UNDERGRADUATE COURSES OF STUDY

ESPORTS

ESPM 201.INTRODUCTION TO ESPORTS

This is an introductory course related to the emergence and phenomenon of the Esports industry. Students will be introduced to the basic concepts and principles related to Esports and competitive gaming including overall industry dynamics and career opportunities in the field. *Three credit hours.*

ESPM 225.ESPORTS PROJECT AND EVENT MANAGEMENT

This course will introduce students to the concepts and processes in project management as it relates to Esports. Topics such as management of projects that involve managing of Esports venues and events, planning and execution of Esports operations and events, and overall Esports project budget considerations will be included. *Three credit hours.*

ESPM 235.ESPORTS MANAGEMENT AND ADMINISTRATION

This course is an overview of the Esports management industry, which includes application of theoretical and practical management principles in the operation and oversight of Esports events, venues, and organizational teams. *Three credit hours.*