TQF.5 Course Report

Course Code: DEM2301

Course Title: Introduction to E-sport

Credits: 3 (2-2-5)

Semester / Academic Year: 2/2019

Students: Digital Entrepreneurship Management (B.B.A.)

Lecturer: Aj. Phinyar Chaisongkram

International College, Suan Sunandha Rajabhat University

Course Report

Institution: Suan Sunandha Rajabhat University

Campus/Faculty/Department: International College

Section1: General Information

1. Course Code and Title:

DEM2301 Introduction to E-sport

2. Pre-requisite:

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3. Faculty Member(s) Teaching the Course and Sections:

Ms. Phinyar Chaisongkram

Wednesday 9.00 - 12.00

4. Semester and Academic Year:

Semester 2, Academic Year 2019

5. Venue

Week 1-12, International College, Suan Sunandha Rajabhat University

(Nakorn Pathom Education Center)

Week 13-16, Google Hangout meet

Section 2: Actual Teaching Hours Compared with Teaching Hours Specified in the Teaching Plan

1. Number of actual teaching hours compared with the teaching plan

Topics	No. of teaching hours in the plan	No. of actual teaching hours	Reason (in case the discrepancy is more than 25%)
Course Introduction: What is E-sport?	4	4	
History and the development of E-sport	4	4	
E-Sport Ecosystem: E-sport industry overview	4	4	
E-Sport Ecosystem: Game publisher	4	4	
E-Sport Ecosystem: Game Content Creator	4	4	
E-Sport Ecosystem: E-sport Event Organizer	4	4	
E-Sport Ecosystem: E-sport player	4	4	
E-Sport Ecosystem: E-sport team and agency	4	4	
Final Project Preparation: E-sport career and opportunity	4	4	
Video Game Aesthetics	4	3	We have to learned online and students had less focus than real class room.
Game and Culture	4	3	
Video Game and Risk	4	3	
Online Game Fans: New Audience Commodities in the New Media Era	4	3	
Total	52	48	

2. Topics that couldn't be taught as planned

Topics that couldn't be taught	Significance of the topics that couldn't be taught	Compensation
-	-	-

3. Effectiveness of the teaching methods specified in the Course Specification

Learning Outcomes	Teaching methods specified in the course specification	Effectiveness (Use ✓)		Problems of the teaching method and suggestions
		Yes	No	
1. Morals and Ethics	(1) Group activities (2) Classroom attendance	✓	-	Because of Covid-19 pandemic, it's very hard to proof originally of student's exam and assignment. University should invest in plagiarism tools or software to support in long term.
2. Knowledge	(1) Mid-term examination (2) Final examination (3) Quiz	✓	-	
3. Cognitive Skills	(1) Cooperative learning	✓	-	
4. Interpersonal Skills and Responsibilities	(1) Group project (2) Cooperative learning (3) Group discussion	✓	-	

Learning Outcomes	Teaching methods specified in the course specification	Effectiveness (Use ✓)		Problems of the teaching method and suggestions
		Yes	No	
5. Numerical Analysis, Communication and Information Technology Skills	(1) Final Project	✓	-	Online learning is very hard to do the group project. University should provide programmes or tools to support both lecturer and student such as Blackboard, MS Team (Auto register for everyone).

4. Suggestions for Improving Teaching Methods

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Section 3: Course Outcomes

1. Number of registered students: 3 students

2. Number of students at the end of semester: 3 students

3 Number of students who withdrew (W): -

4. Grade distribution

Grade	No. of students	Percentage	Remark
A	0	-	
A-	0	-	
B+	1	33.33%	
B	2	66.67%	
B-	0	-	
C+	0	-	
C	0	-	
C-	0	-	
D+	-	-	
D	-	-	
D-	-	-	
F	-	-	
Incomplete (I)	-	-	
Total	3	100.00	

5. Factors causing unusual distribution of grades (If any)

None

6. Discrepancies in the evaluation plan specified in the Course Specification

6.1 Discrepancy in evaluation time frame

Details of Discrepancy	Reasons
This subject has both theory and practical session but some practical session in week 13-15 have to cancel and learn from video.	Because of COVID-19, some students do not have tools to learn practical session e.g. software, computer or laptop.

6.2 Discrepancy in evaluation methods

Details of Discrepancy	Reasons
• Final examination had to change to a take home exam. Some student, especially first year student, doesn't have a good writing skill to write a long essay. • Take home exam is very hard to proof originally of student's exam and assignment. Three students might not a big problem o evaluate but if there are 30 students, it might very hard.	Because of COVID-19, everyone has to stay home. Paper final exam cannot be done.

7. Verification of students' achievements

Verification Method	Verification Result
Program Committee Approval	Approved

Section 4: Problems and Impacts

1. Teaching and learning resources

- There are very hard to proof originally of student's exam and assignment. University should invest in plagiarism tools or software to support in long term.
- Online learning is very hard to do the group project. University should provide programmes or tools to support both lecturer and student such as Blackboard, MS Team (Auto register for everyone).

2. Administration and organization

Problems from administration:	Impacts on students' learning:
None	None
Problems from organization:	Impacts on students' learning:
None	None

Section 5: Course Evaluation

1. Results of course evaluation by students

To be reviewed by the administration board.

2. Results of course evaluation by other evaluation methods

None

Section 6: Improvement Plan

1. Progress of teaching and learning improvement recommended in the previous course report

    None

2. Other improvements

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3. Suggestions for improvement for Semester 2, Academic year 2020

Suggestions	Time Frame	Responsible person
Update course materials and activities	Nov 2020	Aj. Phinyar Chaisongkram

4. Suggestions of faculty member(s) responsible for the course

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Responsible Faculty Member/Coordinator:

Signature   ภิญญา ชัยสงคราม   Submission Date......15 May 2020....

Chairperson/Program Director:

Signature..................................... ...Received Date ....