E-SPORTS, MINOR

The minor in E-sports requires a total of six courses (18 credits), a

Code	Title	Credits
Required Courses (9 credits)		
CIS 490	Topic: (Introduction to E-sports)	3
CIS 490	Topic: (Introduction to Game Design)	3
SPM 275	Sport Management and Recreation	3
Select three electives from the following (9 credits):		
CIS 256	Mobile Gaming I	3
CIS 356	Mobile Gaming II	3
CMS 260	Sports Broadcasting	3
CMS 360	Special Topics (Videogames and Culture)	3
SPM 244	Recreation & Sport Law	3
SPM 335	Issues in Sport and Recreation	3
SPM 380	Sport & Recreation Policy and Governance	3
MKG 181	Principles of Marketing	3
MKG 311	Marketing Research	3
MKG 382	Social Media Planning	3
MKG 383	Applied Digital Analytics	3

All minors must take at least half of the courses in the minor from outside their major. For example, for students with a major in CIS or SPM, no more than three CIS courses or three SPM courses, respectively, may be used to satisfy the requirements for the E-sports minor.