

» Course Overview

In this course, students will learn about the technologies and design principles that have been the foundation the development of video game technology over the last 50 years. Students will examine and discuss the impact of video games on culture and the economy. Students will learn about the current gaming and e-sports landscape, including strategies and techniques of top teams and individuals. This course will also discuss the risks and dangers of video games and understand how to set appropriate time and content parameters. Finally, the course will identify career paths and opportunities for those who are passionate about gaming.

» **Course Preview Video:** <https://www.pointfuleducation.com/esports-preview-video>

» Course Outline by Module

Module 1	Atari and the Introduction to Video Games	Module 6	Wii, Kinect, and Active Gaming
Module 2	Nintendo and Game Boy	Module 7	Mobile Games
Module 3	Super Nintendo, Sega, and Computer Games	Module 8	Augmented and Virtual Reality Gaming
Module 4	PlayStation	Module 9	History and Current State of E-sports
Module 5	Xbox	Module 10	Contemporary Issues in E-sports

» Instructional Components

Pointful Education Courses are structured in a consistent, research-based format utilizing multiple pedagogical concepts such as Understanding by Design, Growth Mindset, and Video and Project-based learning. Through the use of these pedagogical concepts, Pointful Education maintains a consistent and engaging course structure that supports student-centered learning.

Course Structure



Instruction
50%



Projects
7%



Reflections
20%



Concept Checks
8%



Exams
8%



Written Assignments
7%