

HHPL 302: Esports Governance

In this course students apply their knowledge of eSports management and relevant functional areas of business to plan and execute an eSports event. Using case studies and interaction with eSports practitioners, students identify and apply best practices for planning and executing an eSports event. Students are required to manage a Sports event prior to completion of the course.

Credits: 3

Program:

Health, Human Perform. & Leisure Studies

COURSE DESCRIPTIONS