

E-Sports Management (ESPM) Minor 2024-2025

Visit us at: <https://srtm.gmu.edu/sport-management/minor-esports>



Required Courses	Credits	Prerequisites
SPMT 201 Introduction to Sport Management	3	
SPMT 250 Introduction to Esports Industry Management	3	

Electives: Select 4 courses	Credits	Prerequisites
GAME 101 Introduction to Game Design (Mason Core: Arts)	3	
GAME 104 Two-Dimensional Design for Games	3	
GAME 210 Basic Game Design	3	
GAME 230 History of Computer Game Design	3	
SPMT 210 Foundations of Sport Coaching	3	
SPMT 241 Practicum	3	<i>SPMT 201</i>
TOUR 220 Introduction to Event Management	3	
TOUR 221 Event Implementation and Evaluation	3	<i>TOUR 220</i>
TOUR 313 Event Technical Production	3	<i>TOUR 220</i>
SRTM 412 Sport, Recreation and Tourism Marketing	3	<i>SPMT 201 or TOUR 241 or RMGT 241</i>
Total:	12	

Total Credits: 18

Academic Requirements for Completion of the E-Sports Management Minor

- At least 8 credits of ESPM minor coursework must be applied to the minor *only* and may not be used to fulfill requirements of the student's major, concentration, an undergraduate certificate, or another minor.
- Students must earn a minimum of 2.00 GPA in ESPM minor coursework.
- 6 credits of minor coursework must be completed at Mason.

ESPM Minor Advising

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