Certificate in Esports

About This Program

The Esports Certificate brings together the fields of history, graphic design, gaming, communication, and cultural production to provide a comprehensive understanding of esports and the online gaming industry. The certificate comprises courses that support the gaming industry including video games, communications, music industry technology, graphic design, and digital imaging.

Competencies

- 1. Upon completion of the certificate, students will understand the history and development of esports, video games, and the online gaming industry.
- 2. Upon completion of the certificate, students will be equipped to critically analyze esports and video games through diverse disciplinary lenses.

Curriculum

HIST 3303 HISTORY OF VIDEO GAMES Electives Select three from the following: ART 4330 2D GAME CREATION ART 4330 2D GAME CREATION ART 4392 SPECIAL STUDIES (when the topic is relevant) COMM 3300 COMMUNICATION TECHNOLOGY COMM 3303 COMMUNICATION TOPICS (when the topic is relevant) DS 3346 DISABILITY IN MASS MEDIA or COMM 3347 GAME STUDIES (when the topic is relevant) HIST 3301 TECHNOLOGY, CULTURE, & SOCIETY HIST 4327 CYBORGS AND PROSTHETICS or DS 3327 CYBORGS AND PROSTHETICS or DS 3327 CYBORGS AND PROSTHETICS MODL 3310 LOCALIZATION & TRANSLATION I MODL 3310 LOCALIZATION & TRANSLATION I MUSIC AND TECHNOLOGY IN GAME AUDIO PHIL 3340 PHIL 3340 TOPICS IN APPLIED ETHICS (When the topic is relevant) MUSI 3394 DIGITAL MUSIC TECHNOLOGY IN GAME AUDIO PHIL 3340 TOPICS IN APPLIED ETHICS (When the topic is relevant)	Foundations		
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SOCI 3380 SCIENCE AND TECHNOLOGY IN SOCIETY	SOCI 1310	INTRODUCTION TO POPULAR CULTURE	
	SOCI 3341	SOCIOLOGY OF SPORT	
THEA 3355 UNIVERSAL DESIGN & ACCESSIBILITY IN THE PERFORMING ARTS	SOCI 3380	SCIENCE AND TECHNOLOGY IN SOCIETY	
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ECON 4331 SEMINAR IN ECONOMICS (when the topic is relevant)	ECON 4331	SEMINAR IN ECONOMICS (when the topic is relevant)	

Total Hours