ESPORTS - MINOR

College of Education Health and Human Services
School of Foundations, Leadership and Administration
www.kent.edu/ehhs/fla

Contact Information
• Program Coordinator:
  Mark Lyberger
  mlyberge@kent.edu
  330-672-2015
• Speak with an Advisor

Fully Offered
• Kent Campus.

Description
The Esports minor is designed to introduce students to the esports industry, as well as prepare them to assume service and leadership roles within the industry. Through innovation, research, knowledge dissemination and the enhancement of educational and practical opportunities, this interdisciplinary program affords students the opportunity to enroll in a variety of courses across disciplines to procure knowledge and acquire practical skills pertaining to esports.

The billion-dollar esports industry has a wide array of opportunities for students, including evaluating esports athletes, promotion and management, broadcasting, game development and systems and networking.

Admission Requirement
Admission to a minor is open to students declared in a bachelor's degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

To declare this minor, students must have attempted a minimum 12 credit hours at Kent State and earned a minimum 2.50 overall Kent State GPA. Students who have not attempted 12 credit hours at Kent State will be evaluated for admission based on their high school GPA for new students or transfer GPA for transfer students. Transfer students who have not attempted 12 credit hours of college-level coursework at Kent State and/or other institutions will be evaluated based on both their high school GPA and college GPA.

Program Learning Outcomes
Graduates of this program will be able to:
1. Demonstrate understanding of the various components of an esport competition.
2. Demonstrate an understanding of the diverse nature and participants in the esport industry.
3. Demonstrate an understanding of esports in our culture.
4. Understand the impact of esports on human health and behavior.

Program Requirements

Minor Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>AGD 23020</td>
<td>GAMING AND CULTURE</td>
<td>3</td>
</tr>
<tr>
<td>EXSC 34000</td>
<td>EXERCISE SCIENCE FOR ESPORTS</td>
<td>3</td>
</tr>
<tr>
<td>SPAD 45022</td>
<td>EVENT PLANNING AND PRODUCTION ¹</td>
<td>3</td>
</tr>
<tr>
<td>SPAD 45034</td>
<td>ESPORT MANAGEMENT</td>
<td>3</td>
</tr>
</tbody>
</table>

Minor Electives, choose from the following:
- AGD 33010 | COMPETITIVE GAMING                                    | 9            |
- CS 13001 | COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING   |              |
- CS 13011 | COMPUTER SCIENCE IA: PROCEDURAL PROGRAMMING           |              |
- CS 13012 | COMPUTER SCIENCE IB: OBJECT ORIENTED PROGRAMMING      |              |
- CS 38101 | INTRODUCTION TO GAME PROGRAMMING                      |              |
- CS 48102 | GAME DEVELOPMENT PRACTICUM (ELR) (WIC) or SPAD 35092 |              |
- EMAT 10010 | INTRODUCTION TO EMERGING MEDIA AND TECHNOLOGY         |              |
- EMAT 10310 | MY STORY ON THE WEB                                   |              |
- EMAT 33310 | HUMAN-COMPUTER INTERACTION                           |              |
- ENGR 23010 | COMPUTER HARDWARE                                     |              |
- ENGR 26010 | INTRODUCTION TO COMPUTER ENGINEERING TECHNOLOGY       |              |
- ENGR 26301 | NETWORKING HARDWARE I                                 |              |
- EXSC 45022 | EXERCISE LEADERSHIP                                   |              |
- EXSC 45023 | PROFESSIONAL CERTIFICATE PREPARATION                  |              |
- IT 11005 | INTRODUCTION TO OPERATING SYSTEMS AND NETWORKING TECHNOLOGY | |
- IT 11009 | COMPUTER ASSEMBLY AND CONFIGURATION                   |              |
- IT 21002 | NETWORK SETUP AND CONFIGURATION                       |              |
- MDJ 21008 | SOCIAL MEDIA STRATEGIES                              |              |
- MDJ 28001 | PRINCIPLES OF PUBLIC RELATIONS                        |              |
- SPAD 35025 | FACILITY MANAGEMENT                                   |              |
- SPAD 45023 | SPORT MARKETING                                       |              |
- SPAD 45026 | SPORT AND THE MEDIA                                   |              |
- SPAD 45027 | PUBLIC RELATIONS AND PROMOTION IN SPORT               |              |
- UXD 20001 | INTRODUCTION TO USER EXPERIENCE DESIGN                |              |

Minimum Total Credit Hours: 21

¹ With permission, MKTG 25010 may be waived as prerequisite for SPAD 45022.

Progression Requirements
• Minimum 2.50 in the minor courses.

Graduation Requirements

Minimum Minor GPA | Minimum Overall GPA
2.500             | 2.000            

• Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
• Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
• Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).