Streaming in Esports: Lessons Learned from Student Reflection Journals

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Feedback and lessons learned from personal reflection journals submitted by students in an introduction to esport course. Students were responsible for marketing, creating content, problem-solving (troubleshooting), and streaming a minimum of 30 minutes for an esport game title of their choice. Students were then asked to submit a link and reflection journal of their experiences. This exercise was completed by students four times over the course of a semester. The presenter will share strategies for improving the assessment of student reflection journals for esport. Assignment instructions and grading rubrics will be provided as well as some quotes from students’ reflections.