

ESport Minor

Western Michigan University

College of Education and Human Development

15 Credits (122 Credit Hours Needed for Graduation)

Name: _____ WIN: _____ Catalog Year: _____

WES	PRE-REQUISITES	COURSES	TRAN/SUB/GRADE	CR
REQUIRED COGNATE				
		HPHE 3001 Introduction to ESport		3
				Total (3)
REQUIRED ELECTIVES (Choose 12 credits)				
<p>Choose any 4 courses below to complete the minor: Courses are divided into emphasis areas so that students may focus their studies in just one area, if desired. However, any of the courses below may be used to complete the minor. Other courses may be approved by the program faculty. Courses cannot be counted for both a major and a minor.</p>				
Emphasis Area A: Values, Ethics, and Art				
		A-S 3900 Arts and Sciences Seminar, when offered as gaming issues and culture		3
		PHIL 3140 Philosophy of Public Affairs, when offered as Value and Video games		3
		EDT 5030 Special Topics for Instructional Technology Applications, when offered as Esport and Education		3
		HPHE 3600 Sport and Perf. Psychology		3
	Choose One	CS 2100 Introductory Topics in Computing Technology, when offered as Video Game Programming for Everyone <i>OR</i> CS 2270 Video Game Programming for Everyone		3
		MDVL 1000 The Middle Ages, Then and Now		3
Emphasis Area B: The Business of Gaming				
		MGMT 2140 Exploring Entrepreneurship		3
		MGMT 2020 Leading in Business Organizations		3
		MGMT 2500 Organizational Behavior		3
		HPHE 2100 Special Events		3
				Total Credits (12)