ESPORTS - MINOR

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

About This Program
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.

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

Program Delivery
• Delivery:
  • In person
• Location:
  • Kent Campus.

Admission Requirements
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 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</td>
<td>3</td>
</tr>
<tr>
<td>SPAD 45034</td>
<td>ESPORT MANAGEMENT</td>
<td>3</td>
</tr>
<tr>
<td>Minor Electives, choose from the following:</td>
<td></td>
<td>9</td>
</tr>
<tr>
<td>AGD 33010</td>
<td>COMPETITIVE GAMING</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Minimum Minor GPA</th>
<th>Minimum Overall GPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.50</td>
<td>2.00</td>
</tr>
</tbody>
</table>

- 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).

Program Learning Outcomes
Graduates of this program will be able to:

1. Demonstrate understanding of the various components of an esports competition.
2. Demonstrate an understanding of the diverse nature and participants in the esports industry.
3. Demonstrate an understanding of esports in our culture.
4. Understand the impact of esports on human health and behavior.