E-Sports (ESPT)

Courses

ESPT 1301 Introduction to eSports: 3 semester hours.
This course will give students an in-depth historical overview of eSports through the introduction of the ecosystem of eSports including but not limited to potential careers, gaming events, developer titles, and leagues. Through studies, lectures, and hands on assignments, students will gain a through understanding of numerous of eSports-related topics.

ESPT 2301 The Business of eSports and Virtual Reality: 3 semester hours.
This course will examine the in-depth business strategies of the eSports industry designed to increase and sustain consumer demand, sales, marketing, sponsorships, economics, new media and communications strategies, and consumer research.

ESPT 3301 eSports and Virtual Reality Physical Training and Rehab: 3 semester hours.
This course provides an overview of common eSports injuries with corresponding rehabilitation strategies as well as strength and conditioning programs used to prevent injury through the lens of health and sport science. Students will learn team and individual eSports skill coaching and analysis, including relevant theories of motor learning and control and sport psychology.
Prerequisites: ESPT 1301 and ESPT 2301.