



## **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 concentrations (pick one):** (12 credits)

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

- Esports Performance and Health:
  - Performance for the Esports Competitor
  - Interventions and Rehabilitation to Reduce Esports Effects
  - Sport Psychology
  - Serious Games for Health Promotion
  
- General concentration – choose FOUR with at least ONE elective from each cluster below:
  - *Corruption and Gambling cluster*
    - Introduction to Criminal Justice
    - International & United States Sports Corruption
    - International and National Sports Gambling Markets
    - Cheating and Fixing in Esports
  
  - *Game Studies cluster*
    - The Cognitive and Socio-Behavioral Effects of Gaming
    - Video Games as Literature
    - History of New Media
    - Creating Punk Video Games
  
  - *Esports Performance and Health cluster*
    - Performance for the Esports Competitor
    - Interventions and Rehabilitation to Reduce Esports Effects
    - Sport Psychology
    - Serious Games for Health Promotion
  
- **Free electives:** (39 credits)