

# ESPORTS - MINOR

College of Education Health and Human Services  
 School of Foundations, Leadership and Administration  
 www.kent.edu/ehhs/fla

## About This Program

The Esports minor is designed to introduce students to the esports industry, as well as prepare them to assume service and leadership roles within the industry. Through innovation, research, knowledge dissemination and the enhancement of educational and practical opportunities, this interdisciplinary program affords students the opportunity to enroll in a variety of courses across disciplines to procure knowledge and acquire practical skills pertaining to esports.

The billion-dollar esports industry has a wide array of opportunities for students, including evaluating esports athletes, promotion and management, broadcasting, game development and systems and networking.

## Contact Information

- **Mark Lyberger** | mlyberge@kent.edu | 330-672-2015
- Speak with an Advisor

## Program Delivery

- **Delivery:**
  - In person
- **Location:**
  - Kent Campus.

## Admission Requirements

Admission to a minor is open to students declared in a bachelor’s degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

To declare this minor, students must have attempted a minimum 12 credit hours at Kent State and earned a minimum 2.50 overall Kent State GPA. Students who have not attempted 12 credit hours at Kent State will be evaluated for admission based on their high school GPA for new students or transfer GPA for transfer students. Transfer students who have not attempted 12 credit hours of college-level coursework at Kent State and/or other institutions will be evaluated based on both their high school GPA and college GPA.

## Program Requirements

Code	Title	Credit Hours
<b>Minor Requirements</b>		
AGD 23020	GAMING AND CULTURE	3
EXSC 34000	EXERCISE SCIENCE FOR ESPORTS	3
SPAD 45022	EVENT PLANNING AND PRODUCTION <sup>1</sup>	3
SPAD 45034	ESPORT MANAGEMENT	3
Minor Electives, choose from the following:		9
AGD 33010	COMPETITIVE GAMING	

CS 13001	COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING
CS 13011 & CS 13012	COMPUTER SCIENCE IA: PROCEDURAL PROGRAMMING and COMPUTER SCIENCE IB: OBJECT ORIENTED PROGRAMMING
CS 38101	INTRODUCTION TO GAME PROGRAMMING
CS 48102 or SPAD 35092	GAME DEVELOPMENT PRACTICUM (ELR) (WIC) PRACTICUM II IN SPORT ADMINISTRATION (ELR)
EMAT 10010	INTRODUCTION TO EMERGING MEDIA AND TECHNOLOGY
EMAT 10310	MY STORY ON THE WEB
EMAT 33310	HUMAN-COMPUTER INTERACTION
ENGR 23010	COMPUTER HARDWARE
ENGR 26305 & ENGR 26306	NETWORKING I and NETWORKING I LABORATORY
EXSC 45022	EXERCISE LEADERSHIP
EXSC 45023	PROFESSIONAL CERTIFICATE PREPARATION
IT 11005	INTRODUCTION TO OPERATING SYSTEMS AND NETWORKING TECHNOLOGY
IT 11009	COMPUTER ASSEMBLY AND CONFIGURATION
IT 21002	NETWORK SETUP AND CONFIGURATION
MDJ 21008	SOCIAL MEDIA STRATEGIES
MDJ 28001	PRINCIPLES OF PUBLIC RELATIONS
SPAD 35025	FACILITY MANAGEMENT
SPAD 45023	SPORT MARKETING
SPAD 45026	SPORT AND THE MEDIA
SPAD 45027	PUBLIC RELATIONS AND PROMOTION IN SPORT
UXD 20001	INTRODUCTION TO USER EXPERIENCE DESIGN

**Minimum Total Credit Hours:** 21

<sup>1</sup> With permission, MKTG 25010 may be waived as prerequisite for SPAD 45022.

## Progression Requirements

- Minimum 2.50 in the minor courses.

## Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.500	2.000

- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).

## Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate understanding of the various components of an esports competition.
2. Demonstrate an understanding of the diverse nature and participants in the esports industry.

3. Demonstrate an understanding of esports in our culture.
4. Understand the impact of esports on human health and behavior.