

ESPORTS MANAGEMENT MINOR

Banner Code: ESPM

Admissions & Policies

Policies

Eight credits of coursework must be unique to the minor and students should complete all coursework with a minimum GPA of 2.00. For policies governing all minors, see AP5.3.4 Minors (<http://catalog.gmu.edu/policies/academic/undergraduate-policies/#ap-5-3-4>).

Requirements

Minor Requirements

Total credits: 18

Coursework

Code	Title	Credits
SPMT 201	Introduction to Sport Management	3
SPMT 250	Introduction to Esports Industry Management	3
Select four courses from the following:		12
GAME 101	Introduction to Game Design (Mason Core) (http://catalog.gmu.edu/mason-core/)	
GAME 104	Two-Dimensional Design for Games	
GAME 210	Basic Game Design	
GAME 230	History of Computer Game Design	
SPMT 210	Foundations of Sport Coaching	
SPMT 241	Practicum	
TOUR 220	Introduction to Event Management	
TOUR 221	Event Implementation and Evaluation	
TOUR 313	Event Technical Production	
TOUR 412	Hospitality, Tourism, and Events Management Marketing and Sales	
	or SPMT 412 Sport Marketing and Sales	
	or SRTM 412 Sport, Recreation and Tourism Marketing	

Total Credits 18