

SCHOOL OF BUSINESS AND ENTREPRENEURSHIP

***Bachelor of Applied Science
Esports and Business***

**DELIVERY
MODES:**

Traditional*
Classroom

Online*

DSUlive*



#discoverdsu

The Esports and Business Administration degree is a completion program and utilizes coursework developed by the University of North Dakota for the esports core. Students in this program will learn basic managerial skills while having the flexibility to select electives based on interests such as esports streaming or design.



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GENERAL EDUCATION COURSES..... see catalog for details
credit hours needed: 40

MANAGEMENT COURSES

ACCT 200	Elements of Accounting I	3
ACCT 201	Elements of Accounting II	3
ACCT 301	Computerized Accounting	3
ACCT 315	Business Law I	3
BADM 336	Management and Leadership	3
BOTE 210	Business Communication	3
BOTE 247	Spreadsheet Applications	3
ENTR 366	Entrepreneurship	3
ECON 201/202	Principles of Microeconomics/Principles of Macroeconomics	3
FIN 326	Managerial Finance	3
MRKT 301	Principles of Marketing	3

credit hours needed: 36

ESPORTS COURSES (Collaborative Agreement with UND)

KIN 129	Esports I.....	3
KIN 139	Esports II.....	3
KIN 159	Esports III.....	3
KIN 243	Intro to Esports Coaching	3
KIN 340	Esports and Healthy Gaming	3
KIN 343	Esports.....	3

credit hours needed: 18

STUDENTS MAY TAKE THE FOLLOWING TRACKS OR MAY CHOOSE ELECTIVES TO SATISFY REMAINING CREDITS TOWARDS THE 120 REQUIREMENT FOR GRADUATION *credit hours needed: 32*

Elective/Transfer Credit Hours Option:

DSU or UND Esports Electives at 200-400 prefix level or remainder of credits required to reach 120 semester hours for graduation..... *credit hours needed: 26*

INFORMATION TECHNOLOGY TRACK

CSCI 120	Computer Programming	3
CSCI 160	Computer Science 1	3
CSCI 210	PC Hardware and Software Management.....	3
CSCI 221	Computer Networks.....	3

credit hours needed: 12

COACHING TRACK

HPER 207	Prevention and Care of Athletic Injuries.....	2
HPER 210	First Aid and CPR.....	1
HPER 320	Teaching Weight Training.....	2
HPER 328	Biomechanics	3
HPER 328L	Biomechanics Lab.....	1
HPER 410	Psychology and Sociology of Sport and Exercise	2
HPER 432	Physiology of Exercise	3

Select one course from the coaching courses from

HPER 330, 335, 340, 345, 350, or 355	2
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credit hours needed: 16

TOTAL CREDIT HOURS NEEDED: 120

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NOT INCLUDED IN CATALOG, BUT MIGHT BE ON ADVISING SHEETS:

*Students will be advised based on interest in Esports and Business.
Recommended optional electives may include for students interested in:*

DESIGN

GDES 241 Graphic Design I.....	3
BOTE 218 Desktop Publishing.....	3
GDES 347 Web Design.....	3

CREATION

COMM 235 Introduction to Digital Media.....	3
COMM 380 Video Production.....	3
CSCI 160 Computer Science I.....	3
CSCI 210 PC Hardware and Software Management.....	3

STREAMING

THEA 161 Acting I.....	3
COMM 205 Voice and Articulation.....	3
COMM 211 Oral Interpretation.....	3