eSports, Graduate Certificate (Online)

The Graduate Certificate in eSports is designed for professionals in sports leadership who want to confidently enter the emerging sports sector with a deeper understanding of esports. The certificate provides a pathway to prepare sports and gaming enthusiasts through an interdisciplinary curriculum. The program is committed to serving a diverse community of students who may want to explore a nontraditional learning path as they consider a new career or who seek to continue career development in sync with changes occurring in the field.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
LDR 6323	Event Management	3
LDR 6480	The Business of eSports	3
Complete 6 semester hours from the following:		6
CMN 6830	Online Consumer Behaviors	
DGM 6650	Game Design Fundamentals	
DGM 6665	XR: Virtual and Augmented Reality	

Program Credit/GPA Requirements

12 total semester hours required
Minimum 3.000 GPA required