

Esports & Gaming Management

4-YEAR PLAN

This example four-year plan is provided as a broad framework that you can follow in order to complete your degree within four years. Be sure to always consult your academic advisor before registering for classes.

Y1	WRT101 Writing I	4 •
	FYS103/HON101 First Year Seminar/Honors Colloquium	3 •
	BUSS101 Fundamentals Bus. Global Env.	3 •
	BUSS104 Professional Development in Business	3 •
	MATH106 Mathematical Reasoning	4 •
	BUSS105 Excel for Business	• 4
	ECON101 Principles of Econ - Micro	• 4
	WRT102 Writing II	• 3
	SOC104 Equity & Intersectionality (ISKP)	• 3
Y2	MATH209 Business Statistics	• 3
	BUSS215 Intro to Esports	3 •
	PSYC/SOC101 KP (Knowledge Perspective) Course	3 •
	ECON102 Principles of Econ - Macro	3 •
	KP2 KP (Knowledge Perspective) Course	3 •
	KP3 KP (Knowledge Perspective) Course	3 •
	BUSS227 Managerial Accounting	• 3
	BUSS224 Organizational Behavior	• 3
	MDSC203 Multidisciplinary Experience	• 3
Y3	COM307 Video Games & Culture	• 3
	KP4 KP (Knowledge Perspective) Course	• 3
	BUSS319 Cost Accounting	3 •
	COM3XX Introduction to Game Design	3 •
	BUSS205 Business Law	3 •
	BUSS220 Marketing	3 •
	BUSS240 Intro to Project Management	3 •
	BUSS232 Operations Strategy	• 3
	DSCI202 Business Analytics	• 3
Y4	PHIL302 Ethical Reasoning	• 3
	COM307 Understanding Video Games	• 3
	BUSS3XX Convention, Event, & Trade Show Planning	• 3
	SMGT306 Sport Leadership	3 •
	BUSS313 Business Negotiations	3 •
	BUSS322 Marketing Communications	3 •
	BUSS3XX Distribution of Games	3 •
	BUSS330 Managing Change	3 •
	BUSS 440 Business Capstone Course	• 3
Y4	BUSS 497 Business Internship and Seminar	• 4
	SMGT403 Managing Diversity in Sport Org.	• 3
	Elective or Minor course	• 3
	Elective or Minor course	• 3