

Esports (ESPT)

B.S. in Esports (<https://catalog.und.edu/undergraduateacademicinformation/departementalcoursesprograms/kinesiologyandpublichealtheducation/kin-esports/>)

Minor in Coaching (<https://catalog.und.edu/undergraduateacademicinformation/departementalcoursesprograms/esports/minorcoaching/>)

ESPT 129. Esports I. 1 Credit.

Instruction in various esports for beginning players. Repeatable to 4.00 credits. F,S,SS.

ESPT 139. Esports II. 1 Credit.

Instruction in various esports for intermediate players. Repeatable to 4.00 credits. On demand.

ESPT 159. Esports III. 1 Credit.

Instruction in various esports for advanced players. Prerequisite: ESPT 139 in the same activity or consent of the instructor. Repeatable to 4.00 credits. On demand.

ESPT 201. Introduction to Esports. 3 Credits.

Introduction to esports and their place in our modern society. Topics include the history, participants, platforms, and future of esports as a global phenomenon with a consideration of opportunities for involvement. On demand.

ESPT 239. esports: Movement Performance and Analysis (MP&A). 1 Credit.

Course may be repeated as long as content varies, to a maximum of 12 credits for the KIN 220-239 series. Development of performance, performance analysis, and knowledge in various esports. Corequisite: ESPT 129, ESPT 139, ESPT 159 or performance equivalent in the same area. On demand.

ESPT 262. Varsity Esports. 1 Credit.

The study, practice and performance of esports at a varsity level. Prerequisite: Currently competing for UND Varsity Esports. F,S,SS.

ESPT 299. Special Topics in Esports. 1-4 Credits.

Specialized topics related to Esports. Repeatable to 9.00 credits.

ESPT 330. Introduction to Game Studies. 3 Credits.

This course introduces students to the critical study of videogames, the medium surrounding esports. Gaming in a broad sense influences the ways esports make meaning and produce culture. In this class, students read, write about, and discuss scholarship on the medium of the video game and its cultural practices. F.

ESPT 340. Esports and Healthy Gaming. 3 Credits.

This course provides an overview of contemporary esports focusing on physical and mental health, including using sport psychology techniques for behavior change. Special topics related to online citizenship behaviors, addiction, and women in gaming are also covered. F, odd years.

ESPT 350. Game Design for Esports. 3 Credits.

In this course, students will create simple games in a process informed by leading voices in game design. Students will generate creative solutions to problems through manipulation of game rules for analog (physical) games and via user-friendly digital game design platforms such as Tabletop Simulator. No previous design or computer science experience required. S.

ESPT 494. Directed Studies/Research in Esports. 1-4 Credits.

An in-depth study or participation in a research project in esports under faculty supervision. Prerequisite: Consent of instructor. Repeatable to 9.00 credits. F,S,SS.

ESPT 495. Service Learning in Esports. 2 Credits.

Independent and group study of professional placement and leadership in esports settings. Practical experiences in these settings within the community. Includes lectures, site visits, and fieldwork hours. Prerequisite: Instructor Consent.

ESPT 496. Field Study in Esports. 1-8 Credits.

Placement of student in a practical setting under university faculty supervision. Prerequisite: Consent of Instructor. Repeatable to 8.00 credits. F,S,SS.

ESPT 497. Internship in Esports. 1-12 Credits.

Development of professional skills through practical experience in esports organizations under the supervision of professionals and faculty. Prerequisite: Esports majors only, consent of instructor, and current First Aid/CPR certification. Repeatable to 12.00 credits. F,S,SS.

ESPT 498. Practicum. 3 Credits.

Supervised experiences for development of coaching skills and/or esports instruction. Prerequisite: Consent of instructor. Repeatable to 6.00 credits. F,S,SS.

ESPT 499. Special Topics in Esports. 1-3 Credits.

Investigation of special topics in the study of esports not included in current course offerings. Prerequisite: Consent of instructor. Repeatable to 6.00 credits. On demand.