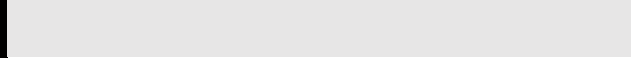


(4)
(4)
(4)
(4)
(4)
(4)
(4)

(4)
(4)
(4)
(4)
(4)
(4)
(4)



(0)
(4)
(4)
(4)



COMM 2103 Writing for the Media

DIGI 2100 Digital Design Thinking

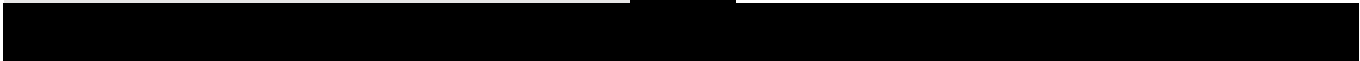
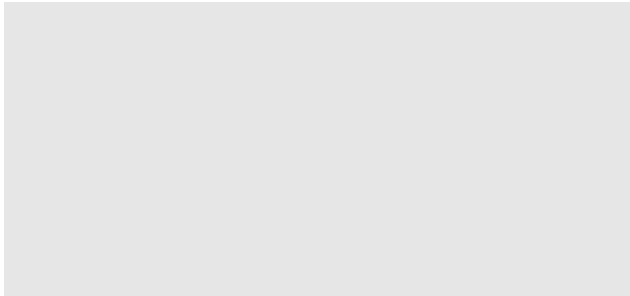
HTMS 3229 Event Design

HTMS 3230 Event Experience

GAH 1075 History and Video Games

GAH 4306 Writing for Video Games

GEN 2412 Visual Social Marketing



(4)
(4)
(4)
(4)

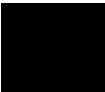


(4)
(4)
(4)
(4)

(4)
(4)



(4)
(4)



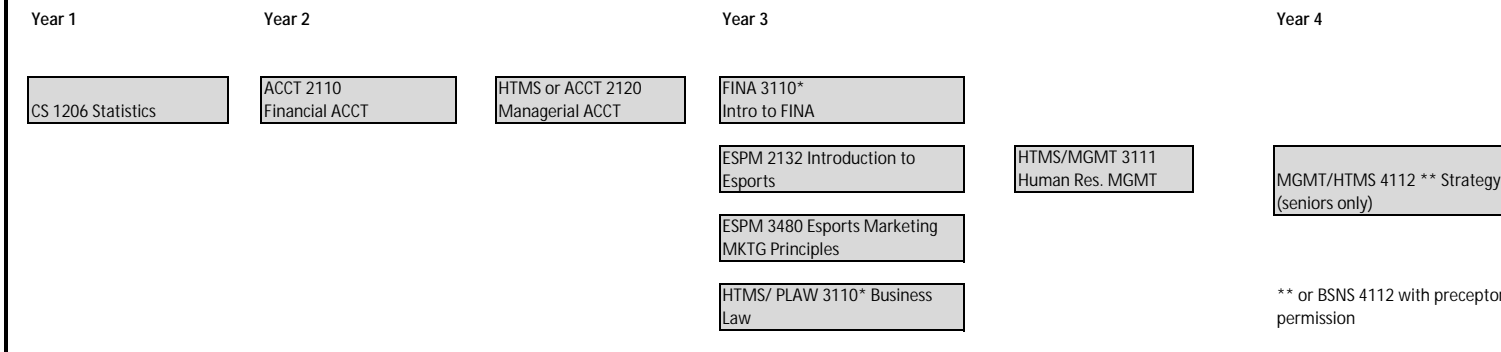
W1

W1/W2

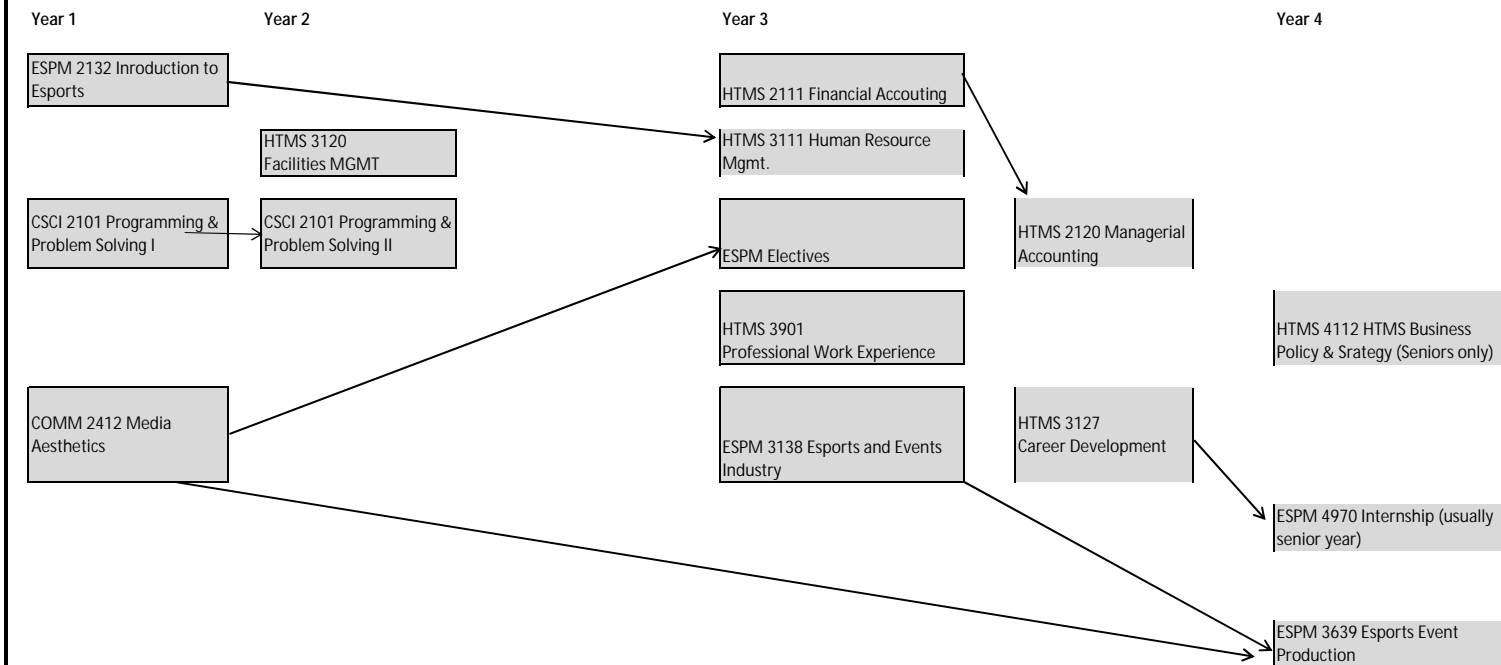
W1/W2



Pre Req Structure for Esports Management Core Requirements



Pre req structure for the ESPM Program



If a student has met the pre requisites, s/he may take courses in semesters earlier than indicated.
 *Not available to freshman