

VIDEOGAMING AND ESPORTS STUDIES UNDERGRADUATE MINOR

Program Requirements

- Minimum of 15 credit hours comprised of 1 required core course and 4 electives; courses may be taken in any order.

Code	Title	Credit Hours
Required		15
VES 230	Critical Approaches to Videogaming and Esports Studies	
<i>Select 12 credits of Electives from the list below:</i>		
VES 100	Introduction to Videogame and Esports Studies	
VES 401	Research Methodologies for Videogaming and Esports Studies	
VES 402	Videogaming and Esports Studies Capstone	
ART 383	Introduction to Game Production	
ART 398	Introduction to Digital Modeling	
ART 399	Introduction to 3D Animation	
ART 483	Advanced Game Production	
CCI 108		
CTR 101	Leisure and American Lifestyles	
CTR 214	Inclusive Recreation	
CTR 429	Special Event Management	
ENG 227	Storylab: Multimodal Narrative	
ENG 237	Videogames and Literature	
HTM 103	Introduction to Esports Management	
HTM 433	Event Management and Design	
IST 213	Games and Information: Play, Design, and Collection	
IST 214	Designing Games For Information Activities and Systems	
IST 414	Games, Gamification, and Game Design	
MKT 270	Introduction to Sports Business	
MKT 421	Promotion Management in Esports	
MST 271	Introduction to Media Production	
MST 388	Gaming and Esports Production	
MST 428	Topics in Digital Media	
MST 483	Topics in Media Production	
MST 497	Advanced Media Production Practicum	
MUP 220	Making Music with Computers	
MUP 320	Music Production I	
MUP 346	Video Game Music Composition and Production	
REL 109	Religion and Popular Culture	
REL 245	Video Games and the Problem of Evil	
REL 247	Fandom and Religion: Rituals, Texts, Communities	
REL 375	Religion and Popular Culture: Selected Topics	
REL 380	Videogaming and Death	