

ESPORTS, MINOR

To access Minor Requirements, please view the Curriculum Guide tab.

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Professional Licensure/Certification Page (<https://www.sru.edu/students/student-consumer-information/professional-licensures/>)

CURRICULUM GUIDE

GPA REQUIREMENT

Major GPA: 2.0 or higher

MINOR REQUIREMENTS

- Students must complete at least 6 credit hours in their minor from SRU
- A minimum of 6 credit hours must be upper division (courses numbered 300 and above)
- A minor shall be no fewer than 18 credits.

Code	Title	Hours
Required Core Courses		
EXSC 204	Introduction to Esports	3
EXSC 304	Current Issues in Esports Health and Society	3
HEMT 326	Introduction to Meetings and Event Management	3
Subtotal		
Electives		
Select three from at least 2 different departments:		9
HEMT 215	Public Relations for Hospitality, Event Management & Tourism	
HEMT 420	Event Production and Coordination	
COMM 205	Audio Production	
COMM 254	Video Production	
COMM 354	Multi-Camera Studio Production	
COMM 365	Sports and Esports Production	
SPMT 301	The Fan Experience	
SPMT 394	Sport Marketing	
Total Hours		18

* Some courses may require pre-requisites. Please see course descriptions to determine if there are any pre-requisites for that specific course.

Important Curriculum Guide Notes

This Curriculum Guide is provided to help SRU students and prospective students better understand their intended major curriculum. Enrolled SRU students should note that the My Rock Audit may place already-earned and/or in progress courses in different, yet valid, curriculum categories. Enrolled SRU students should use the My Rock Audit Report and materials and information provided by their faculty advisers to ensure accurate progress towards degree completion. *The information*

on this guide is current as of the date listed. Students are responsible for curriculum requirements at the time of enrollment at the University.

PASSHE - Pennsylvania State System of Higher Education Institutions

MINOR IN ESPORTS - (71E)

This program is effective as of Summer 2022

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