E1ESP001C
(Token- required)

Esports Course (Level I)

Discover the Science and Technology behind eSports Racing

Representatives from ER Sport Education Limited

Application Deadline

26 June 2023
12:00 noon

Result Release

30 June 2023

Intended Learning Outcomes

Upon completion of the programme, participants should be able to:

1. explain the history, development, and current state of eSports and racing simulation as a form of competitive gaming and entertainment;

2. perform basic driving maneuvers on simple circuits using a racing simulator with confidence and accuracy;

3. analyze and predict how cars behave on different tracks and environments with basic physics to designate the best personal vehicle for competition;

4. evaluate and select different types of cars and settings based on personal playstyle, tracks, and organize their decisions in the form of formative strategies;

5. develop positive attitude, confidence and communication skills on eSports.

If student members withdraw from the programme after the Application Deadline, the token will be deducted.

香 港 資 優 教 育 學 苑
The Hong Kong Academy for Gifted Education

◆ Introduction

This course is designed for students who have an interest in competitive gaming and STEM fields. It combines the excitement of competitive video gaming with the educational benefits of physics and engineering. In this course, students will form teams and participate in organized gaming competitions held in simulated versions of real-world race tracks and vehicles.

Students will learn and practice skills such as problem-solving, teamwork, scientific methods, technology proficiency, and esports careers. They will also gain an understanding of physics concepts such as motion, forces, energy, momentum, and the aerodynamics and how professional racers and coaches apply these concepts in their competitions. By completing this course, students will have gained valuable knowledge and experience that can enhance their academic performance in STEM subjects (science, technology, engineering, mathematics), as well as prepare them for future careers or hobbies in motorsports or gaming industries.

◆ Schedule

Session	Date	Time	Venue
1	24 Jul 2023 (Mon)	1:00 p.m. – 4:30 p.m.	ER ESPORTS Shop 101, The Arcade, 100 Cyberport Road, Pok Fu Lam, Hong Kong (Location)
2	26 Jul 2023 (Wed)	1:00 p.m. – 4:30 p.m.	
3	28 Jul 2023 (Fri)	1:00 p.m. – 4:00 p.m.	

◆ Target Participants

- S1 – S3 HKAGE student members in 2022/23 school year
- Class size: 30
- Student members would be selected randomly by the computer system. The decision of HKAGE on the result of the selection should be final.

◆ Pre-requisite

No special prerequisites are needed

◆ Medium of Instruction

Cantonese with English handouts

◆ Certificate

E-Certificate will be awarded to participants who have:

- attended ALL sessions; AND
- completed all the assignments with satisfactory performance

◆ Enquiries 📞 3940 0101 ✉ programme@hkage.org.hk