

Esports - Option, Associate in Applied Science

The Esports Option in Business Administration is designed for students who wish to acquire knowledge about the business of Esports, including future employers and other stakeholders in the industry. Students will develop business skills while being introduced the basic concepts of the business of Esports and game design. Students will examine business disciplines, review the language of Esports, learn the basics of game design and study the general components of the industry. This program prepares students with skills and tools needed to enter the Esports industry in an introductory management position.

For additional information, contact area coordinator, Dr. Karl Giulian, at (609) 343-4996 or kgiulian@atlanticcape.edu.

Upon completion of this program students will be able to:

- Evaluate ethics, social responsibility, honesty and accuracy in business and Esports reporting;
- Communicate basic business principles effectively in written, oral and technology-based applications;
- Describe the impact of government in business activities;
- Analyze business and Esports situations and evaluate possible solutions;
- Demonstrate basic understanding of business, Esports management disciplines and corporate cultures;
- Demonstrate proficiency in applying basic financial and accounting principles;
- Demonstrate a basic understanding of game development and gaming event planning;
- Compare and contrast various career paths.

(ESPO-Fall 2022)

General Education Courses

When a course is not specified, refer to the list of approved General Education courses.

Communication

Course #	Title	Credits
ENGL101	Composition I	3
ENGL102	Composition II	3

Mathematics-Science-Technology

Course #	Title	Credits
	General Education Mathematics Course (4 credits)	4
	General Education Science Course (4 credits)	4

Social Science

Course #	Title	Credits
ECON110	Macroeconomics	3

Humanities

Course #	Title	Credits
	Choose one: HIST101, HIST102, HUMT201 or HUMT202 (3 credits)	3

Program Courses

Course #	Title	Credits
ACCT130	Financial Accounting	4
ACCT131	Managerial Accounting	4
BUSN144	Introduction to Esports	3
BUSN150	Principles of Esports & Event Planning	3
BUSN202	Principles of Marketing	3
BUSN/HOSP205	Human Resources Management	3
BUSN210	Business Law I	3
BUSN222	Principles of Management	3
BUSN295	Career Development in Business Administration	2
CISM125	Introduction to Computers	3
ECON210	Microeconomics	3
GAME110	Fundamentals of Game Design	3
GAME150	Introduction to Game Programming	3
	Total Credits	60

Recommended Sequence of Courses

First Semester

Course #	Title	Credits
BUSN144	Introduction to Esports	3
CISM125	Introduction to Computers	3
ECON110	Macroeconomics	3
ENGL101	Composition I	3
	General Education Mathematics Course (4 credits)	4

Second Semester

Course #	Title	Credits
ECON210	Microeconomics	3
ENGL102	Composition II	3
GAME110	Fundamentals of Game Design	3
	General Education Science Course (4 Credits)	4

Third Semester

Course #	Title	Credits
ACCT130	Financial Accounting	4
BUSN202	Principles of Marketing	3
BUSN210	Business Law I	3
BUSN222	Principles of Management	3
	Choose one: HIST101, HIST102, HUMT201 or HUMT202 (3 credits)	3

Fourth Semester

Course #	Title	Credits
ACCT131	Managerial Accounting	4
BUSN150	Principles of Esports & Event Planning	3
BUSN/HOSP205	Human Resources Management	3
GAME150	Introduction to Game Programming	3
BUSN295	Career Development in Business Administration	2