience and prepared for an esports production (or any production) is to get your hands on the equipment and do actual shows. In this group, you will be assigned days that you and your production team will have to produce an actual Esports show for the University of Maryland Esports Team. **Groups will rotate every fifth show.**

POST-PRODUCTION – In this group, you will learn how to capture footage, create graphics and music, and craft highlights and promo material. You will get full production experience with Adobe Premiere (maybe Final Cut Pro) and work within a post-production environment. The edited footage is timely, so there will be deadlines. Don't waste time and work with the group's strengths. **Groups will rotate every fifth show.**

FINAL PROJECTS – You will plan, execute, and perform an Esports production event of your own. While this is just a mock-up, it still should be treated as the real deal. Knowing how a production goes together, adding your own flavor to it, and seeing how well a group of individuals responds to teamwork will be telling of how

much you picked up in this course. Remember that teamwork does make the dream work. **Rubric will be online.**

ACADEMIC INTEGRITY

You live and breathe within the Philip Merrill College of Journalism where integrity is vital for success. You lose all integrity when you are academically dishonest, cheat, plagiarize, or are part of a group that does all the above. The college maintains a zero-tolerance policy when it comes to academic dishonesty. Any academic dishonesty concerns beyond the borders of the Philip Merrill College of Journalism can be addressed through the University of Maryland's [Office of Student Conduct](#).

If you are ever unsure if something you are doing during production violates the college academic integrity policy, please ask me before submitting the material.

MAKE-UP EXAMINATIONS/LATE WORK

Make-up work is granted only in the event of medical/personal emergencies – with the instructor's permission (in advance, if possible). Late work is accepted, but with a letter grade-penalty per day late (20% of the grade is subtracted every day it is late). Let the instructor know immediately if something comes up that will require you to miss an exam or turn in work late. Communication is key, so don't hesitate to talk to me.

COVID-19 GUIDELINES

The University of Maryland has provided [guidelines](#) in relation to Covid-19 preparation and best practices for students entering the classroom. In addition to the official guidelines, when in-person you must:

- Always wear a facemask indoors.
- Use cleaning materials provided to you in the classroom to clean your desk, keyboard, mouse, and other materials you use during class.
- Use and practice good hygiene, which includes washing your hands and keeping sanitized.

Additional communication regarding Covid-19 prevention might be sent out via email from the university, faculty, or staff as the semester continues. As per university guidelines, should you choose to not wear a mask, you will be asked to put one on the first time, then referred to the Office of Student Conduct the second time. Please be respectful and mindful of the mask guidelines.

GENERAL CLASSROOM RULES

CLASSROOM CIVILITY

There are certain basic standards of classroom civility to which we should adhere. Civility does not eliminate appropriate humor, enjoyment, or other features of a comfortable and pleasant classroom community.

Classroom civility does, however, include the following:

1. Display respect for all members of the classroom community, both your instructor and fellow students
2. Be Attentive to and participate in lectures and other classroom exercises
3. Avoid unnecessary disruptions during class, such as private conversations, reading online, and doing work for other classes
4. Avoid racist, sexist, homophobic, or other negative language that may unnecessarily isolate or threaten members of our campus and classroom community

5. EVERYONE is encouraged to participate

These features of classroom civility do not comprise an exhaustive list. Rather, they represent the minimal sort of behaviors that help to make the classroom a pleasant place for all concerned.

ATTENDANCE

You must attend this class to pass it and you must show up on time. A heavy part of production is understanding deadlines and timelines. Knowing that a production starts at X-TIME on the dot means you *must* be ready to go at X-TIME. In addition, your team depends on your presence to succeed. Should you need to miss a class with an excused absence, you must communicate in a timely manner with your instructor and team. An excused absence is outlined by the University of Maryland [here](#).

NAMES AND SELF-IDENTIFICATION

The University of Maryland recognizes the importance of a diverse student body, and we are committed to fostering equitable classroom environments. I invite you, if you wish, to tell us how you want to be referred to both in terms of your name and your pronouns (he/him, she/her, they/them, etc.). The pronouns someone indicates are not necessarily indicative of their gender identity. Visit trans.umd.edu to learn more. Additionally, how you identify in terms of your gender, race, class, sexuality, religion, and disability, among all aspects of your identity, is your choice whether to disclose (e.g., should it come up in classroom conversation about our experiences and perspectives) and should be self-identified, not presumed or imposed. I will do my best to address and refer to all students accordingly, and I ask you to do the same for all your fellow Terps.

ACCOMODATIONS

The University of Maryland has policies in place for student accommodation, which may include accommodations for disabilities, religious observances, and/or military functions (and more). Accommodations related to those subjects, as well as others, can be found [here](#) and [here](#). Students with disabilities should communicate with the professor on the first day of class with any needs for the semester. Disability accommodations will require an official letter from the [Accessibility and Disability Service](#) on campus. The office is in the Shoemaker Building, Room 0106 and can be reached at 301-314-7682.

COUNSELING AND SUPPORT

The University of Maryland provides additional support and counseling for those who need it. This may include students who might feel depressed, anxious, dealing with traumatic events, or who simply need to talk and free their minds of overwhelming stress. Whatever the reason might be, the [Counseling Center](#) on campus can help. Don't hesitate to use them.

Summer 2025 Semester Schedule

<u>Date</u>	<u>Topic</u>
7.7	<i>Syllabus/Course Overview</i> Esports Production Introduction <ul style="list-style-type: none">- Explaining the industry- Talking stats- Why this is important to you
7.8	Understanding the roles in an Esports Production <ul style="list-style-type: none">- Going through all the live production jobs (directing, technical directing, audio, lighting)- Going through all the post-production duties- Working with a rundown- Assign Groups
7.9	Branding and Graphics <ul style="list-style-type: none">- Branding and why it is important- Creating a style guide- Learning the ins/outs of Photoshop- Learning the ins/outs of After Effects
7.10	Editing footage in Post-Production <ul style="list-style-type: none">- Learning the ins/outs of Premiere- Creating promos

- Executing promos

- 7.11 **Open day for questions**
This day will be reserved for revisiting material learned during the week.
- 7.14 **Esports production simulation (Studio C)**
- Post-production group: highlights for production
Groups rotate
- 7.15 **Esports production simulation (Studio C)**
- Post-production group: highlights for production
Groups rotate
- 7.16 **Esports production simulation (Studio C)**
- Post-production group: highlights for production
Groups rotate
- 7.17 **Esports production simulation (Studio C)**
- Post-production group: highlights for production
Groups rotate
- 7.18 **Esports production simulation (Studio C)**
- Post-production group: highlights for production
Groups rotate
- 7.21 **Live Esports Production (Studio C) – ROCKET LEAGUE**
- Post-production group: highlights for production
Groups rotate
- 7.22 **Live Esports Production (Studio C) - VALORANT**
- Post-production group: highlights for production
Groups rotate
- 7.23 **Live Esports Production (Studio C) - FORTNITE**
- Post-production group: highlights due, :30 promo submitted
Groups rotate
- 7.24 **Live Esports Production (Studio C) – OVERWATCH 2**
- Post-production group: highlights due
Groups rotate
- 7.25 **Live Esports Production (Studio C) - JACKBOX**
- Post-production group: highlights due

Groups rotate

Sample