

2023-24 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 Prereq: Academic Reading and Writing Levels of 6

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

Accurate as of 02/03/2023 Information is subject to change without notice.

Class offerings by semester

	Winter	Summer	Fall
Even Years (2022, 2024, 2026)			
Odd Years (2023, 2025, 2027)			
 Class	(before	5	p.m.)
 Class	(after	5	p.m.)
 Online Class Revised: 2/2/22			

Day

Evening

The annual schedule class offerings by semester is offered as a planning tool. Please refer to the course schedule to see the specific time and platform for which the course is offered.

Swipe left to see full chart