

College of Liberal Arts Undergraduate Certificate in Esports

The College of Liberal Arts is pleased to announce its interdisciplinary undergraduate certificate in Esports. 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 2353 Intro to Game Development.
ART 4392 Gaming Exploration.
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 Topics in Disability Studies: Disability in Comics/ENGL 2303

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 Robots, Digital humanities, and Theatre

College of Business-Economics

ECON 4331 Seminar in Economics: Economics of Video Games

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