

Sports Branding

MMC6936 | Fall 2025

College of Journalism & Communications

University of Florida

Instructor: Robert Judin

Classroom: Weimer 2050

Meet: Monday, 9:35 am to 12:35 pm

Office Hours: Tuesday and Thursday 8:30 am to 9:30 am

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Overview and Objectives

Sports Branding is designed to provide students with a modern outlook of branding within athletics. By exploring the true definition of a brand, we will analyze the historical evolution of brands within both collegiate and professional sports. This course will focus on the cross-platform integration of graphic design, video, corporate partnerships, and social media with an intent to build and develop audiences and brands.

Course Learning Objectives

Upon the successful completion of this course, students will be able to:

- (1) Accurately dissect and define athletics brands, key in on their target fan bases, and proficiently develop sales strategies geared toward them.
- (2) Design and create visual assets to effectively represent a brand.
- (3) Execute and coordinate in-game activations and branding plans.
- (4) Create and execute full branding campaigns.

- (5) Create and pitch full corporate partnership proposals.
- (6) Design logo pitch decks.
- (7) Complete full brand audits and successfully pitch re-brand proposals.
- (8) Create social media plans to grow and develop audiences.
- (9) Develop full branding plans to recruit for a university or professional franchise.
- (10) Conceive, design, and develop a plan for a brand new sports franchise.

Office Hours

Office hours can be set up via email request conducted online, and/or recorded for access by all (unless a private or in-person meeting is requested).

Course Readings

There is no book required for this course, but reading materials will be assigned weekly throughout this course.

Course Grades

The Following table outlines the point-accruing components of the course. The total points earned from each component will be summed and divided by the total points possible in the course.

Evaluation Components	Points Per Component	Percent of Total Grade
Content Quizzes (10)	15 Points Each = 150 pts	7.5%
Individual Projects (10)	15 Points Each = 150 pts	7.5%
Networking Reports (10)	15 Points Each = 150 pts	7.5%
Online Discussions (10)	15 Points Each = 150 pts	7.5%
Franchise Re-Brand Project (1)	200 pts	10%
Group Final Exam Project (1)	200 pts	10%
Attendance	200 pts	10%
League Startup Project (1)	800 pts	40%
Total	2,000 pts	100%

Assignment Descriptions

Content Quizzes (10 Assignments, 15 points per assignment):

The 10 quizzes assigned throughout the course will refer back to the content being discussed in class at that particular time. Questions from prior topics discussed may appear as extra credit opportunities.

Individual Projects (10 Assignments, 15 points per assignment):

Throughout the course, students will be required to complete 10 individual projects regarding the content being discussed. These projects will help build the necessary skills required for the Franchise Re-Brand Project and Final Exam Group Project. (e.g. students will be asked to design a new logo for a professional athlete).

Networking Reports (10 Assignments, 15 points per assignment):

The effects of brand association are prevalent throughout sports – whether on the athlete, team, or league level. Therefore, students will be required to interview professionals within the industry (e.g. design, partnerships, PR, etc.) and report back with what they have learned. Each student will be required to complete 10 reports. Subjects of reports may not be repeated for the purposes of this course. These reports are meant to demonstrate the power of personal branding on the business side of sports, as well as to provide students with a live network they can tap into after graduation.

Online Discussions (10 Assignments, 15 points per assignment):

Students will be required to submit an original post and respond to at least one classmate per online discussion in the course's online forum regarding the content being discussed each week. Answers must be original and substantial to count for full credit. Failure to post or copied answers will result in a ZERO-point grade. Posts can partially serve to respond to another student's post but must also contain new and unique ideas, takes, and examples not previously used by another student.

Franchise Re-Brand Project (200 points):

Students will be asked to analyze a professional sports franchise, explore its strengths, weaknesses, fan base, and the overall temperature of the brand. They will then have to provide a proposal for a re-brand of the organization. This will include a new logo, a secondary logo, new uniforms (home & away), potential corporate partners to target, etc. Projects will be turned in with a corporate pitch format, as though these proposals are being heard by the Presidents & CEOs themselves.

Group Bowl Game Project (200 points):

Students will be assigned their groups to present a final exam project at the end of the semester. And an overview of each group member's responsibilities will be required. Each group will be tasked with conceiving and developing the branding for a college football bowl game. Groups will be required to design a logo, create assets for social media and general promotion, create a full corporate sponsorships plan, and explain how they plan to build and develop the audience for this new bowl game to generate viewership and ultimately establish brand equity.

Assignment Descriptions (contd.)

League Generation Project (800 points):

Students will be assigned a prompt to generate and brand a new startup sports league, including 10 expansion franchises with which the league will launch. Full brand identities will be required for the league, itself, as well as the individual teams. Students will provide a full macro PR strategy to grow the league's audience and develop its brand equity, and they will outline a comprehensive plan to generate sponsorship dollars through corporate partnerships. Students will be asked to provide details for all TV rights, merchandising and licensing, and other streams of revenue generation for the league that feed into its overall brand.

Attendance (200 points):

Attendance is mandatory. Any unexcused absence will result in a proportional deduction of points.

Grading

Grades will be rounded up or down to the nearest whole number for grading purposes.

A	935-1,000	A-	895-934
B+	865-894	B	825-864
B-	795-824	C+	765-794
C	725-764	C-	695-724
D+	665-694	D	625-664
D-	595-624	E	0-594

Course Outline

Intro to the Class	• Defining the world “brand” • Class overview & expectations • Self-brand analysis
Module 1: The Logo	• Examining Powerful Logos • Building Brands, Building Logos • Logo Ideation & Creation
Module 2: Finding The Audience	• Identifying target audiences • Creating for & Selling to the Audience • Understanding demos & tendencies
Module 3: Building Creative: Graphics	• Color, composition, and typography • Specs, collections, and setup • Creating a turnkey process

Module 4: Building Creative: Video	• Branding the video • Video analytics • Understanding the “2-second rule”
Module 5: World of Recruiting	• Implementing graphics & video • Promoting the program/franchise • Brand’s role in recruiting • Different types of recruiting
Module 6: Social Media: Campaigns	• Identify the assets • Build a plan • Set goals • Execute the campaign
Module 7: Social Media: Daily Ops	• Post Construction • Tagging & Timing • Staffing & expectations
Module 8: Power of Partnerships	• Identifying potential partners • Identifying assets • Understanding partner dynamics • Understanding sectors • Franchise Re-Brand Project
Module 9: Pitching a Partnership	• Acquisition vs Management • Creating & Delivering a pitch • Showcasing brand awareness creatively
Module 10: Events & Activations	• Knowing the Roster • Creation, Execution, & Evolution • Event production & its effects
Module 11: Uniform & Jersey Design	• Organic design • Difference between home vs away • Collections and alternates • Utilizing brand elements
Module 12: Re-Branding a Franchise	• Brand Audit • Discovery & evolution • Conceive & create • Build a narrative • Sell the narrative
Module 13: Final Exam	• Group Project • League Startup Project

Late Work

You are responsible for all material covered or assigned. Your grade on late assignments will drop one letter grade for every day they are late. If a technical problem occurs that prevents timely submission of an assignment, you should first contact your instructor and/or TA and then the UF Help Desk. Follow up with an email to the instructor that includes an update and Help Desk Ticket #.

Academic Integrity

UF students are bound by the Honor Pledge, which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code specifies a number of behaviors that are in violation of this code and the possible sanctions. For more information visit the Honor Code web page at <http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/> or contact Student Judicial Affairs, P202 Peabody Hall, 392-1261.

Students with Disabilities

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter that must be presented to the instructor when requesting accommodation. Students with disabilities should follow this process as early as possible in the semester.

Course Evaluations

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluer.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

Course Grading

Students will be graded in accordance with UF policies for assigning grade points as articulated in the link that follows. <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

U Matter, We Care

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center.

*** NOTE: Topic schedule subject to change based on guest availabilities and other factors. There will be no change in project due date or the midterm examination.**