

# B.S. ESPORTS MANAGEMENT

Fall 2023 Spring 2024

ESPM REQUIREMENTS: All required ESPM courses (of any acronym) must be completed with a grade of "C" or better (except ESPM 3901 which is P/F).

	(4)		(4)
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HTMS 3111 Human Resource Mgmt.	(4)	ESPM 3138 Esports and Events Industry	(4)
ESPM 3480 Esports Marketing	(4)	HTMS 3120 Facilities Management	(4)
Experiential Learning Sequence		HTMS 3126 Economics of Tourism	(4)
ESPM 3901 Esports Professional Work Experience	(0)	ESPM 3639 Esports Event Production	(4)
HTMS 3127 Career Development	(4)	ESPM Electives*: Choose two	
ESPM 4970 Esports Internship (juniors & seniors only)	(4)	COMM 1201 Intro to Mass Communication	(8)
HTMS 4112 or MGMT 4112 Business Policies and Strategies (seniors only)	(4)	COMM 2103 Writing for the Media	
		COMM 3501 Sports Broadcasting	
		DIGI 2100 Digital Design Thinking	
		DIGI 2200 Issues in Digital Media Design & Pract.	
		HTMS 3229 Event Design	
		HTMS 3230 Event Experience	
		GAH 1075 History and Video Games	
		GAH 4306 Writing for Video Games	
		GEN 2412 Visual Social Marketing	
*May include other COMM, DIGI, or HTMS course with prece permission			

**GENERAL STUDIES REQUIREMENTS:**

48 credits

G COURSES: (32 total credits) No more than 12 credits in any "G" category may be applied towards the BS degree.

GEN General Interdisciplinary	(4)	GNM General Natural Science & Math	(4)
GIS-General Integration & Synthesis (Jr. yr.)	(4)	GNM General Natural Science & Math	(4)
GAH General Arts & Humanities	(4)	GSS General Social Science	(4)
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AT SOME DISTANCE Electives: (16 total credits) Courses unrelated to your major (may include CSIS courses)

	(4)		(4)
	(4)		(4)

GENERAL STUDIES OUTCOME REQUIREMENTS: These course attributes should be completed within the 128 credits needed to graduate.

(A) Arts		(V) Values/Ethics	
(H) Historical Consciousness		(I) International/Multicultural	
(R1) Race and/or Racism Intensive		(R2) Race and/or Racism Education	

GENERAL STUDIES WRITING REQUIREMENT: (4 courses)

Two W1 courses may be in transfer. W2 courses must be taken at Stockton.

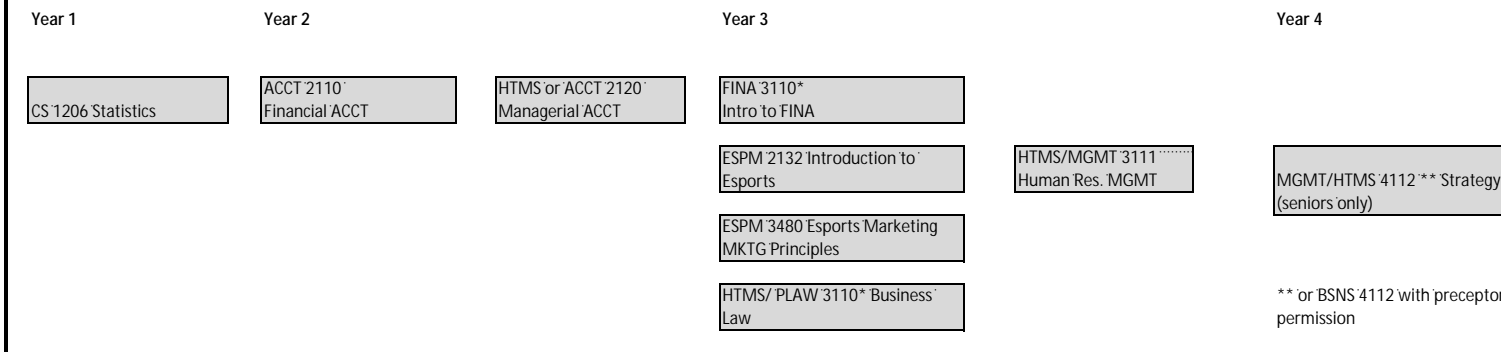
W1		W1/W2		W1/W2		W1/W2 at 3000 Level	
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GENERAL STUDIES QUANTITATIVE REASONING REQUIREMENT: (3 courses)

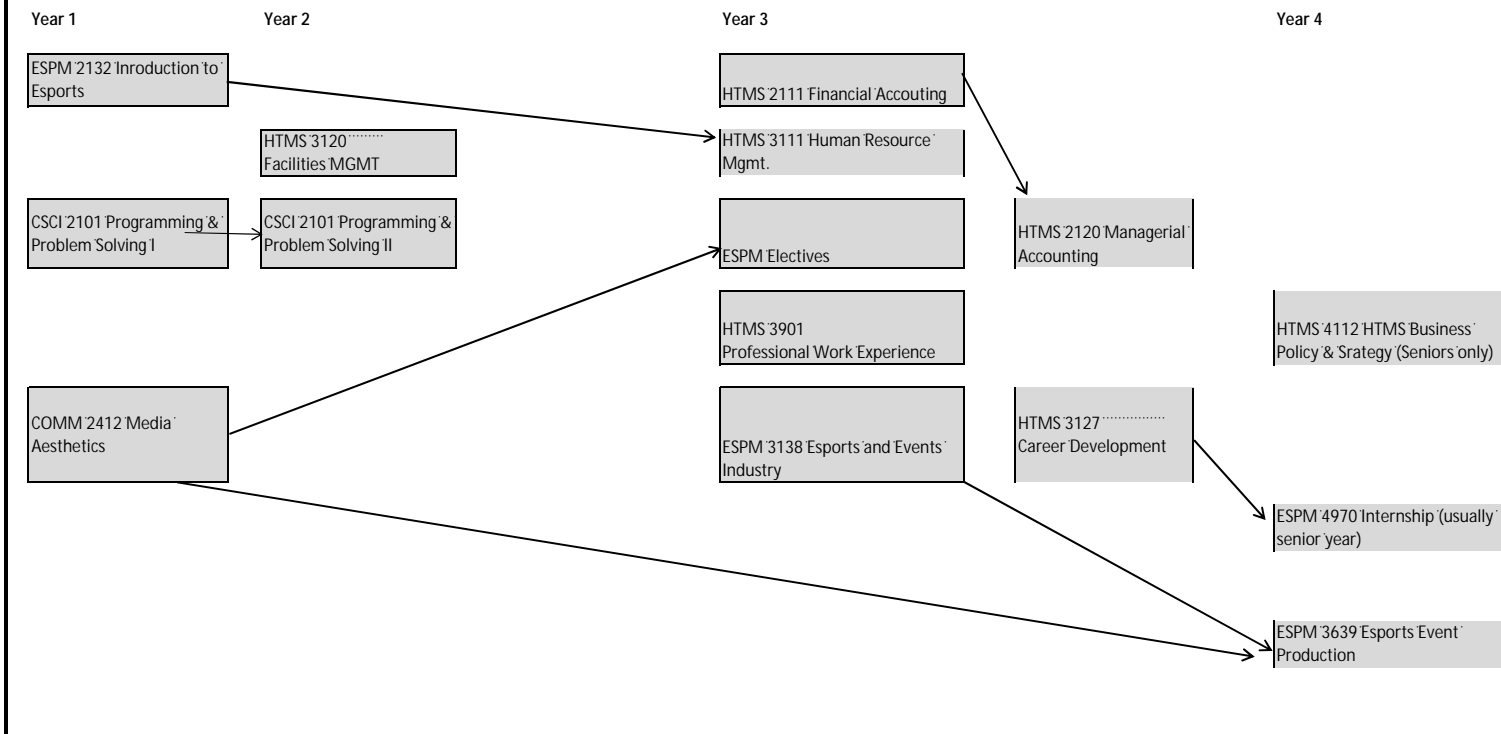
Two Q1 courses may be in transfer. Q2 courses must be taken at Stockton.

Q1		Q2		Q1 or Q2	
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Pre Req Structure for Esports Management Core Requirements



Pre req structure for the ESPM Program



If a student has met the pre requisites, s/he may take courses in semesters earlier than indicated.  
 \*Not available to freshman