Esports & Information Technology Program

CompTIA A+ certified professionals are proven problem solvers. They support today's core technologies from security to cloud to data management and more. CompTIA A+ is the industry standard for launching IT careers into today's digital world. It is the only industry recognized credential with performance-based items to prove pros can think on their feet to perform critical IT support tasks in the moment. It is trusted by employers around the world to identify the go-to person in end point management and technical support roles. CompTIA A+ is regularly re-invented by IT experts to ensure that it validates core skills and abilities demanded in the workplace.

TARGET AUDIENCE

This course is designed for individuals who have basic computer user skills and who are interested in obtaining a job as an entry-level IT technician.

This course is also designed for students who are seeking the CompTIA A+ certification and who want to prepare for the CompTIA A+ Core 1 220-1001 Certification Exam and the CompTIA A+ Core 2 220-1002 Certification Exam.

COURSE OBJECTIVES

In this course, you will install, configure, optimize, troubleshoot, repair, upgrade, and perform preventive maintenance on personal computers, digital devices, and operating systems.

You will:

- Support operating systems.
- Install and configure PC system unit components and peripheral devices.
- Install, configure, and troubleshoot display and multimedia devices.
- Install, configure, and troubleshoot storage devices.
- Install, configure, and troubleshoot internal system components.
- Install, configure, and maintain operating systems.
- Maintain and troubleshoot Microsoft Windows.
- Explain network infrastructure concepts.
- Configure and troubleshoot network connections.
- Manage users, workstations, and shared resources.
- Implement client virtualization and cloud computing.
- Implement physical security.
- Secure workstations and data.
- Troubleshoot workstation security issues.
- Support and troubleshoot laptops.
- Support and troubleshoot mobile devices.
- Install, configure, and troubleshoot print devices.
- Implement operational procedures.

COURSE OUTLINE

1 - INSTALLING AND CONFIGURING PC COMPONENTS
2 - INSTALLING, CONFIGURING, AND TROUBLESHOOTING DISPLAY AND MULTIMEDIA DEVICES
3 - INSTALLING, CONFIGURING, AND TROUBLESHOOTING STORAGE DEVICES
4 - INSTALLING, CONFIGURING, AND TROUBLESHOOTING INTERNAL SYSTEM COMPONENTS
5 - INSTALLING, CONFIGURING, AND TROUBLESHOOTING PRINT DEVICES
6 - NETWORK INFRASTRUCTURE CONCEPT
7 - CONFIGURING AND TROUBLESHOOTING NETWORKS
8 - SUPPORTING AND TROUBLESHOOTING LAPTOPS
9 - SUPPORTING AND TROUBLESHOOTING MOBILE DEVICES
10 - IMPLEMENTING CLIENT VIRTUALIZATION AND CLOUD COMPUTING

ESP - Hardware and Infrastructure in Esports

- Topic A: Intro to Esports (Stage setting)
- Topic B: Consoles
- Topic C: PC's and Configurations
- Topic D: Monitors and Graphic Cards
- Topic E: Communication devices
- Topic F: Test Prep and Review
- Topic G: Instruction and details on taking the Badge Exam.

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- Install, configure, and maintain operating systems.
- Maintain and troubleshoot Microsoft Windows.
- Explain network infrastructure concepts.
- Configure and troubleshoot network connections.
- Manage users, workstations, and shared resources.
- Implement client virtualization and cloud computing.
- Implement physical security.
- Secure workstations and data.
- Troubleshoot workstation security issues.
- Support and troubleshoot laptops.
- Support and troubleshoot mobile devices.
- Install, configure, and troubleshoot print devices.
- Implement operational procedures.

COURSE OUTLINE

- Maintaining and Troubleshooting Microsoft Windows
- Installing, Configuring, and Maintaining Operating Systems
- Manager Users, Workstations, and Shared Resources
- Security Concepts
- Securing Workstations and Data
- Troubleshooting Workstation Security Issues
- Implementing Operational Procedures

ESP - How Software is used in Esports (Production/Broadcasting/Networking)

- Topic A: Intro to Esports (Stage Setting)
- Topic B: Networking in Esports
- Topic C: LANs
- Topic D: Internet Connections
- Topic E: Ports and Protocols
- Topic F: Networking Tools
- Topic G: Test Prep and Review
- Topic H: Instruction and details on taking the Badge Exam.