

ESPORTS, MINOR

The Esports minor offers students a multidisciplinary introduction to the dynamic and fast-growing esports industry. Through coursework in sport management, marketing, media, and technology, students explore the business, promotional, and operational aspects of competitive gaming. Core courses focus on industry foundations and esports-specific marketing, while electives allow students to build complementary skills in areas such as programming, media production, cybersecurity, and event management. This minor is ideal for students seeking careers in esports operations, content creation, digital marketing, or related fields.

Minor Sequence

Up to two three-credit courses (six credits total) may double-count for a student's major, other minor, or general education requirements and the Esports minor. The **Minor in Esports** requires 18 credits from:

Code	Title	Credits
Requirements		
SM215	Introduction to Esports	3.0
SM241	Sport Marketing	3.0
SM399	SpecialTopics in Esports	3.0
Select one of the following:		3.0
CM/EN207	News Writing & Reporting	
CM/EN210	Writing for the Mass Media	
CM217	Media Production	
Select two of the following:		6.0
CS123 or CS220	Computer Programming I Python Programming	
GD113	Computer Graphics	
IS122	Introduction to Cybersecurity	
MK246	Social Media Marketing	
SM417	Special Events Management	
Total Credits		18.0