



LITHUANIAN SPORTS UNIVERSITY

STUDY MODULE PROGRAMME (SMP)

Module Code	S	273	B	23U	Accredited until			Renewal date		
	Branch of Science		Progr.	Registr. №.						

Entitlement

Esports and Technologies

Prerequisites

Secondary Education

Course (module) Learning Outcomes

№.	Learning Outcomes	Teaching / Learning Methods	Assessment Methods
1	Will be able to think creatively and apply innovative methods at work;	Discussion, Formal lecture, Seminar	Group (team) project
2	Will be able to use modern communication tools and social networks conveying professional and other information;	Discussion, Formal lecture, Seminar	Group (team) project
3	Will strive for lifelong learning needed for sports and tourism management specialist's analytical applied activities;	Discussion, Formal lecture, Gests lectures, Library / information retrieval tasks, Literature review presentation, Seminar	Individual work, Mid-term examination
4	Will understand their strengths and weaknesses, will be able to independently set relevant learning aims and plan professional and personal learning/development;	Formal lecture, Group work	Group (team) project, Mid-term examination
5	Will be able to demonstrate innovative, creative, science-based decision-making skills in solving practical tasks;	Group work, Seminar	Group (team) project
6	Will be able to demonstrate personal position on professional issues, understand different arguments and make independent decisions as well as assess their impact in a defined situation;	Discussion, Formal lecture, Seminar	Examination, Group (team) project
7	Will be able to highlight problems in the sports or tourism sector and manage risks;	Discussion, Formal lecture, Seminar	Examination, Group (team) project
8	Will know and understand the specifics of sports or tourism business, their future trends and the international market.	Discussion, Gests lectures, Seminar	Examination, Group (team) project

Main aim

Develop and increase the ability to understand the relationship and possible opportunities for integration of technological innovation and traditional sports and esports.

Summary

This module aims to provide knowledge and understanding of the specificities of the esports ecosystem, to assess esports governance, regulation and business management issues, their impact, evolution and typology and perspectives in social, ethical, legal and managerial contexts, to introduce future sports and esports trends, esports business innovations and technological advancements; foresee their applicability in the esports business.

Level of module

Level of programme		Subject group (under the regulation of the area)
Cycle	Type	

First	Bachelor	Bendrojo universitetinio lavinimo
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Group under financial classification

Syllabus

No.	Sections and themes	Responsible lecturer
1.	Interconnection between sport and technology	
2.	Application of smart technologies and mobile applications in sports	
3.	Challenges of sports and traditional sports	
4.	esport eco-system and its development	
5.	esport governance	
6.	esport business model	
7.	esport regulation and integrity	
8.	esports in Lithuania	
9.	future trends in esports	

Evaluation procedure of knowledge and abilities:

Ten grade criterion scale and summative evaluation system are applied. The semester's individual work tasks are evaluated by grades; the final grade is given during the examination session while multiplying particular grades by the lever coefficient and summing up the products.

References

No.	Title	Edition in Lithuanian Sports University library		In Lithuanian Sports University bookstore	Number of ex. in the methodical cabinet of the depart.
		Pressmark	Number of exemplars		
1.	Routledge handbook of theory in sport management /ed. G. B. Cunningham, J. S. Fink, A. Doherty. Oxon : Routledge, 2018.	796.062 Ro-167	1	No	
2.	Scholz, T. M., Scholz, T. M., & Barlow. (2019). eSports is Business. Springer International Publishing.			No	
3.	Fuss, F. K., Subic, A., Strangwood, M., & Mehta, R. (Eds.). (2013). Routledge handbook of sports technology and engineering. Routledge.			No	
4.	Winand, M., & Anagnostopoulos, C. (Eds.). (2019). Research handbook on sport governance. Edward Elgar Publishing.	ISBN 9781138341234;	1	No	
5.	Finch, D. J., O'Reilly, N., Abeza, G., Clark, B., & Legg, D. (Eds.). (2019). Implications and Impacts of eSports on Business and Society: Emerging Research and Opportunities: Emerging Research and Opportunities. IGI Global.			No	
6.	Ansgar Thiel & Jannika M. John (2018) Is eSport a 'real' sport? Reflections on the spread of virtual competitions, European Journal for Sport and Society, 15:4, 311-315, DOI: 10.1080/16138171.2018.1559019			No	
7.	Marelič, M., & Vukušić, D. (2019). E-sports: Definition and social implications.			No	

Additional literature

No.	Title
1.	Carlson, C., Frías, F. J. L., Schieman, K., Reid, H. L., McClelland, J., Strudler, K., ... & Pursglove, L. (2016). Defining Sport: Conceptions and Borderlines. Lexington Books.
2.	https://futureof.org/wp-content/uploads/The-Future-of-Sports-2016-Report.pdf
3.	https://www.pwc.com/gx/en/issues/technology/essential-eight-technologies.html

№.	Title
4.	https://www2.deloitte.com/content/dam/Deloitte/ec/Documents/technology-media-telecommunications/Lets%20Play!%20The%20European%20esports%20market9073.pdf
5.	https://www.youtube.com/watch?v=ZnlM821Q2no
6.	https://www.15min.lt/ar-zinai/video/laikas-veikti-svecias-eeimontas-apie-esporto-zaidimus-ir-ju-poveiki-160892

Coordinating lecturer

Position	Degree, surname, name	Schedule №.
Lecturer		1311

Subdivision

Entitlement	Code
	40

Study module teaching form №. 1

Semester	Mode of studies	Structure				Total hours	Credits	
		Theory	Seminars	Lab Works	Ind. work			
A	S	D	15	45	0	200	260	10

Languages of instruction:

Lithuanian	L	English	E	Russian	R	French	F	German	G	Other	Oth.
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Plan of in-class hours

№. of Themes	Academic hours			№. of Themes	Academic hours		
	Theory	Seminars	Lab Works		Theory	Seminars	Lab Works
1.	1	2	0	6.	2	6	0
2.	2	8	0	7.	2	6	0
3.	2	4	0	8.	2	6	0
4.	1	3	0	9.	1	4	0
5.	2	6	0				
Total:					15	45	0

Schedule of individual work tasks and their influence on final grade

	№. of syllabus	Total hours	Influence on grade, %	Week of presentment of task (*) and reporting (o)																
				1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-20
Mid-term examination	1-4	50	25	*							0									
Individual Homework	8	20	10	*									0							
Group (team) project	1-9	50	25	*												0				
Exam	5-9	80	40	*													0			
Total:	-	200	100																	

Study module teaching form №. 2

Semester	Mode of studies	Structure				Total hours	Credits	
		Theory	Seminars	Lab Works	Ind. work			
A	S	N	15	45	0	200	260	10

Languages of instruction:

Lithuanian	L	English	E	Russian	R	French	F	German	G	Other	Oth.
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