ESPORTS MANAGEMENT, CERTIFICATE OF ACHIEVEMENT (LEVEL I)

NMC Code 087

An Esports program is more than the players that compete. It also includes managing the program and events, maintaining security of the lab and computers, coaching teams, broadcasting games, and understanding the gaming culture and industry. Almost all collegiate programs require individuals with this knowledge in these areas to be successful.

The Esports Management certification program provides NMC students with experiential learning opportunities within the Esports varsity program that can be used for employment in the Esports industry or at an institution with an Esports program. For example, Ferris State University has launched a Bachelor of Science degree in Esports Production and through collaboration with the program director, students from NMC would have the opportunity to transfer into Ferris's program with their academic coursework at NMC would be applicable to their degree at FSU.

Requirements

Course	Title	Credits
ESP 100	Introduction to Esports	3
ESP 202	Esports Event Management	1
ESP 201	Esports Casting and Streaming	1
ESP 203	Esports Security	1
ESP 204	Esports Coaching	1
COM 111	Public Speaking	4
MGT 241	Principles of Management	3
VCA 127	Digital Imaging	3
Total Credits		**17**

Course Sequence Guide

Course	Title	Credits
Year 1		
Fall		
ESP 100	Introduction to Esports	3
ESP 201	Esports Casting and Streaming	1
COM 111	Public Speaking	4
VCA 127	Digital Imaging	3
	Credits	**11**
Spring		
ESP 202	Esports Event Management	1
ESP 203	Esports Security	1
ESP 204	Esports Coaching	1
MGT 241	Principles of Management	3
	Credits	**6**
	Total Credits	**17**