School of Education, Health, and Human Services

Program of Study in Esports Administration Degree Pathway

Freshmen Year

Semester One			Semester Two		
ENG 131	Analysis and Argument	3	ENG 132	Info. Literacy & Research	3
MATH 132	Gen. College Math I	3	MATH 134	Gen. College Math II	3
ESPT 120	*Critical Writing in Esports Management*	2	OPTIONS	Natural Science Lecture	4
BA 130	Intro. To Business	3	OPTIONS	Natural Science Lab Elective	2
HHS 111	College Experience	2	HIST 130	Intermediate Foreign Language	3
	Total	**16**		**Total**	**15**

Sophomore Year

Semester One			Semester Two		
ENG 237	Oral Communication	3	SM 232	Sport Psychology	3
CYBR 230	Cybersecurity	3	SM 233	Sport Finance	3
ESPT 230	*Intro to ESports*	3	ATC 230	Intro. to Ath Training	3
SM 231	Spt Leadership & Mgmt	3	FS/SP/AR 233	Foreign Language	3
	Hlth Wellness/Swimming	3	SOC 230	Intro to Sociology	3
HHS 221	Prof. Pathways Dev	2		Elective	2
	Total	**17**		**Total**	**17**

Junior Year

Semester One			Semester Two		
SM 331	Role of Sport in Society	3	SM 338	Sport Media & Comm.	3
SM 333	Spt. Marketing & Promotions	3	SM 339	Research Methods in Spt Mgmt	3

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SM 335	Spt. Facilities & Event Mgmt	3	*ESPT 340*	*Global Competitive Gaming Culture*	3
SM 337	Sport Law	3	*ESPT 341*	*Gaming Mgmt Info Systems*	3
	Elective	2			
	Total	**14**		**Total**	**15**

Senior Year

Semester One			Semester Two		
SM 431	Sport Governance	3	*ESPT 460*	*Esports Mgt. Internship I*	6
SM 433	Ethics in Sport	3	*ESPT 461*	*Esports Mgt. Internship II*	6
ESPT 401	*Esports Team Mgmt & Development*	3	HREC 412	Career Readiness	1
PE 438	Coaching & Officiating Tech	3	HREC 421	Sport Analytics	3
SM 439	Program Evaluation	3			
ESPT 401	*Esports Sponsorship & Funding*	3			
	Total	**18**		**Total**	**16**

		Title	Credit Hrs.
Freshmen	**ESPT 120**	**Critical Writing in Esports Management & Industry Trends** The course focuses on exposing students to different writing genres designed to have students think critically about their chosen academic major (or develop critical thinking skills related to their chosen academic major). Genres include professional/workplace writing, academic writing, and personal writing. Students will also have weekly reading assignments and discussions related to their chosen academic major. Additionally, students will learn what plagiarism is and how to avoid it when writing.	**2**

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Sophomore	ESPT 230	**Introduction to Esports** This course is an introduction to electronic game development and game development careers. Course content includes examining the history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry.	**3**
Junior	ESPT 340	**Global Competitive Gaming Culture & Performance** This course is an overview of the contemporary gaming culture and scene. Information includes a timeline from the first Esports tournament to the professionalized present. The different professional genres are exposed to the students, as gamers' personality traits and lifestyle will be assessed and revealed. Contend information will identify elite players' skill levels, players' status, and income levels. This course gives advice and examples of life lessons to solve gender, ethnic, club, athletic team, and league issues and challenges. Prerequisites: ESPT 230; SM 331.	**3**
Junior	ESPT 341	**Gaming Management Information Systems** The course covers an introduction to electronic gaming design and the development of Esports careers. Class content includes the history of the different games, the game production process, successful factors in the gaming field, and issues in the game industry. This course presents the history of computers, electronic games and toys, and the primary gaming systems' construction and critiques. This course informs the student of the trends, retail and Internet distribution, single and multi-player game genres, PCs, consoles, cell phone platforms, and the top industry players. Prerequisite: ESPT 230.	**3**
Senior	ESPT 401	**ESports Team Management & Development** This course focuses on the competitive Esports team and individual professional players. Whether you are playing on a team or competing as an individual, you will find that being a professional Esports player is consistent with many variables. Sport marketing and sport media are highly discussed in this course. This course supports the coaches and the staff members surrounding the players. Course materials inform about Esports laws, contracts, issues, and gaming rewards. Prerequisites: ESPT 230; SM 231.	**3**

Senior	ESPT 402	**ESports Sponsorship and Funding** This course aims to provide the students with the principles of economics, budgeting, and finance as it applies to the sport industry. Special emphasis will be placed on calculating profits and losses for sport organizations; tracking and graphing financial trends of revenues and expenses; analyzing revenues after factoring in inflation costs to determine adjusted profits or losses; and determining, evaluating, and reporting causes for trends and anomalies. The course materials will include ways to: analyze the financial value of sport franchises, evaluate revenue categories to determine viability, and analyze and discuss the impact of collective bargaining agreements on the economic matter of franchises Prerequisites: ESPT 120; ESPT 230; SM 233.	3
Senior	ESPT 460	**ESports Internship I** This course is designed to give students an opportunity to practice skills learned in the classroom and apply them to a practical setting. Under the guidance of the academic advisor and agency supervision, students are required to complete a minimum of 200 clock hours of field placement under a certified supervisor. Prerequisites: ESPT 120; ESPT 230; ESPT 340; ESPT 341; SM 338; ESPT 401; ESPT 402; and SM 439.	6
Senior	ESPT 461	**ESports Internship II** This course is designed to give students an opportunity to practice skills learned in the classroom and apply them to a practical setting. Under the guidance of the academic advisor and agency supervision, students are required to complete a minimum of 200 clock hours of field placement under a certified supervisor. Prerequisites: ESPT 120; ESPT 230; ESPT 340; ESPT 341; SM 338; ESPT 401; ESPT 402; and SM 439.	6