

# GBE1021 : Introduction to Esports Production

The Introduction to Esports Production course acquaints students with the multiple facets involved with producing an esports event. Students will learn how to evaluate venue accommodations, assess team requirements, and consider the audience and logistics that interact during the planning and budgeting stages of an event. The course will survey the relationships and stakeholders involved in esports business operations. Students will build familiarity with the technical and foundational terminology involved in esports business and also explore the player experience.

**Credits** 4