



B.S., Esports and Gaming: (122 credits, total)

¥ University Core: (41 credits)

Students completing a B.S. in Esports and Gaming will complete the following courses as part of the 41-credit University Core Curriculum:

- ¥ Theories of Group Communication
- ¥ Multimedia Communication
- ¥ Introduction to Business and Entrepreneurship
- ¥ Ethics
- ¥ Social Challenges and Controversies in Gaming

¥ Esports and Gaming major: (core is 30 credits, concentration is 12 credits; 42 credits total)

- ¥ Introduction to Game Studies
- ¥ Understanding Media and Technology
- ¥ Esports Basics
- ¥ Introduction to Gaming Hardware and Software
- ¥ Video Game Ethics
- ¥ Governance and Regulatory Environment of Esports and Gaming
- ¥ Health and Well Being for the Esports Competitor
- ¥ Narrative Structure in Games
- ¥ Listening to Video Games
- ¥ Esports Business (capstone)

¥ Esports and Gaming concentration **s (pick one)**: (12 credits)

- ¥ Corruption and Gambling concentration:
 - o Introduction to Criminal Justice
 - o International & United States Sports Corruption
 - o International and National Sports Gambling Markets
 - o Cheating and Fixing in Sports
- ¥ Game Studies concentration:
 - o The Cognitive and Socio-Behavioral Effects of Gaming
 - o Video Games as Literature
 - o History of New Media
 - o Creating Punk Video Games

- ¥ Esports Performance and Health:
 - o Performance for the Esports Competitor
 - o Interventions and Rehabilitation Reduce Esports Effects
 - o Sport Psychology
 - o Serious Games for Health Promotion

- ¥ General concentration - choose FOUR with at least ONE elective from each cluster below
 - o Corruption and Gambling cluster
 - ! Introduction to Criminal Justice
 - ! International & United States Sports Corruption
 - ! International and National Sports Gambling Markets
 - ! Cheating and Fixing in Sports

 - o Game Studies cluster
 - ! The Cognitive and Socio-Behavioral Effects of Gaming
 - ! Video Games as Literature
 - ! History of New Media
 - ! Creating Punk Video Games

 - o Esports Performance and Health cluster
 - ! Performance for the Esports Competitor
 - ! Interventions and Rehabilitation Reduce Esports Effects
 - ! Sport Psychology
 - ! Serious Games for Health Promotion

- ¥ Free electives: (39 credits)