

CONCORD UNIVERSITY
BS DEGREE IN INTERDISCIPLINARY STUDIES – Esports

ELIGIBILITY: Student must have completed one semester of college.

APPLICATION: Students may obtain the application for the program at the Office of the Provost or on the Concord website under academic forms.

PROCEDURE FOR COMPLETING THE APPLICATION:

In consultation with a faculty advisor:

1. The student indicates the areas of concentration, HR Management or General Management and chooses one or more additional discipline as specified – Mass Communication, Marketing, Communication, or Art. The student has the option to design a specific additional discipline.
2. When the program of study has been completed, the student will obtain the signatures of the advisor, the Chair of each Department represented in the program of study, and then return the form to the Office of the Provost.

PROGRAM OF STUDY:

1. Each program of study must fulfill Concord's General Education Program and must include at least two disciplines (four permitted).
2. Each program must contain at least 48 credit hours, and a minimum of 12 credit hours of upper level courses in each discipline. Up to 12 hours of internship, directed research, performance, or exhibition credit are permitted in the program.
3. On the application form there must be a list of all the courses, by discipline and number, which will be required for the program. The list will be the graduation checklist utilized by the Registrar's Office. The advisor, appropriate department chairs, and the Provost must approve any changes in the program.
4. The student must maintain an overall GPA of 2.0 and must maintain a 2.5 GPA in EACH discipline.
5. Completion of the degree program requires a minimum of 120 semester hours

Note: Interdisciplinary Degree Program applicants must be aware that entry into the Program with more than 80 applicable semester credits may extend the time necessary to complete the degree as a result of Interdisciplinary Degree Program requirements and the residency requirements of Concord University (see Residency Credit).

PROGRAM APPROVAL:

When the program has been approved and signed by the appropriate faculty and administrators, copies will be provided to the Registrar, student, advisor, and chairs.

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NAME _____ STUDENT ID# _____
ADDRESS _____ DATE: _____
EMAIL _____ HOURS COMPLETED _____
DEGREE SOUGHT B.S. in Interdisciplinary Studies-Esports GRADE POINT AVERAGE _____
AREAS OF CONCENTRATION: _____ Management and _____

DESCRIPTION: The Bachelor of Science in Interdisciplinary Studies – Esports requires the successful completion of 120 semester hours including: (1) the General Education Program (39-40 credit hours); (2) the Esports Courses listed below (9-12 credit hours); (3) HR Management *or* General Management (24 credit hours); and (4) at least one Elective option.

Students should select either HR Management *or* General Management below based on their career goals in Esports. Students interested in directing, coaching, or managing esports teams/leagues should complete Management Concentration One: HR Management. Students interested in producing, casting, or managing esports teams should complete Management Concentration Two: General Management.

1) Suggested General Education Program (39-40 credit hours)

- ENGL 101 Composition and Rhetoric I (3)
- ENGL 102 Composition and Rhetoric II (3)
- COMM 101 Fundamentals of Speech (3)
- ENGL 203 World Literature I (3)
- PHIL 316 Ethics (3)
- ART 106 Basic Computer Graphics (3)
- BGEN 105 Introduction to Business (3)
- PSY 101 General Psychology (3)
- SOC 101 Introduction to Sociology (3)
- BIOL 101 General Biology I (4)
- GEOG 200 Digital Earth (3)
- MATH 103 College Algebra (3) OR MATH 105 Elementary Statistics (3)
- P ED 101M Personal Wellness (2)

2) Esports Classes (9-12 hours)

Students will complete these two classes

- ESPT 101 Introduction to Esports (3)
- ESPT 301 Esports Industry (3)
- ESPT 450 Esports Internship (1-6) (Note: Students will complete at least 3 credit hours of internship for the degree, but no more than 6 credit hours of internship in the senior year.)

3) Management Concentration One: HR Management (24 credit hours)

- ACCT 205 Principles of Accounting I (3)
- MGT 305 Principles of Management (3)
- MGT 308 Human Resource Management (3)
- MGT 401 Compensation Management (3)
- MGT 406 Staffing (3)
- MGT 407 Organizational Leadership (3)
- MGT 408 Training and Development (3)
- SPT 425 Sport Facilities and Security at Sports Events

OR

Management Concentration Two: General Management (24 credit hours)

- ACCT 205 Principles of Accounting I (3)
 - MGT 305 Principles of Management (3)
 - MGT 306 Organizational Behavior (3)
 - MGT 308 Human Resource Management (3)
 - MGT 314 Entrepreneurship I (3)
 - MGT 405 Organizational Theory and Design (3)
 - MGT 407 Organizational Leadership (3)
 - MGT 410 Business Ethics and Social Responsibility (3)
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4) Additionally, students will choose **at least one other discipline** from the options below to total **120 credit hours** for the degree:

- Option 1 - Multimedia Production
- Option 2 - Marketing
- Option 3 - Communications
- Option 4 - Art
- Option 5 - Students have the option of developing additional areas of study (must have a minimum of 12 credit hours of upper level (300 level or above) courses.

OPTION 1

Multimedia Production - 42 hours

- ART 106 Basic Computer Graphics (3) (see suggested General Education)
 - MCOM 142 Multimedia Storytelling (3)
 - MCOM 143 Video Studio Production (3)
 - MCOM 204 Interpersonal Communication (3)
 - MCOM 237 Video Field Production (3) *or* MCOM 238 Audio Production (3)
 - MCOM 239 Social media Production (3)
 - MCOM 241 Digital Presenting (3)
 - MCOM 242 Multimedia Writing (3)
 - MCOM 301 Persuasion (3)
 - MCOM 304 Intercultural Communication and Diversity (3) *or* MCOM 305 Communication in the Organization (3)
 - MCOM 306 Editing Digital Media (3)
 - MCOM 359 Media and Communication Law (3)
 - MCOM 260 Practicum—Concordian News (1) (Note: Students will need 3 credits of MCOM 260)
 - MKT 305 Principles of Marketing (3)
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OPTION 2

Marketing- 15-18 hours

- BGEN 202 Decision Sciences I (3) *or* MATH 105, Elementary Statistics (3)
 - MKT 305 Principles of Marketing (3)
 - MKT 316 Advertising and Sales Promotion (3)
 - MKT 340 Marketing Research (3)
 - MKT 406 Consumer Behavior (3)
 - RTM(HSP) 415 Meetings, Conventions, and Special Events Management (3) *or* SPT 325 Sport Fundraising (3)
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OPTION 3

Digital Professional Communication- 42 hours

- ART 106 Basic Computer Graphics (3) (see suggested General Education)
- BGEN 205 Fundamentals of Business Communication (3)
- MCOM 142 Multimedia Storytelling (3)
- MCOM 204 Interpersonal Communication (3)
- MCOM 239 Social media Production (3)
- MCOM 241 Digital Presenting (3)
- MCOM 242 Multimedia Writing (3)
- MCOM 301 Persuasion (3)
- MCOM 304 Intercultural Communication and Diversity (3)
- MCOM 305 Communication in the Organization (3)
- MKT 305 Principles of Marketing (3)
- MKT 316 Advertising and Sales Promotion (3)
- MKT 321 Sales (3)
- MKT 406 Consumer Behavior (3)

OPTION 4

Art and Graphic Design- 42 hours

- ART 103 Drawing I (3)
- ART 104 Drawing II (3)
- ART 105 Design I (3)
- ART 106 Basic Computer Graphics (3) (see suggested General Education)
- ART 202 Design II (3)
- ART 221 Art History 1 (3)
- ART 222 Basic Production Techniques (3)
- ART 223 Typography (3)
- ART 229 Basic Illustration Techniques (3)
- ART 328 Graphic Techniques (3)
- ART 329 Advanced Illustration (3)
- ART 359 Studies in computer Graphics (3) OR ART 331 Art History II (3)
- ART 361 Web Design (3)
- ART 402 Advanced Advertising Design (3)

OPTION 5

Other Discipline (at least 12 credit hours of 300 or 400 level courses from discipline chosen)

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Note: Completion of the Interdisciplinary degree program **requires** a minimum of **120 credit hours**. Students are encouraged to take electives that meet their career or professional goals. Required GPA: Overall GPA of a 2.0 with a minimum GPA of 2.5 in each selected discipline.

Advisor: _____

Department Chairs:

Dean: _____

*Note: All persons signing the application form must approve any changes made in the program.

3/1/2021