

# Health & E-Sport Management Courses

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## **HESM 100 - Introduction to E-Sport Management**

Hours: 3

This course provides an introduction to e-sports, the history of the e-sport industry, and the motivations of players and spectators. Students will also begin to discuss the acknowledgement of video gaming as a sport and whether it can be accepted as part of the Olympic program. This course provides a starting point for other classes in this minor.

## **HESM 105 - E-Sport Game Design**

Hours: 3

This course is an introduction to the primary concepts of gaming, and an exploration of how these basic concepts affect the way gamers interact with our games. In this course, students will understand what defines a “game” and the mechanics and rules behind different types of games. Students will learn ways to create and describe a game concept, and specifically what makes a compelling game. This course focuses on the conceptual underpinnings of games.

## **HESM 200 - The Psychology of E-Sports**

Hours: 3

The course will provide an overview of the mental side of E-Sports, which involves applying psychology topics to e-sports and e-sports competitions. Topics will cover confidence issues, inadequate coping strategies, past achievements and mistakes, harassment, team development /cohesion, separating gaming and life. Health psychology will be addressed as a complement to training and competition as well-being and performance are compatible.

## **HESM 205 - The Serious Business of Game Play**

Hours: 3

This course provides an introductory overview of the fundamental mechanics of the business of e-sports. It will provide students with the tools necessary to critically evaluate and analyze existing and potential opportunities within the industry as well as provide the framework for students to identify and articulate a disruptive or evolutionary business opportunity within e-sports.

## **HESM 300 - E-Sports: Convention, Event and Trade Show Planning**

Hours: 3

This course (as well as HESM 301) focuses on the essential components needed for planning, building, managing, and closing of live events and projects. The student will gain general knowledge of techniques and strategies used for successful planning and promotion of live e-sports events. Opportunities for practical experience will be provided.

## **HESM 301 - E-Sports Event Management**

Hours: 3

This course, building on HESM 300, focuses on the essential components needed for planning, building, managing, and closing of live events and projects. The student will gain general knowledge of techniques and strategies used for successful implementation and evaluation of live e-sports events. Opportunities for practical experience will be provided. Prerequisites: HESM 300.