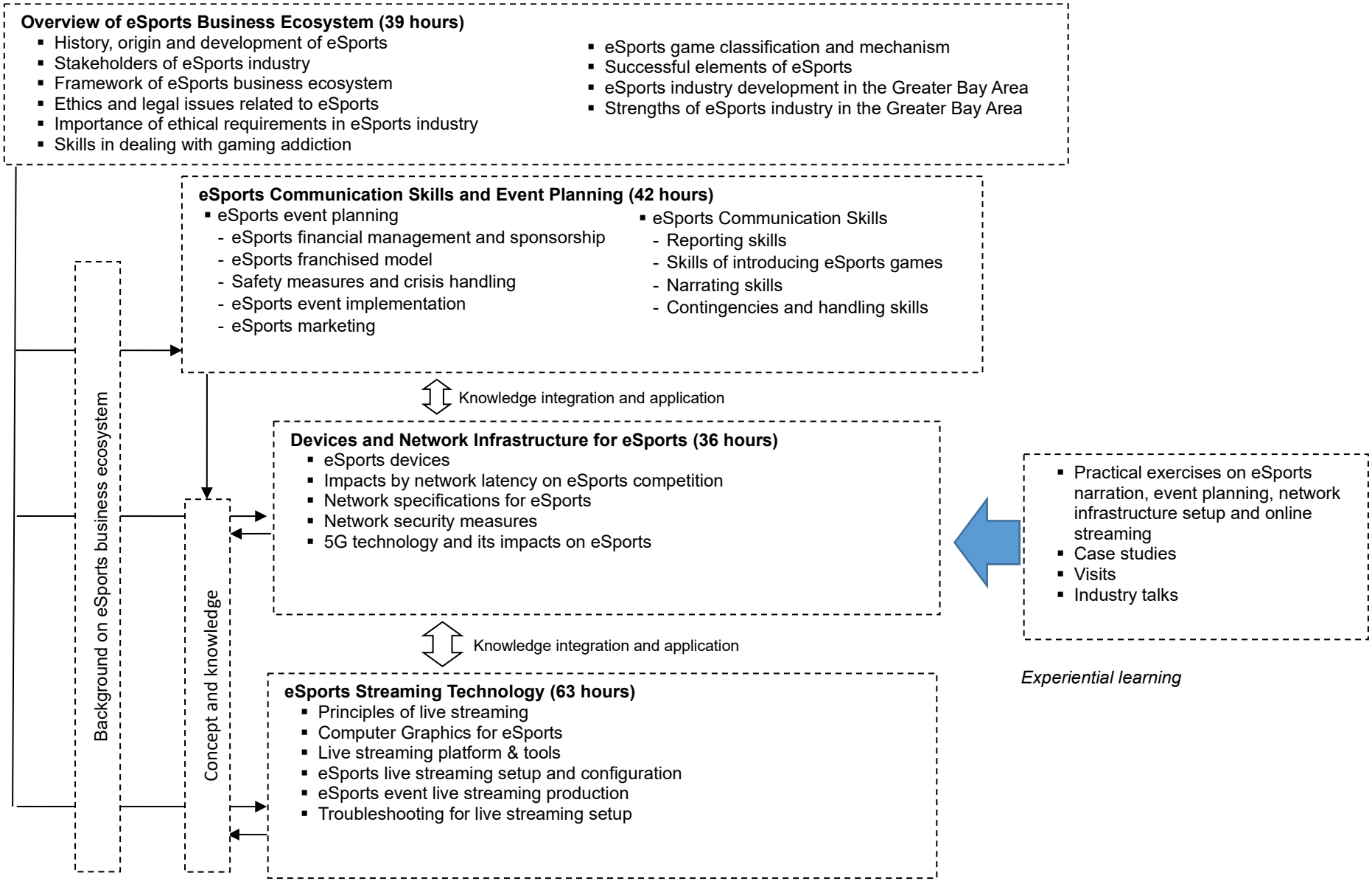
Applied Learning

2025-27 Cohort; 2027 HKDSE

Item	Description
1. Course Title	eSports Technology and Management
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	Upon completion of the course, students should be able to: (i) describe the functions of various job positions in the eSports industry; (ii) apply technology knowledge and skills in the production of eSports digital media contents and network infrastructure configurations; (iii) integrate problem-solving, analytical and communication skills to solve eSports business and technology related problems; (iv) appraise the work ethics and proper values required by the eSports industry; and (v) enhance self-understanding and explore directions on further studies and career pursuits.

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.
- The recognition of Applied Learning courses for admission to further studies and career opportunities is at the discretion of relevant institutions. Students who have successfully completed Applied Learning courses have to meet other entry requirements as specified by the institutions.

Possible further study and career pathways

Further studies

- e.g. courses related to eSports, digital media and entertainment, business management, sports and recreation management, information technology

Career development

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

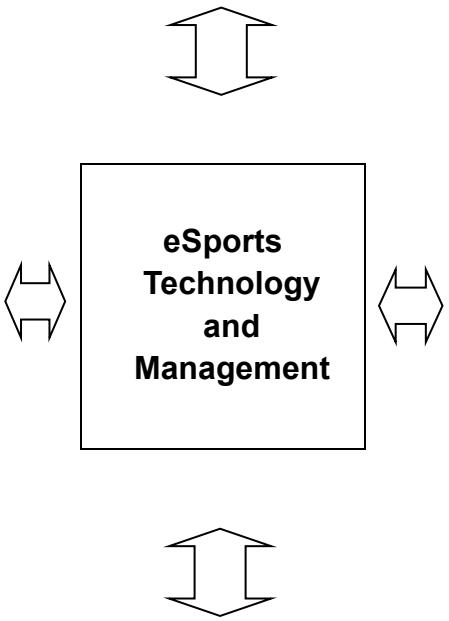
Complementarity with core subjects and other elective subjects

Enhancing and enriching**,** e.g.

- enhancing students' learning **Chinese Language** and **English Language** 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 as well as software application to enhance interdisciplinary learning

Expanding horizons**,** e.g.

- expanding horizon of students taking **Business, Accounting and Financial Studies** 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

8. Learning and Teaching

In this course, 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 given opportunities to consolidate their learning and demonstrate entrepreneurship and innovation (e.g. 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 proper values and attitudes required in the industry).

9. Curriculum Pillars of Applied Learning

Through related contexts, students have different learning opportunities, for example:

(i) 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;
- describe 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.

(ii) 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.

(iii) 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 students' 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.

(iv) People Skills

- apply interpersonal communication and team building skills through participating in group projects and learning;
- develop proper values and attitudes through discussion of mental health and stress management of eSports practitioners; and
- apply time management skills through simulated work environment where students are required to conduct practical exercises at industry standards.

(v) Values and Attitudes

- develop the sense of responsibility through understanding the ethical requirements in the eSports industry;
- appraise and respect the intellectual property through eSports media content preparation assignments; and
- develop self-confidence through successful completion of practical exercises under guidance of tutors.