Sports Leadership, MSLD

The practice-oriented sports leadership master's degree is structured to accommodate midcareer athletic administrators and coaches, as well as individuals seeking to prepare for careers in the sports industry.

Developed in collaboration with Northeastern University's Center for the Study of Sport in Society, the Master of Sports Leadership seeks to prepare you for a variety of sport-related occupations—whether it's working with a professional or intercollegiate sports team; with a fitness club or wellness organization; or in marketing, communication, or sports management. Courses within this unique graduate degree examine the social and business issues that are critical to sports leadership. Offered in an online format with intensive one-week institutes in Boston and Charlotte, this practice-oriented degree seeks to provide you with a well-rounded educational experience, equipping you to advance your career in the sports industry.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
LDR 6400	Sports Management	3
LDR 6405	Sport in Society [1]	3
LDR 6410	Leadership and Organization in Sport	3
LDR 6430	Sports Law	3
LDR 6441	Sports Media Relations [1]	3

[1]   Summer institute course are delivered on-ground on the Boston campus. Winter institute courses are delivered on-ground on the Charlotte campus.

Internship/Capstone

Code	Title	Hours
Complete one of the following. This course should be the last course taken and requires faculty advisor approval:		3
LDR 6961	Internship	
LDR 6980	Capstone	

The remaining 27 of 45 quarter hours may be completed by a combination of completing a concentration and additional electives or by selecting any courses listed in the concentrations and electives lists.

Concentrations

- Professional Sports Administration (p. 2)

- Collegiate Athletics Administration (p. 2)

- Analytics (p. 2)

- eSports (p. 2)

Electives List

Code	Title	Hours
Complete courses from the 6000 level. Below is a list of courses regularly offered as electives within the Sports Leadership program:		
ALY 6000	Introduction to Analytics	
ALY 6015	Intermediate Analytics	
ALY 6010	Probability Theory and Introductory Statistics	
ALY 6070	Communication and Visualization for Data Analytics	
CMN 6040	Consumer Behaviors in the Online Environment	
DGM 6400	Game Design Fundamentals	
DGM 6516	Virtual and Augmented Reality (VR/AR)	
EDU 6184	Interdisciplinary Foundations	
INT 6943	Integrative Experiential Learning	
LDR 6323	Event Management	

LDR 6427	Gender and Diversity in Sport
LDR 6435	Fiscal Practices in Sports
LDR 6440	Sports Marketing and Promotions
LDR 6442	Athletic Fund-Raising
LDR 6443	Ticket Sales and Strategies
LDR 6445	Corporate Sponsorships
LDR 6465	Title IX
LDR 6455	NCAA Compliance
LDR 6470	Bystander Strategies for the Prevention of Gender-Based Violence
LDR 6480	The Business of eSports
LDR 6615	Academic Advising for Student-Athletes

Program Credit/GPA Requirements

45 total quarter hours required
Minimum 3.000 GPA required

PROFESSIONAL SPORTS ADMINISTRATION

Code	Title	Hours
LDR 6323	Event Management	3
LDR 6435	Fiscal Practices in Sports	3
LDR 6440	Sports Marketing and Promotions	3
LDR 6445	Corporate Sponsorships	3
LDR 6443	Ticket Sales and Strategies	3
LDR 6460	Risk Management in Athletics	3

COLLEGIATE ATHLETICS ADMINISTRATION

Code	Title	Hours
LDR 6427	Gender and Diversity in Sport	3
LDR 6442	Athletic Fund-Raising	3
LDR 6455	NCAA Compliance	3
LDR 6465	Title IX	3
LDR 6470	Bystander Strategies for the Prevention of Gender-Based Violence	3
LDR 6615	Academic Advising for Student-Athletes	3

ANALYTICS

Code	Title	Hours
ALY 6000	Introduction to Analytics	3
ALY 6010	Probability Theory and Introductory Statistics	3
ALY 6015	Intermediate Analytics	3
ALY 6070	Communication and Visualization for Data Analytics	3
Complete two of the following:		6
ALY 6020	Predictive Analytics	
ALY 6030	Data Warehousing and SQL	
ALY 6040	Data Mining Applications	
ALY 6110	Data Management and Big Data	

ESPORTS

Code	Title	Hours
CMN 6040	Consumer Behaviors in the Online Environment	3
LDR 6323	Event Management	3
LDR 6480	The Business of eSports	3
LDR 6445	Corporate Sponsorships	3
DGM 6400	Game Design Fundamentals	4
DGM 6516	Virtual and Augmented Reality (VR/AR)	2