

eSports, Graduate Certificate

Overview

Students will have the opportunity to take specialized courses that focus on the emerging eSports field. The certificate is designed for professionals in sports leadership careers who want to have a deeper understanding of eSports. It also provides a pathway to prepare sports and gaming enthusiasts with a combination of coursework across graduate programs to confidently enter this emerging sports sector. This is in keeping with the commitment to serve diverse students who may want to explore a nontraditional learning path as they consider a new career or wish to continue career development in synch with changes occurring in the profession around them.

Credits earned in this certificate may be used to satisfy some of the degree requirements of the Master of Sports Leadership program.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
CMN 6040	Consumer Behaviors in the Online Environment	3
DGM 6400	Game Design Fundamentals	4
DGM 6516	Virtual and Augmented Reality (VR/AR)	2
LDR 6323	Event Management	3
LDR 6445	Corporate Sponsorships	3
LDR 6480	The Business of eSports	3

Program Credit/GPA Requirements

18 total quarter hours required

Minimum 3.000 GPA required