

# Minor in Esports Management

## Program Requirements

The minor in esports management provides basic sport management best-practices in order to prepare students from other majors with the foundational skills to develop events or other forms of esports-centric programming. The minor consists of 12 credit hours of sport management courses.

| Course                                   | Title                                 | Hours     |
|------------------------------------------|---------------------------------------|-----------|
| <b>Required Course</b>                   |                                       |           |
| SMGT 450A                                | Overview of Esports                   | 3         |
| <b>Electives</b>                         |                                       |           |
| Select 9 credit hours from the following |                                       | 9         |
| SMGT 112                                 | Introduction to Sport Management      |           |
| SMGT 210                                 | Practicum                             |           |
| SMGT 426                                 | Sport Public Relations                |           |
| SMGT 450B                                | Esports and Shoutcasting              |           |
| SMGT 450C                                | Esports Management                    |           |
| SMGT 466                                 | Sport Marketing and Promotion         |           |
| SMGT 511                                 | Selling in the Sport Industry         |           |
| SMGT 520                                 | Sport Tournament and Event Management |           |
| SMGT 525                                 | Sport Facility Management             |           |
| <b>Total Credit Hours</b>                |                                       | <b>12</b> |

At least 9 credit hours must be taken at WSU. A minimum GPA of 2.000 in the minor courses is required.