

B.S. ESPORTS MANAGEMENT

Fall 2024 – Spring 2025

ESPM REQUIREMENTS: All required ESPM courses (of any acronym) must be completed with a grade of “C” or better (except ESPM 3901 which is P/F).

80 credits

ESPM FOUNDATION:	
CIST 1206 Statistics	(4)
HTMS 2111 or ACCT 2110 Financial ACCT	(4)
HTMS 2120 or ACCT 2120 Managerial Accounting	(4)
FINA 3110 Intro to Financial MGMT	(4)
HTMS 3110 Legal, Social Ethical Environ. of BSNS	(4)
HTMS 3111 Human Resource Mgmt.	(4)
ESPM 3480 Esports Marketing	(4)
Experiential Learning Sequence	
ESPM 3901 Esports Professional Work Experience	(0)
HTMS 3127 Career Development	(4)
ESPM 4970 Esports Internship (juniors & seniors only)	(4)
HTMS 4112 or MGMT 4112 Business Policies and Strategies (seniors only)	(4)

ESPM CORE:	
ESPM 2132 Introduction to Esports	(4)
CSCI 2101 Programming & Problem Solving I	(4)
CSCI 2102 Programming & Problem Solving II	(4)
COMM 2412 Media Aesthetics	(4)
ESPM 3138 Esports and Events Industry	(4)
HTMS 3120 Facilities Management	(4)
HTMS 3126 Economics of Tourism	(4)
ESPM 3639 Esports Event Production	(4)
ESPM Electives*: Choose two	
COMM 1201 Intro to Mass Communication	(8)
COMM 2103 Writing for the Media	
COMM 3501 Sports Broadcasting	
DIGI 2100 Digital Design Thinking	
DIGI 2200 Issues in Digital Media Design & Pract.	
HTMS 3229 Event Design	
HTMS 3230 Event Experience	
GAH 1075 History and Video Games	
GAH 4306 Writing for Video Games	*May include other COMM, DIGI, or HTMS course with preceptor permission
GEN 2412 Visual Social Marketing	

GENERAL STUDIES REQUIREMENTS:

48 credits

G COURSES: (32 total credits) No more than 12 credits in any "G" category may be applied towards the BS degree.

GEN General Interdisciplinary	(4)	GNM General Natural Science & Math	(4)
GIS-General Integration & Synthesis (Jr. yr.)	(4)	GNM General Natural Science & Math	(4)
GAH General Arts & Humanities	(4)	GSS General Social Science	(4)
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AT SOME DISTANCE Electives: (16 total credits) Courses unrelated to your major (may include CSIS courses)

	(4)		(4)
	(4)		(4)

GENERAL STUDIES OUTCOME REQUIREMENTS: These course attributes should be completed within the 128 credits needed to graduate.

(A) Arts		(V) Values/Ethics	
(H) Historical Consciousness		(I) International/Multicultural	
(R1) Race and/or Racism Intensive		(R2) Race and/or Racism Education	

GENERAL STUDIES WRITING REQUIREMENT: (4 courses)

Two W1 courses may be in transfer. W2 courses must be taken at Stockton.

W1	W1/W2	W1/W2	W1/W2 at 3000 Level
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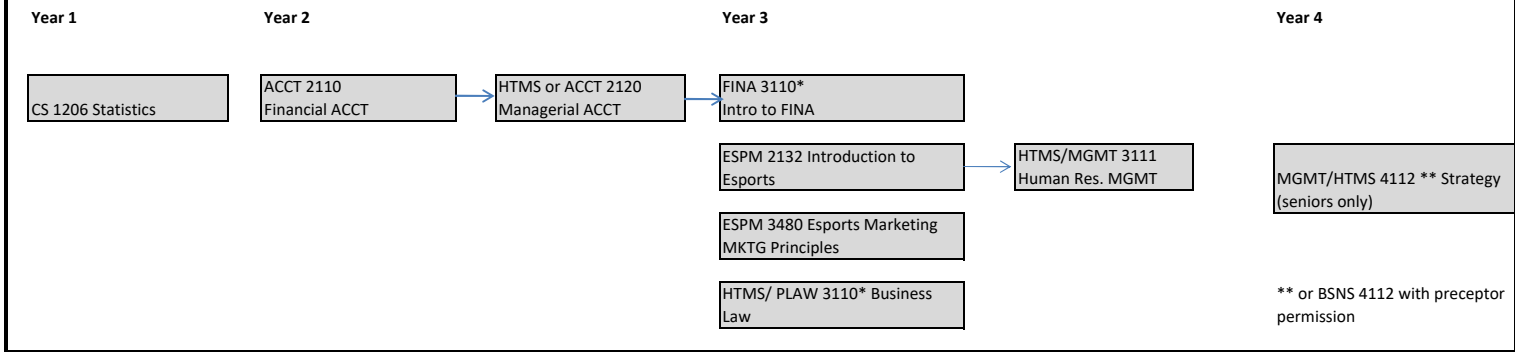
GENERAL STUDIES QUANTITATIVE REASONING REQUIREMENT: (3 courses)

Two Q1 courses may be in transfer. Q2 courses must be taken at Stockton.

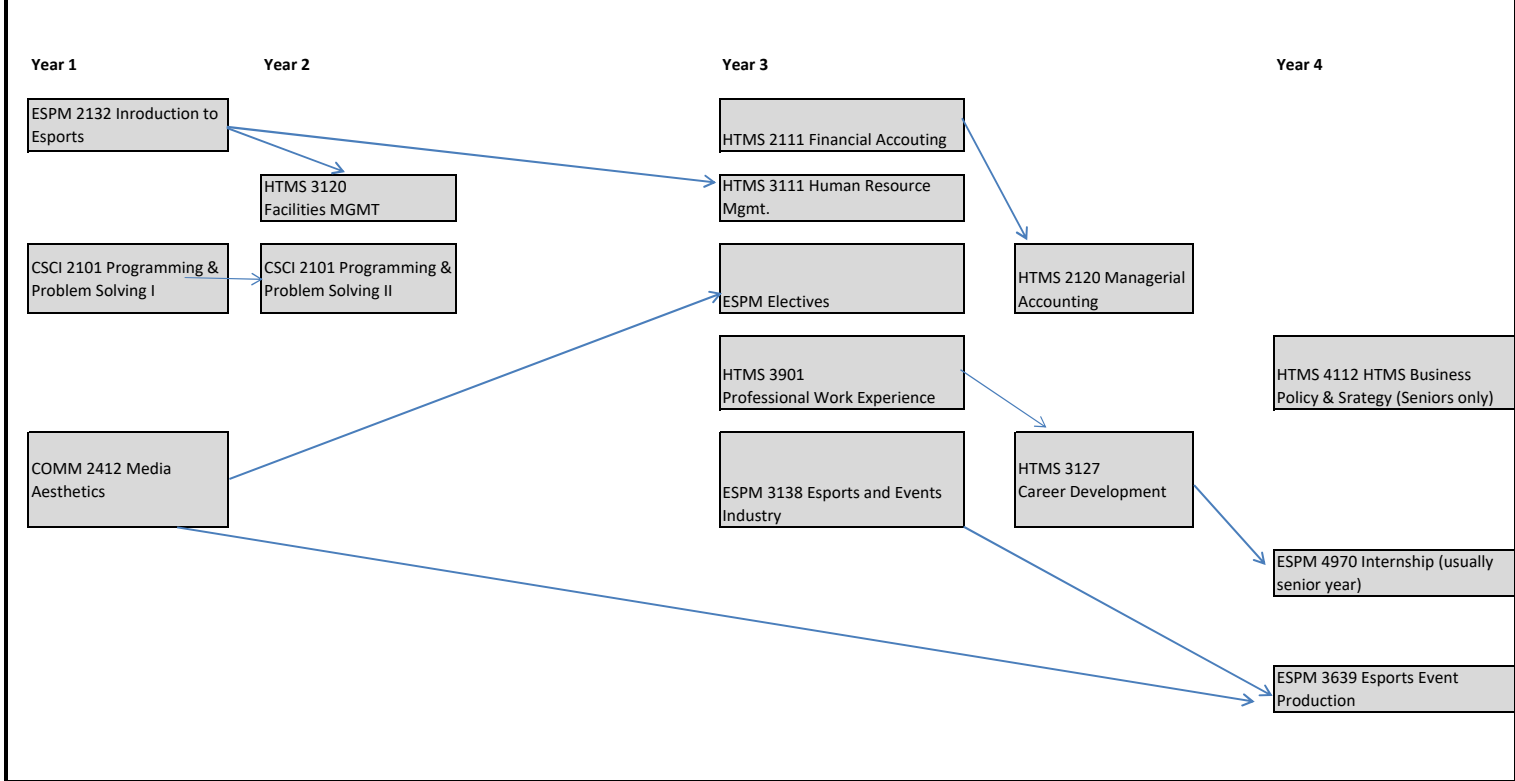
Q1	Q2	Q1 or Q2
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Revised
8/2024

Pre-Req Structure for Esports Management Core Requirements



Pre-req structure for the ESPM Program



If a student has met the pre-requisites, s/he may take courses in semesters earlier than indicated.

*Not available to freshman