

Bachelor of Science in Esports

The B.S. in Esports provides students with in-depth knowledge of the esports ecosystem in order to prepare them for a variety of professional responsibilities in the esports and/or related industries. This program will develop students to be critical, reflective thinkers across a variety of topics and areas in esports. This degree program provides knowledge that can be applied to professional responsibilities in interscholastic or intercollegiate esports coaching, esports front office management, or esports media and communications management. Upon completing this degree program, students will have gained practical skills often required for entry-level esports or related responsibilities and/or advanced esports degree programs.

Degree Program Objectives

In addition to the institutional and degree level learning objectives, graduates of this program are expected to achieve these learning outcomes:

- Describe the impact of business principles and considerations in esports on the decision-making process for professionals within esports.
- Examine ethical practices, procedures, and decision-making models used in esports professions.
- Apply management principles, concepts, and practices associated with the operations and maintenance of esports events and facilities.

Degree at a Glance

Code	Title	Semester Hours
	General Education Requirements	30
	Major Required	27
	Select one of the following concentrations:	18
	Esports Business Administration (p. 3)	
	Esports Coaching and Athlete Development (p. 3)	
	Final Program Requirements	3
	Elective Requirements	42
	Total Semester Hours	120

Degree Program Requirements

General Education Requirements (30 semester hours)

Code	Title	Semester Hours
Arts and Humanities (6 semester hours)¹		
Select 2 courses from the following:		6
ARAB100	Arabic I	
ARAB101	Arabic II	
ARTH200	Art Appreciation	
ARTH240	Survey of Photography	
ARTH241	Film and Literature	
DSIN141	Image Enhancement using Adobe Photoshop	
FREN100	French I	
FREN101	French II	
GERM100	German I	
GERM101	German II	
JAPN100	Introduction to Japanese	
LITR215	Literature of American Encounters, Revolution, and Rebellion	
LITR218	From Abolition to #MeToo: Literature of the American Civil Rights Movement	
LITR222	Pivotal Figures in Early British Literature	
LITR225	British Literature from Wordsworth through the Wasteland	
LITR231	Leadership in World Literature: Antiquity to the Early Modern Period	
LITR233	Literature of the Newly Globalized World: The Individual's Struggle to Adapt	
MUSI200	Music Appreciation	
MUSI212	Jazz and Rock	
MUSI250	World Music and Cultures	
PHIL101	Introduction to Philosophy	
PHIL110	Critical Thinking	
PHIL200	Introduction to Ethics	
PHIL202	Philosophy of Science	
PORT100	Introduction to Brazilian Portuguese	
RELS101	Introduction to the Study of Religion	
RELS201	Introduction to World Religions	
RUSS100	Russian I	
SPAN100	Spanish I	
SPAN101	Spanish II	
STEM270	Thinking and Acting Ethically	

Civics, Political and Social Sciences (6 semester hours) ¹

Select 2 courses from the following: 6

ANTH100	Introduction to Anthropology
ANTH202	Introduction to Cultural Anthropology
CHFD220	Human Sexuality
COMM211	Social Media and Society
COMM240	Intercultural Communication
ECON101	Microeconomics
ECON102	Macroeconomics
EDUC200	Humane Education: A Global Interdisciplinary Perspective
GEOG101	Introduction to Geography
HOSP110	Practical Food Safety and Awareness
IRLS210	International Relations I
LITR212	Forgotten America--Under Represented Cultures in American Literature
LITR235	Four Points of the Compass: Culture and Society Around the World
POLS101	Introduction to Political Science
POLS210	American Government I
PSYC101	Introduction to Psychology
RELS250	Death and Dying
RELS260	Race & Religion
RELS270	Hope and Resilience
SOCI111	Introduction to Sociology
SOCI212	Social Problems
SOCI220	American Popular Culture
STEM280	Exploring Society and Cultures via Science Fiction

Communication: Writing, Oral, and Multimedia (9 semester hours)

COMM120	Information and Digital Literacy	3
ENGL110	Making Writing Relevant	3
Select 1 course from the following:		3
COMM200	Public Speaking	
ENGL101	Proficiency in Writing	
ENGL115	Argumentation and Rhetoric	
ENGL210	Introduction to Literature	
ENGL220	Technical Writing	
ENGL221	Scientific Writing	
ENGL226	Effective Business Communication	
HRMT101	Human Relations Communication	
IRLS200	Information Literacy and Global Citizenship	
ITCC231	Introduction to Information Technology Writing	
MGMT100	Human Relations	

History (3 semester hours)

Select 1 course from the following: 3

HIST101	American History to 1877
HIST102	American History since 1877
HIST111	World Civilization before 1650
HIST112	World Civilization since 1650
HIST121	Western Civilization before The Thirty Years War
HIST122	Western Civilization since The Thirty Years War
HIST221	African-American History before 1877
HIST222	African-American History since 1877
HIST223	History of the American Indian
HIST270	History of Science
STEM185	The History and Context of STEM

Mathematics and Applied Reasoning (3 semester hours)

Select 1 course from the following: 3

ACCT105	Accounting for Non Accounting Majors
ENTD200	Fundamentals of Programming
MATH110	College Algebra
MATH111	College Trigonometry
MATH112	Pre-Calculus
MATH120	Introduction to Statistics
MATH125	Math for Liberal Arts Majors
MATH225	Calculus

Natural Sciences (3 semester hours)

Select 1 course from the following: 3

BIOL180	Introduction to Biology
BIOL181	Introduction to Human Anatomy and Physiology
CHEM180	Introduction to Chemistry
ERSC180	Introduction to Meteorology
ERSC181	Introduction to Geology
EVSP180	Introduction to Environmental Science
PHYS180	Introduction to Physics
SPST180	Introduction to Astronomy
STEM100	Introduction to STEM Disciplines

Total Semester Hours 30

¹ All literature courses require successful completion of ENGL101 - Proficiency in Writing or ENGL110 - Making Writing Relevant.

Major Required (27 semester hours)

Code	Title	Semester Hours
ESPT101	Introduction to Esports	3
ESPT201	Contemporary Issues in Esports	3
ESPT205	The Business of Esports	3

ESPT210	Esports Event and Facility Management	3
ESPT310	Policy Regulations and the Esports Ecosystem	3
ESPT320	Esports Player Development	3
ESPT340	Esports Media and Production	3
ESPT498	Externship in Esports	3
Total Semester Hours		24

Students must choose a concentration for this degree program and may select from a Concentration in Esports Business or a Concentration in Esports Coaching and Athlete Development.

Concentration in Esports Business Administration (18 semester hours)

The Esports Business Administration concentration prepares students for the business elements of the esports industry. Students will gain a foundational knowledge of traditional business practices while completing their degree in esports. This is ideal for students interested in a variety of business and management fields in and related to esports.

Objectives

Upon successful completion of this concentration, the student will be able to:

- Demonstrate principles related to traditional business and their application to esports.
- Examine the impact of global business competencies to the esports industry.
- Develop a strategic plan for an esports business.

Concentration Requirements (18 semester hours)

Code	Title	Semester Hours
BUSN310	Business Theory	3
BUSN320	Principles of E Business	3
FINC400	Principles of Financial Management	3
INFO331	Management Information Systems	3
MGMT310	Principles and Theory of Management	3
MKTG201	Fundamentals of Marketing	3
Total Semester Hours		18

Concentration in Esports Coaching and Athlete Development (18 semester hours)

The Esports Coaching and Athlete Development concentration will help to prepare students for careers in esports performance and coaching. Students will gain an understanding of coaching methods

across games and genres in esports, as well as how to optimize esports athlete performance through training techniques and conditioning practices.

Objectives

Upon successful completion of this concentration, the student will be able to:

- Demonstrate a holistic understanding of the factors which affect esports athlete development.
- Assess the effectiveness of various coaching, player development, and training methodologies.
- Construct and execute effective performance plans for esports athletes and teams.

Concentration Requirements (18 semester hours)

Code	Title	Semester Hours
PBHE209	Wellness: Health Promotion and Disease Prevention	3
SPHE315	Training and Conditioning	3
SPHE318	Coaching Theory and Methodology	3
SPHE423	Advanced Strength and Conditioning	3
SPHE417	Leadership Concepts in Coaching	3
SPHE460	Business Aspects of Fitness and Wellness	3
Total Semester Hours		18

Final Program Requirements (3 semester hours)

Code	Title	Semester Hours
ESPT499	Seminar in Esports	3
Total Semester Hours		3

Elective Requirements (42 semester hours)

Code	Title	Semester Hours
Select any courses not already taken to fulfill the requirements listed above. Credits applied toward a minor or certificate in an unrelated field may be used to fulfill elective credit for the major.		42
Total Semester Hours		42