

# eSports Minor Checklist

Updated April 2024

Name:

SID:

## MINOR REQUIREMENTS (18 UNITS)

### Core Courses

ISTA 251: Introduction to Game Design

GAME 311: eSports Industry

ESOC 480: Digital Engagement

### Upper Division Elective Courses (300 level or above)

### Elective Course

## COMMENTS

### IMPORTANT NOTES:

- Students must earn a minimum of a 2.0 (C average) to graduate with this minor.
- Students must complete at least 12 units (4 classes) which are Upper Division (300 level or above).
- Students are allowed to use up to 2 courses (typically 6 units) between a major and minor program with departmental approval.

### Elective Courses Options

ESOC 211 Collaborating in Online Communities

ESOC 330 Digital Dilemmas

GAME 303 Digital Games &amp; Society

GAME 305 Legal Aspects of the Game Industry

GAME 307 Narrative Practices in Digital Games

GAME 308 Diversity and Bias in Games

GAME 309 Simulation Design &amp; Development for Complex Problem Solving

GAME 310 Gamification in Society

GAME 312 Monetizing Independent Gaming

ISTA 416 Introduction to Human-Computer Interactions

PAH 231 Global Video Game Cultures and Their Origins

PAH 330 The Video Game Industry: An Introduction to Business of Making Money with Play

PAH 331 Video Game Studies: Critical/Cultural Approaches

TLS 353 Recreation &amp; Leisure in Contemporary Society

TLS 355 Planning Community Events &amp; Recreation Programs