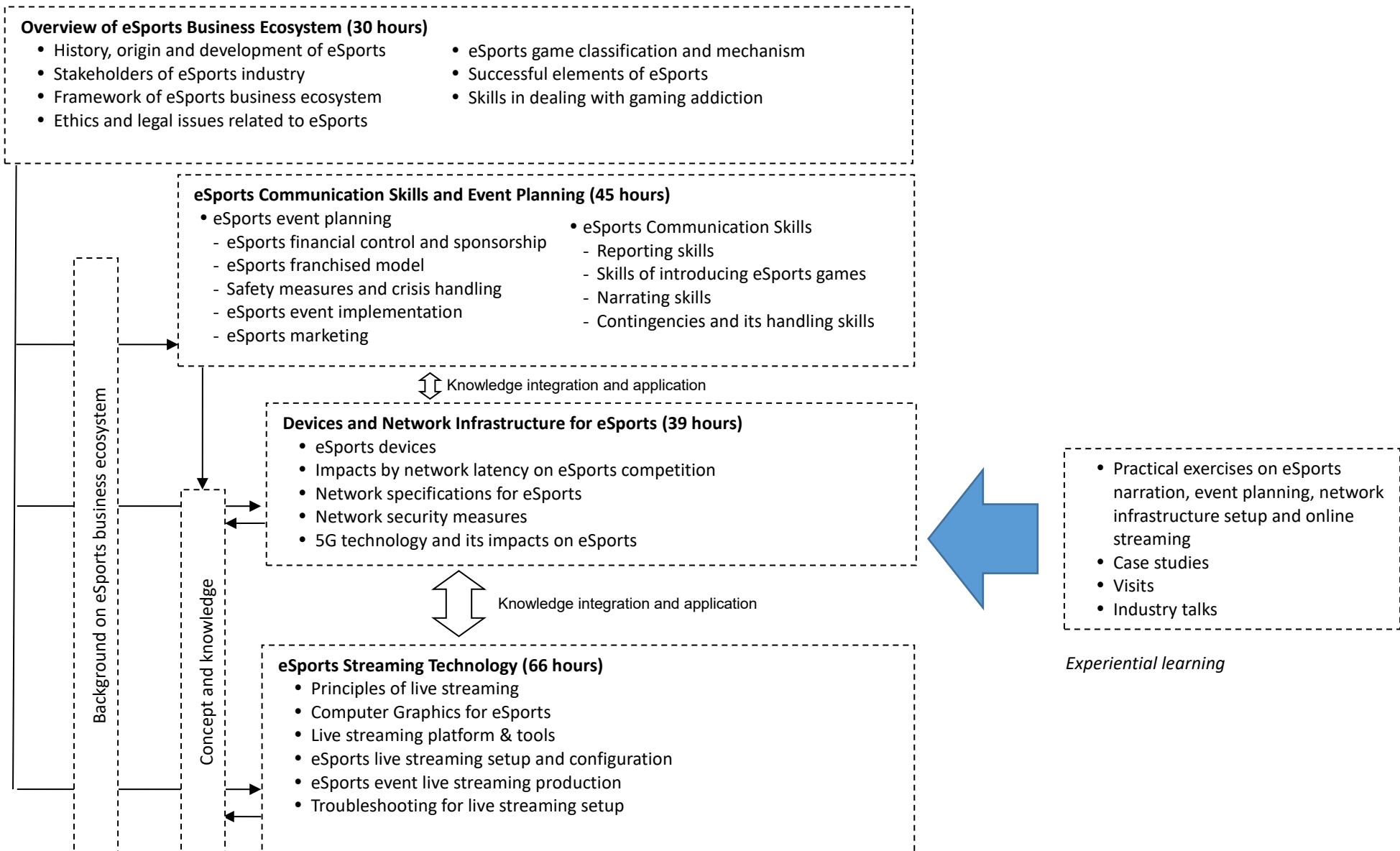


Applied Learning

2023-25 Cohort; 2025 HKDSE

Item	Description
1. Course Title	eSports Technology
2. Course Provider	School of Professional and Continuing Education, The University of Hong Kong
3. Area of Studies/ Course Cluster	Engineering and Production/ Information Engineering
4. Medium of Instruction	Chinese or English
5. Learning Outcomes	<p>Upon completion of the course, students should be able to:</p> <ol style="list-style-type: none"> (1) describe the functions of various job roles in the eSports industry; (2) apply technology knowledge and skills in the production of eSports digital media contents and network infrastructure configurations; (3) integrate problem-solving, analytical and communication skills to solve eSports business and technology related problems; (4) appraise the work ethics and positive values required by the eSports industry; and (5) develop self-understanding for further studies and career development in the related field.

6. Curriculum Map – Organisation and Structure



7. The Context

- The information on possible further study and career pathways is provided to enhance students' understanding of the wider context of the specific Applied Learning course. Students who have successfully completed Applied Learning courses have to meet other entry requirements as specified by the institutions.
- The recognition of Applied Learning courses for admission to further studies and career opportunities is at the discretion of relevant institutions.

Possible further study and career pathways

Further studies

- e.g. eSports, digital media and entertainment, business management, sports and recreation management, IT

Career development

- e.g. eSports junior event planners & marketing officers, eSports competition narrators, junior technical support officers

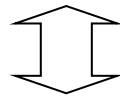
Relations with core subjects and other elective subjects

Enhancing and enriching, e.g.

- **Chinese Language** and **English Language**: enhance students' learning in verbal and written communication through eSports event narration
- applying the common knowledge of this course and **Information and Communication Technology** such as technology knowledge and skills and software application reinforces learning of the course and the subject

Expanding horizons, e.g.

- Students taking **Humanities subjects** can expand their horizon about the global development trend of gaming industry

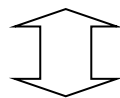


Relations with other areas of studies/ courses of Applied Learning

e.g.

Business, Management and Law

- enhance students' understanding of the business requirements of event planning and implementation



Foundation knowledge developed in junior secondary education

The course is built upon the foundation knowledge students acquired in, e.g.

- **Chinese Language Education** and **English Language Education** – verbal and written communication
- **Mathematics Education** – basic calculations, statistics
- **Technology Education** – data handling, information searching and software application

Applied Learning

2023-25 Cohort; 2025 HKDSE

Learning and Teaching

Course Title : **eSports Technology**
Area of Studies : **Engineering and Production**
Course Provider : **School of Professional and Continuing Education,
The University of Hong Kong**

In eSports Technology, student-centred learning and teaching activities are designed to enable students to understand fundamental theories and concepts, develop their generic skills, and address their career aspirations in eSports technology.

Different modes of activities are employed to provide students with a systematic understanding about the context (e.g. lectures on the overview of the eSports business ecosystem, eSports network infrastructure and online streaming technology) and eye-opening opportunities to experience the complexity of the context (e.g. visits to local and/or mainland eSports organisations, practical exercises at industry standard and sharing sessions and career talks by the eSports industry practitioners).

Students acquire an understanding of the requirements, fundamental knowledge and skills essential for further learning within the area through learning-by-practising opportunities in an authentic or near-authentic environment (e.g. practical exercises under simulated working environment with industry grade production software and hardware).

Students are also encouraged to develop and apply conceptual, practical and reflective skills to demonstrate entrepreneurship and innovation. Students are given opportunities to integrate the knowledge and skills acquired and consolidate their learning (e.g. case studies to learn about the eSports business ecosystem and the global development trend of eSports industry. In the projects, students create the eSports digital media content, setup network infrastructure and online streaming. Students are expected to make use of the knowledge acquired and present their works in a systematic way. In the process, students apply practical skills at industry standard to tackle eSports related issues with multi-disciplinary knowledge, and prepare reports and group presentation. In the project, students are also expected to demonstrate the positive values and attitudes required in the industry).

Applied Learning

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Curriculum Pillars of Applied Learning in Context – eSports Technology

Through the specific contexts related to the course, students have different learning opportunities, for example:

1. Career-related Competencies

- understand the development trend of the local and international eSports industry through visits, lectures, guest talks and career talks by industry practitioners;
- explain the functions of various job positions in the eSports industry;
- enhance understanding of industry competency requirements through practical exercises which are designed with reference to the industry standard; and
- describe the cultural differences of local and overseas eSports industries.

2. Foundation Skills

- enhance information technology and computing skills through production of eSports digital contents and network infrastructure configuration, doing research and information collection for assignments and projects;
- apply mathematical knowledge to organise eSports event such as the marketing budget; and
- strengthen communication skills in both verbal and written forms through participation in oral presentation and preparation of written reports.

3. Thinking Skills

- integrate knowledge from different aspects including business planning, event operation and technology applications required by the eSports industry;
- apply skills in critical thinking and analytical skill through discussions on real life cases which will stimulate students' thinking and further understanding of the competency required by eSports industry;
- enhance creativity through participation in regular class activities including eSports digital content design, presentations and site visits; and
- develop skills in problem-solving and decision-making through practical exercise and group projects which require information search and filtering, and results analysis and consolidation.

4. People Skills

- apply interpersonal communication and team building skills through participating in group projects and learning;
- discuss the mental health and stress management of eSports practitioners; and
- practise time management skills through simulated work environment where students are required to follow industry practices.

5. Values and Attitudes

- develop the sense of responsibility through understanding the ethical requirements in the eSports industry;
- appraise and respect the intellectual property of other people through eSports media content preparation assignments; and
- develop self-confidence through successful completion of practical work with feedback by tutors.