

# Esports

## Bachelor of Arts

## Bachelor of Business Administration

### Description

The Esports major/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.

The Esports major at Carolina University can be completed within the Bachelor of Business Administration or the Bachelor of Arts - Interdisciplinary Studies.

Students also have the option of completing a minor in Esports if they accumulate 18 credits in the field.

### Admissions Requirements

- A high school diploma or GED
- GPA of 2.0 or higher
- Official transcripts from all previously attended schools
- Completed application with Carolina University

### Graduation Requirements

In order to become a candidate for graduation, a student:

1. Shall have completed a minimum of 30 credit hours at CU;
2. Shall have maintained a minimum academic average of C;
3. Shall have passed all courses in his/her curriculum and made a C or better in key courses designated as essential in each program;
4. Shall have completed at least 24 of the final 30 hours with Carolina University.

### Courses

<a href="#">ED 302 - Educational Psychology AcrossSubjects</a>	3 Credit Hours
<a href="#">ES 210 - Introduction to Esports</a>	3 Credit Hours
<a href="#">ES 220 - Contemporary Issues in Esports</a>	3 Credit Hours
<a href="#">ES 230 - Games Design</a>	3 Credit Hours
<a href="#">ES 310 - Broadcasting and Communication</a>	3 Credit Hours
<a href="#">ES 320 - Coaching and Team Management</a>	3 Credit Hours
<a href="#">ES 330 - Social Media Management</a>	3 Credit Hours
<a href="#">ES 410 - Business Senior Capstone</a>	3 Credit Hours
<a href="#">ES 420 - Regulation and Policy in Esports</a>	3 Credit Hours
<a href="#">MG 399 - Management Internship</a>	3 Credit Hours
<a href="#">SM 201 - Sports Psychology</a>	3 Credit Hours
<a href="#">SM 211 - Principles of Recreation and Leisure Management</a>	3 Credit Hours
<a href="#">SM 301 - Sports and EventManagement</a>	3 Credit Hours
<a href="#">SM 305 - Sports Information and Public Relations</a>	3 Credit Hours
<a href="#">SM 411 - Sports Financial Management</a>	3 Credit Hours
Electives	6 Credit Hours