

A roller coaster car with a red and black dragon-like theme is shown from a high angle, tilted downwards. Passengers are visible inside, holding onto their safety bars. The track is white.

Exchange at Academy for Leisure (ALE)

Sports and Esports

Year 3 – semester 6 (Spring semester) – 2022-2023



DISCOVER YOUR WORLD



Breda
University
OF APPLIED SCIENCES

Important to read first

The Academy for Leisure and Events Management offers international students the opportunity to take part in an exchange programme. We are grateful that you have chosen to explore the possibilities!

Please see the overview below for which programmes can be followed when. You will see that a matching procedure may be part of the process. We find it important to ensure you make the right choice and stand a good chance of succeeding, so we may ask you to motivate your choice in a portfolio or in an interview. This varies per programme.

	Fall semester	Spring semester	Extra information
Leisure and Events Management- regular track	x (year 2)	x (year 2)	
Sports and E-sports	x (year 2)	x (year 3)	There will be a matching procedure when you apply for the spring semester
Urban Life and Placemaking	x (year 2)		
Music and Dance Events	x (year 2)		A matching portfolio may be required.
Events for Business	x (year 2)	x (year 2)	A matching portfolio may be required.
Attraction and Theme Park Management	x (year 3)	x (year 3)	
Social Innovation		x (year 2 or 3)	

If you are interested, please let us know via incomingexchange@buas.nl and we will contact you.

We wish you good luck making your choice and look forward to welcoming you to you BUAS – Academy for Leisure and Events!

Welcome to Sports and Esports!

Year 3 – semester 3 (Spring semester) - 2022-2023

1.1 Key dates

To be decided	Introduction International students
6 February 2023	Start Academic Programme
20-24 February 2023	Spring Break
1-5 May 2023	May Holidays
July 2023	End of semester

1.2 Course codes general

Code	Course title (short version)	EC
	Design 3	8
	Strategically employ 2	8
	Finals	8
	Scout 4	6
	English is integrated in the parts above and carries 2 EC	
AAVT.BDC-01	Basic Dutch (optional and subject to change)	2
		30 (32)

1.3 Contact persons specialisation

Anything you'd like to check or ask? Please contact one of the specialization's captains:

- Liedewei Ratgers (Ratgers.L@buas.nl or +31 (0) 654267104)
 - o Center on the basketball court and Princess Peach in Mariokart
- Jur van de Graaf (Graaf.J@buas.nl)
 - o Casual chess player, no so casual Dota 2 player

1.4 Contact person exchange

Please contact Annet Ghering if you would like more information.

Annet Ghering Ghering.a@buas.nl

1.5 Course information in general



Sports & Esports

The story behind the Sports & Esports specialization

“Mixing one’s wine may be a mistake, but old and new wisdom mix admirably” (Berthold Brecht)

Two worlds?

Football, basketball, ice skating, chess, cycling, table tennis, F1, athletics and rugby, or Mariokart, LEGOs, Cluedo, Goldeneye 64, PUBG, CounterStrike, Fifa, Fortnite or League of Legends? They seem two opposite worlds, but both build upon the same feelings of freedom, joy, fun, bonding, and pride; they instinctively match through one distinct characteristic: play. Whether we make up our own set of rules, participate in organized contests, are physically involved or staring at a screen: the shared experience is that of playing games.

Physical and digital worlds

A generation of young people have grown up playing games in two worlds: the physical world and the virtual or digital world. Play takes place in worlds that are local and physical as well as global and digital (playing on grass pitches with next-door friends as well as online with strangers from all over the world). These worlds blend into our personal lives, yet industry wise they seem two worlds apart.

Gaming (as in computer-generated play) has been the biggest entertainment industry since the 1980s and its role as a major form of leisure has slowly but surely changed this generation’s understanding of play, games and sports as forms of leisure. As a result, esports as competitive video-gaming, emerged in the early 2000s and have since steadily been on the rise. And although other generations still participate mostly in traditional sports, for generation Y and Z there has been a decline in favour of gaming and esports.

So out with the old, in with the new then?

Not quite. Although the place of play and spectatorship may have shifted, games and sports have not changed at its core: they are competitive moments of play. Be it an onsite football match or an online League of Legends tournament, we seek the thrill and joy of celebrating a game and expressing identity. We immerse ourselves in an experience that even defines the very person we are. So, if indeed play, games and sports are fundamentally the same, why not learn from traditional sports’ rich past, as well as from esports’ glimpses of the future? Why not *mix* and acknowledge the strength of both?

The cross-roads between traditional sports and esports

We see great opportunities in celebrating sports and games, experience creation and identity expression. By using insights from both worlds, we see chances for innovation and creativity through blending. Opportunities in creating and maintaining the next generation of fan loyalty, in the strategic employing of sports and esports, in creating experiences for like-minded people, in making and improving experiences that are diverse and inclusive. In a word, we see opportunities through crossovers between both industries.

Therefore, we want to seize on this opportunity and educate a generation of leisure and event managers that can look beyond the traditional borders of industries. A generation that excels in fusing knowledge and possibilities, capable of thinking in new ways, passionate about sports and esports and able to transfer, combine and employ these insights in designing and producing a new breed of sports and esports experiences.

Mixing, fusing, blending, combining, and transfer is therefore key. We want to realize the transfer of insights for new applications and other industries. The right student for S&ES is therefore a sports *and* esports enthusiast, curious about creating these new blended (e)sports experiences. A playmaker who is willing to look beyond his/her own sports or esports framework and interests so he/ she can create a new brand of meaningful and strategic experiences to the leisure industry.

The student we're looking for

We're looking for students who want to become scouts and playmakers of sports and esports experiences. Specifically, you ...

- Are pro-active and a team player (you are responsible, reliable, and you think in solutions)
- Although perhaps firstly attracted by an interest in sports or esports, you are curious and open to learn about **BOTH**
- See the value of comparing and contrasting sports with esports and vice versa
- Flourish in an environment more characterized by opportunities/insecurities than a set context/ industry
- Are internationally oriented and focused
- Enthusiastic about creating meaningful experiences
- Are active in networking for your own development
- Enjoy play and the fun of sports and games in both product as well as the process.

Please note that we are looking for students who recognize themselves in these characteristics mostly: it's just as important that you are willing to develop yourself in these areas (which you'll get the opportunity to do during the specialisation).

1.6 Course information specific modules of the programme

COURSE - compulsory	
Course title	Strategically employ 2
Number of EC	8 EC
Language	English
Content	This semester revolves around designing, organising and executing a large event. This course is the starting point in which students have to think about the strategic elements of the event. Students collect research data to develop a strategy, create collaborations with other stakeholders and create support for their strategy.

Mode of delivery	Various: workshops, seminar, individual and group assignment, lectures, podcasts.
Literature	Will be available at start of year
Assessment	Various: assignments, presentations, podcasts etc. Group and Individual grades.

COURSE - compulsory	
Course title	Design 3
Number of EC	8 EC
Language	English
Content	In the next phase of the course students translate their strategy into experience concepts and translate the experience concepts into a product. They still must take into account the positions of their stakeholders and evaluate the process of change.
Mode of delivery	Various: workshops, seminar, individual and group assignment, lectures, podcasts.
Literature	Will be available at start of year
Assessment	Various: assignments, presentations, podcasts etc. Group and Individual grades.

COURSE - compulsory	
Course title	Finals
Number of EC	8 EC
Language	English
Content	In this final phase of the project students work towards the execution of the event. They organise creative sessions for detailed ideas, direct the cooperation process, recruit and select volunteers or staff.
Mode of delivery	Various: workshops, seminar, individual and group assignment, lectures, podcasts.
Literature	Will be available at start of year
Assessment	Various: assignments, presentations, podcasts etc. Group and Individual grades.

COURSE compulsory	
Course title	Scout 4
Number of EC	6 EC
Language	English
Content	Scout is the course that is not directly to the main event. Students broaden their horizon and experience different sports and esports and transfer knowledge. Students develop skills required for lifelong learning. The focus of this final scout course is about taking social responsibility as a professional and organisation in the world of sports and esports.
Mode of delivery	Various: workshops, seminar, individual and group assignment, lectures, podcasts.

Literature	Will be available at start of year
Assessment	Various: assignments, presentations, podcasts etc. Group and Individual grades.

COURSE	
Course title	English
Number of EC	(2 EC integrated in the other courses)
Language	English
Content	English is integrated in the Scout 4 course and is focused on spoken interaction and listening skills.
Mode of delivery	To be decided
Assessment	To be decided

COURSE - optional	
Course title	Basic Dutch
Course coordinator	Mr Frank van Heijningen
Number of EC	2 EC
Language	English
Content	<p>Basic Dutch is a language course for absolute beginners which is offered to all incoming exchange students at BUAS. It will lead you up to A1 level according to the Common European Framework of Reference Modern Languages 1996)</p> <p>It is not part of the curriculum of the Academy for Leisure and only offered to incoming exchange students.</p>
Mode of delivery	14 lessons of 1.5 hour, between October and January. The lessons are usually planned at the end of the day or in early evening so that students from different academies can join.
Literature	
Additional information	For enrolment, students are asked to pay 100 Euro which will be refunded upon successfully completing the course.
Assessment	Exam



Games



Media



Hotel



Facility



Built Environment



Logistics



Tourism



Leisure & Events



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