

Esport Gaming Management

Degree Type

Minor

This minor is intended to prepare students for success in a range of business roles within the Esports and games industry. Upon successful completion of this program, students will have obtained the following skills and proficiencies:

- The ability to successfully manage Esports teams, events and leagues
- An understanding of Marketing, Sales and Distribution processes within the Games Industry
- A basic understanding of the fundamental principles of game design
- The ability to analyze games as technology products, works of art and cultural forces

Required courses for Minor in Esport Gaming Management

Item #	Title	Credits
BUSI 100	Introduction to Business	3
BUSI 203	Principles of Advertising and Public Relations	3
ESPT 100	Introduction to Games	3
ESPT 180	Introduction to Esport Management	3
ESPT 300	Convention, Event, and Trade Show Planning	3
ESPT 400	Distribution of Games	3
	Esport Gaming Management Recommended Courses	
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