

PROPOSAL: Create a Minor in ESport

Background

The Undergraduate Studies Council of the Faculty Senate has approved the creation of a Minor in ESport offered by the Department of Human Performance and Health Education in the College of Education and Human Development. There exists a lot of interest not only in esports, but in how esports games are created, managed, tournaments, and the culture of esports. According to WMUx research, approximately 28 colleges/universities in the U.S. offer some type of esports program, although many of those schools are small specialty schools. Of those 28, research by WMUx has found that 18 are interdisciplinary programs (Majors and Minors). There has been phenomenal growth in the esports industry and it is estimated that the worldwide market for esports will be worth approximately \$2.8 billion dollars by 2025. WMU has one of the leading esports arenas in the country, and the capability to host classes and workshops for students. Thus the rationale for this program is to assist students to become a part of this growing industry by seeking employment in esports after studying this minor.

Recommended Action

It is recommended the WMU Board of Trustees create a Minor in ESport.