



# LITHUANIAN SPORTS UNIVERSITY

## STUDY MODULE PROGRAMME (SMP)

Module Code	S	273	B	26U	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 explain group and individual behavior in organizations and society influenced by technological changes	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination
2	Will be able to independently create and implement user-oriented innovative business ideas that meet the future trends of the sector and the global market	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination
3	Will be able to prepare and implement various projects, communicating with all stakeholders, contributing to the improvement of sports, tourism or leisure infrastructure and the execution of events	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination
4	Will be able to communicate and cooperate with specialists from various fields and cultures, in at least one foreign language, individually and when working in a team	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination
5	Will be able to communicate effectively in writing and orally, using modern communication tools and social networks and promoting positive communication and cooperation, in compliance with ethical principles	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination
6	Will strive for continuous learning, necessary for a management specialist, adapting to new technologies	Discussion, Formal lecture, Seminar	Examination, Group (team) project, Mid-term examination

### 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

### Group under financial classification

### Syllabus

№.	Sections and themes	Responsible lecturer
1.	Interconnection between sport and technology	
2.	Application of smart technologies and mobile applications in sports	

№.	Sections and themes	Responsible lecturer
3.	esport eco-system and its development	
4.	esport governance, regulation and integrity	
5.	esport business model	
6.	future trends in esports	

Evaluation procedure of knowledge and abilities:

#### References

№.	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.	Marelić, M., & Vukušić, D. (2019). E-sports: Definition and social implications.			No	

#### Additional literature

№.	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.	<a href="https://futureof.org/wp-content/uploads/The-Future-of-Sports-2016-Report.pdf">https://futureof.org/wp-content/uploads/The-Future-of-Sports-2016-Report.pdf</a>
3.	<a href="https://www.pwc.com/gx/en/issues/technology/essential-eight-technologies.html">https://www.pwc.com/gx/en/issues/technology/essential-eight-technologies.html</a>
4.	<a href="https://www2.deloitte.com/content/dam/Deloitte/ec/Documents/technology-media-telecommunications/Lets%20Play!%20The%20European%20esports%20market9073.pdf">https://www2.deloitte.com/content/dam/Deloitte/ec/Documents/technology-media-telecommunications/Lets%20Play!%20The%20European%20esports%20market9073.pdf</a>
5.	<a href="https://www.youtube.com/watch?v=ZnlM821Q2no">https://www.youtube.com/watch?v=ZnlM821Q2no</a>
6.	<a href="https://www.15min.lt/ar-zinai/video/laikas-veikti-svecias-eeimontas-apie-esporto-zaidimus-ir-ju-poveiki-160892">https://www.15min.lt/ar-zinai/video/laikas-veikti-svecias-eeimontas-apie-esporto-zaidimus-ir-ju-poveiki-160892</a>

#### Coordinating lecturer

Position	Degree, surname, name	Schedule №.
Lecturer		1311

#### Subdivision

Entitlement	Code
Department of Sports and Tourism Management	1007

