



COLLEGE OF LIBERAL ARTS UNDERGRADUATE CERTIFICATE IN ESPORTS

The College of Liberal Arts is pleased to announce its interdisciplinary undergraduate certificate in Esports, which is part of the Department of Art and Art History. An Esports certificate brings together the fields of **graphic design, gaming, communication, and cultural production** to provide a comprehensive understanding of Esports and the on-line gaming industry.

The certificate is comprised of courses that support the gaming industry including video games, communications, music industry technology, graphic design, and digital imaging. The undergraduate certificate in Esports will include **12 credit hours** from the list of courses below or other relevant special topics courses with the approval of the advisor.

There is one required course: **HIST 3303 (History of Video Games)**. Students can count toward the certificate no more than two courses from a single department, though more than two courses in a department may count toward a major or minor.

REQUIRED COURSE: **HIST 3303** History of Video Games

ELECTIVES:

ART & ART HISTORY

- **ART 4392** Game Creation
- **ART 4392** Concept Art
- **ART 3392** History and Aesthetics of the Video Image
- **ART 4364** Mobile App Design

COMMUNICATION

- **COMM 3300** Communication Technology
- **COMM 3303** Communication Graphics
- **DS 3321/COMM 4393** Topics in Disability Studies: Disability & Media

DISABILITY STUDIES

- **DS 3321/COMM 4393** Topics in Disability Studies: Disability & Media
- **DS 3355/THEA 3355** Universal Design & Accessibility in the Performing Arts

ENGLISH

- **ENGL 4375** Topics in Digital Studies
- **DS 2301/ ENGL 2303** Topics in Disability Studies: Disability in Comics

HISTORY

- **HIST 3301** Technology, Culture, Society
- **HIST 4327** Cyborgs & Prosthetics

MODERN LANGUAGES

- **MODL 3310** Localization and Translation I (offered as ARAB 3310, CHIN 3310, FREN 3320, GERM 3310, KORE 3310, RUSS 3310, and SPAN 3310.)
- **MODL 3310** Localization and Translation II (offered as ARAB 3311, CHIN 3311, FREN 3321, GERM 3311, KORE 3311, RUSS 3311, and SPAN 3321.)

MUSIC

- **MUSI 3320** Music and Technology in Game Audio
- **MUSI 3394** Digital Music Technology

PHILOSOPHY

- **PHIL 3340** Topics in Applied Ethics

SOCIOLOGY

- **SOCI 1310** Introduction to Popular Culture
- **SOCI 3341** Sociology of Sport
- **SOCI 3380** Science and Technology in Society

THEATRE ARTS

- **DS 3355/THEA 3355** Universal Design & Accessibility in the Performing Arts
- **THEA 3351** Robots, Digital Humanities, and Theatre

COLLEGE OF BUSINESS-ECONOMICS

- **ECON 4331** Seminar in Economics: Economics of Video Games