

2024-25 ACADEMIC COURSES

BMG 163: INTRODUCTION TO ESPORTS

In this course, students will survey the burgeoning Esports industry. Topics such as video game types and genres, the history of the games and organizations that drive Esports, positions in the Esports industry, as well as practical advice for starting and managing Esports teams will be discussed. Level I Prerequisite: Academic Reading and Writing Levels of 6

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Description	Hours
Credits	3
Lecture Hours	45
Clinical Hours	0
Lab Hours	0
Other Hours	0
Total Hours	45

Accurate as of 07/12/2024 Information is subject to change without notice.