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:
  o Performance for the Esports Competitor
  o Interventions and Rehabilitation to 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 Esports

  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 to Reduce Esports Effects
    ▪ Sport Psychology
    ▪ Serious Games for Health Promotion

• **Free electives:** (39 credits)