

Bachelor of Science in Esports

1. Essential Studies Courses (ES) See University ES listing and consult with advisor.

2. College of Education and Human Development Course Requirements

3. ESPT Core Courses Requirements (minimum 30 credits)

Code	Title	Credits
ESPT 129	Esports I	3
or ESPT 139	Esports II	
or ESPT 159	Esports III	
ESPT 343		3
ESPT 330	Introduction to Game Studies	3
ESPT 340	Esports and Healthy Gaming	3
ESPT 350	Game Design for Esports	3
ESPT 410	Global Issues in Esports	3
COMM 346	Sports Communication	3
or COMM 350	Sports Journalism	
SPRT 310	Economics of Sports	3
or SPRT 320	Sports Financial Management	
ESPT 497	Internship in Esports	3-12
KIN 491	Senior Capstone	3

4. Specialize in at least one of six tracks by completing a complementary certificate or minor (with advisor approval).

1. Kinesiology (Athletic Coaching Minor, including ESPT 243 and ESPT 498)
2. Communication (Sports Communication Certificate, Digital Production for Media Industries Certificate, Social Media Strategies in Communication Certificate, OR Strategic Communication, Advertising & Public Relations Certificate)
3. Information Systems (Minor in Information Systems)
4. Business (Entrepreneurial Studies Certificate, Entrepreneurship Minor, OR Sports Business minor)
5. Graphic Design (Minor in Graphic Design)
6. World Languages (Certificate in modern language of choice, including French, Norwegian, German, or Spanish)