

# E SPORTS MANAGEMENT (ESM)

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**ESM 100 eSports Management and Industry Trends (3 Credits)**

This course cultivates a foundation of ideas and solutions that teach planning, scheduling, controlling, resource allocation, and management of the eSports industry. Offered as needed.

**Essential Learning Outcomes for Medaille College:** Critical Thinking, Integrative Thinking and Written Communication

**Department:** Social Sciences

**Pre-Requisites:** None

**Co-Requisites:** None

**Fees:** None

**ESM 200 Competitive Gaming: Culture, Performance and Team Development (3 Credits)**

Integrates and builds upon knowledge learned in prior eSports and business courses. Competitive Gaming domains of performance and motivation for participation are studied. Additional focus includes training components for eSports and ethical issues in Gaming. Offered as needed.

**Essential Learning Outcomes for Medaille College:** Critical Thinking, Written Communication, Integrative Thinking

**Department:** Social Sciences

**Pre-Requisites:** None

**Co-Requisites:** None

**Fees:** None

**ESM 300 Introduction to Game Design (3 Credits)**

This course design provides the opportunity to initiate a design, program, and work toward creating functional video games. The course will introduce basic programming and design skills that are essential to developing a video game. Topics covered are math, physics, level design, and computer programming. Offered as needed.

**Essential Learning Outcomes for Medaille College:** Critical Thinking, Written Communication, Integrative Thinking

**Department:** Social Sciences

**Pre-Requisites:** ESM 100.

**Co-Requisites:** None

**Fees:** None

**ESM 377 Field Experience I (3 Credits)**

This course provides an opportunity for observation and practice by individual students in work related to a particular area of study in eSports management. ESM 377 course has a 90 contact hour requirement. Work-skills assessment and career explorations will be included. Offered as needed.

**Department:** Social Sciences

**Pre-Requisites:** None

**Co-Requisites:** None

**Restrictions:** Enrollment limited to students with a classification of Junior or Senior. Enrollment limited to students in the BS eSports Management program.

**Fees:** None

**ESM 477 Field Experience II (3 Credits)**

This course provides an opportunity for observation and practice by individual students in work related to a particular area of study in eSports management. ESM 477 course has a 90-contact hour requirement. A higher level of performance is expected in this field experience. The work will be more intensive than the introductory field experience (ESM 377). Work-skills assessment and career explorations will be included. Offered as needed.

**Department:** Social Sciences

**Pre-Requisites:** ESM 377.

**Co-Requisites:** None

**Restrictions:** Enrollment limited to students with a classification of Junior or Senior. Enrollment limited to students in the BS eSports Management program.

**Fees:** None