REQUEST FOR A NEW COURSE
University of Central Oklahoma

Course Subject (Prefix), Number, and Title:

<table>
<thead>
<tr>
<th>Course Subject</th>
<th>Course Number</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>MCOM</td>
<td>3741</td>
<td>Esports Media Participation</td>
</tr>
</tbody>
</table>

Course Title: (full title of course if longer than 30 characters)

For information regarding CIP codes contact your department chair or visit: http://www.uco.edu/academic-affairs/ir/program_inventory.asp

CIP Code: 09.0799

For graduate courses, please attach a syllabus for this course. (See syllabus requirement policy 2.2.)

Course description as it will appear in the appropriate catalog.

Course description only  Do not include prerequisites or enrollment restrictions, these should be added under questions 6-12.
(Please use standard American English including full sentences.)

Esports Media Participation requires students to participate in the UCO Esports Arena, assisting with community and UCO tournaments and other official esports activities. A maximum of three credit hours may be earned toward a major or minor.

Mass Communication
Department submitting the proposal

Mark Zimmerman  mzimmerman@uco.edu  x5174
Person to contact with questions  email address  Ext. number

Approved by:

Mary Carver  9/10/20
Department Chairperson  Date

Dean Catherine Webster  Digitally signed by Dean Catherine Webster  Date: 2020.09.14 14:21:31 -05'00'
College Dean  Date (Please notify the department chair when proposal is forwarded to dean.)

Rozilyn Miller  Digitally signed by Rozilyn Miller  Date: 2020.09.11 08:59:42 -05'00'
College Curriculum Committee Chair  Date
(Please notify department chair when proposal is forwarded to dean.)

Academic Affairs Curriculum or Graduate Council  Date

Effective term for this new course  Date
(Assigned by the Office of Academic Affairs.)
1. Does this course have an undergraduate / graduate counterpart?  
   ___ Yes   X No

2. Is this proposal part of a larger submission package including a program change?  
   X Yes  ___ No

3. Does this new course affect a teacher preparation program?  (All courses required for any teacher preparation program must have approval from the Council on Teacher Education (CTE) before approval from AACC or Graduate Council.)  
   ___ Yes   X No  If yes, send copy of proposal to the Education Curriculum Committee Chair, Dr. Darla Fent.

4. Has this course been previously taught as a common course (4910 seminar, 4960 institute, etc.)?  
   ___ Yes   X No  If yes, when was the most recent offering? ________________________________

5. Does this course affect majors or minors outside the department?  
   X Yes  ___ No  If yes, provide name(s) of department chair(s) contacted, dates, and results of discussion.

6. Prerequisite courses:
   Example 1: MATH 1213 and (MATH 2165 or MATH 2185) and CHEM 1213 Example 3: 8 hours of biology including BIO 1404
   Example 2: (ACCT 2113 and 2213) and (MGMT 3013 or ISOM 3613)

   ENG 1113, MCOM 1091 Introduction to Esports (new course), and MCOM 2233 Esports & Media (new course).

7. Co-requisite(s): Which of the above prerequisite courses, if any, may be taken in the same semester as the proposed new course?  
   None.

8. Concurrent enrollment: Courses that must be taken the same semester. Example: lab courses.  
   None.

9. Will this course have enrollment restrictions?  
   ___ Yes    X No  If No, go to question 13.

10. Specify which major(s) may or may not take this course.  Specifying a major, excludes all other majors from enrolling.
    Check one:  May ____    May not ____
    Major Code:  ____________________________

11. Which of the following student classification(s) may enroll in this course?  Check all that apply:
    Graduate (2) 19 + hours  
    Graduate (1) 0-18 hours  
    Post Baccalaureate *  
    Senior  
    Junior  
    Sophomore  
    Freshman  
    * Graduate level courses are not open to Post Baccalaureate students.

12. Check or list other restrictions for this course.  
    Admission to Graduate Programs  
    Admission to Nursing Program  
    Admission to Teacher Education  
    Other  

Academic Affairs Form  
August, 2015

Functional Review GP_RW  
undergraduate proposals only)
13. **Course objectives:** Objectives should be observable, measurable and include scholarly or creative activities to meet the course level characteristics. Course objectives should also be in line with the course description. (Please refer to instructional objectives documents at: [http://www.uco.edu/academic-affairs/faculty-staff/aacc.asp#FAQ/Helpful%20Hints](http://www.uco.edu/academic-affairs/faculty-staff/aacc.asp#FAQ/Helpful%20Hints.)

Upon completion of the Esports Media Participation course, the learner will gain experience in various forms of media through applied experiences with the Esports Arena.

**Specific Objectives:**
1. Demonstrate basic knowledge of various media as applied to esports competitions
2. Utilize media equipment to assist in the production of an esports event
3. Manage a portion of the planning of an esports event

**Course Detail Information:**

14. **Contact Hours (per week)**

- [ ] Lecture hours (in class)
- [ ] 1 Lab hours (also studios)
- [ ] Other (outside activities)

15. **Repeatable course.**

- [ ] Number of times this course can be taken for credit.
- 3

16. **Schedule type:** (select one only)

- [ ] Activity P.E. (A)
- [ ] B Lab only (B)
- [ ] Lecture/Lab (C)
- [ ] Lecture only (L)
- [ ] Recitation/Lab (R)
- [ ] Student Teaching (STU)
- [ ] Studio Art/Design (XSU)

17. **List existing course(s) for which this course will be a prerequisite.** Adding a “new course” as a prerequisite to an existing course will likely cause enrollment problems. (Please submit a prerequisite change form for each course for which this course will serve as a prerequisite.)

- **None.**

18. **What resources, technology or equipment must be acquired to teach this course?** List items, which must be purchased and estimate cost. (Be specific, e.g., technology software, equipment, computer lab; etc.)

- **No additional resources, technology, or equipment are required beyond what will be purchased for the UCO esports team. This course will take place within the new UCO Esports Arena.**

19. **The UCO Library has the required library resources available for this new course?**

- **X** Yes
- **No** If yes, provide names of Librarian/Faculty Liaisons contacted, dates, and results of discussion.

  Kaitlyn Palone was contacted on 1/6/2020. There are 223 articles on esports and media that can be accessed through the library.

If no, what additional library resources must be acquired for this new course? List items which must be purchased and estimated cost. (Be specific, e.g., books, magazines, journals, etc.)
20. Names of current faculty qualified to teach this course.

A faculty line belonging to MCOM was turned into a faculty line for esports. A new full-time faculty member will be hired in Spring 2020. Ariel West, a full-time staff member and adjunct instructor, can also teach the class.

21. Additional faculty (adjunct or full-time) required and specific competencies required to teach this course:

None.

22. How will this course be staffed and equipped? Identify the additional costs associated with this new course. If no costs, explain why not.

No additional resources, technology, or equipment are required beyond what will be purchased for the UCO esports team. This course will be part of the regular rotation for the faculty member hired in this specialty.

23. Identify the source(s) of funds for any additional costs for the new course. i.e. internal reallocations, special fees from students, etc. If you plan to propose special fees be assessed for this course, be aware there is a separate approval process for special fees.

No additional resources, technology, or equipment must be acquired beyond what will be purchased for the UCO esports team. This course will take place within the new UCO Esports Arena.

24. Projected enrollment for two academic years following approval of new course:

<table>
<thead>
<tr>
<th>Semester</th>
<th>2021-22</th>
<th>2022-23</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall</td>
<td>Not offered</td>
<td>Not offered</td>
</tr>
<tr>
<td>Spring</td>
<td>15</td>
<td>15</td>
</tr>
<tr>
<td>Summer</td>
<td>Not offered</td>
<td>Not offered</td>
</tr>
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</table>

25. Using State Regents’ definition of liberal arts and sciences (quoted below), characterize the course as follows:

X Liberal arts and sciences

Non-liberal arts and sciences

“The liberal arts and sciences are defined as those traditional fields of study in the humanities; social and behavioral sciences; communications; natural and life sciences, mathematics; and the history, literature, and theory of fine arts (music, art, drama, dance). Courses in these fields whose primary purpose is directed toward specific occupational or professional objectives, or courses in the arts which rely substantially on studio or performance work are not considered to be liberal arts and sciences for the purpose of this policy. Courses required for the General Educational Program are not necessarily synonymous or mutually exclusive with the liberal arts and sciences.” State Regents Policy and Procedures. Chapter 2, Section 5, “Degree Requirements” part 1, (2). P. II-2-86

26. Please provide a concise, yet comprehensive, statement that explains the reasons for requesting the new course. Include documentation or assessment information supporting the specific request (if possible). Indicate the expected source of student enrollment (majors, minors, programs etc.)

Esports Media Participation will provide hands-on experience and skills to students within the Esports Media minor. Skill levels will be improved; in addition, this course will provide students with real-world experience in media leadership for competitions, which may help students obtain positions within the field upon graduation. The course is similar to the other participation courses offered within the Department of Mass Communication. These courses have provided excellent learning opportunities for Professional Media majors at UCO for many years.
27. Which of the six transformative learning tenets does this course incorporate? (check all that apply or only those that apply) This question was a directive from the Provost and is used for informational purposes.

<table>
<thead>
<tr>
<th>Tenet</th>
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<tbody>
<tr>
<td>Discipline Knowledge</td>
<td>X</td>
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<tr>
<td>Leadership</td>
<td>X</td>
</tr>
<tr>
<td>Research, Scholarly and Creative Activities</td>
<td></td>
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<tr>
<td>Service Learning and Civic Engagement</td>
<td>X</td>
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<tr>
<td>Global and Cultural Competencies</td>
<td></td>
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<tr>
<td>Health and Wellness</td>
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28. Clearly explain how the characteristics of this course meet or exceed those outlined in Course Level Characteristics. (Copy and paste table from “Course Level Characteristics” document for the appropriate course level of proposed course. Document may be found on: [http://sites.uco.edu/academic-affairs/files/course-level-characteristics-table.doc](http://sites.uco.edu/academic-affairs/files/course-level-characteristics-table.doc).

### 3000 LEVEL COURSES

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<tr>
<th>Course Level Characteristics</th>
<th>Please describe how this course meets this requirement.</th>
</tr>
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<tbody>
<tr>
<td>1. It is assumed that students in these courses have completed sufficient course work to have attained junior standing.</td>
<td>ENG 1113, MCOM 1091 Introduction to Esports, and MCOM 2233 Esports &amp; Media are prerequisites for this course.</td>
</tr>
<tr>
<td>2. These courses should be offered at a level of instruction that assumes a foundation of study in the discipline, which most often would have been gained through one or more introductory courses.</td>
<td>As this is a participation course, students will be assisting with competitions in the UCO Esports Arena. Higher-level knowledge and understanding of esports will be necessary in order to contribute to planning and events.</td>
</tr>
<tr>
<td>3. Students in these courses should be required to undertake a scholarly activity in addition to classroom instruction, such as a written research project, library assignment, juried performance, or creative work.</td>
<td>Students will be asked to apply previous knowledge in promotions, media coverage, and event planning. It is a performance-based course.</td>
</tr>
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<td>4. These courses should be more specialized in content than lower division courses.</td>
<td>Students will be asked to participate in specific elements of esports events in order to gain specialized understanding in specific areas of esports events.</td>
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