

Esports

Minor

Description

The Esports concentration is designed to prepare students for a future career in the growing Esports arena. It will build capabilities for a variety of fields such as gaming, events management, nutrition, team work, regulation, journalism, game design, social media, and marketing. The program will equip students with many multifunctional skills that translate well for a variety of career roles in Esports or elsewhere.

Courses

Core (12 Credit Hours)

[ES 210 - Introduction to Esports](#)

3 Credit Hours

[ES 230 - Games Design](#)

3 Credit Hours

[SM 201 - Sports Psychology](#)

3 Credit Hours

[MG 111 - Introduction to Management](#)

3 Credit Hours

Electives [Select from any ES, CS, MG or SM Course] (6 Credit Hours)