



The eSports certificate is designed to deepen knowledge of online gaming, simulation, and the recent and highly competitive world of professional gaming. The certificate program provides STEM students the opportunity to gain valuable skills associated with eSports, such as computer programming, art and graphics, understanding of human factors and the social aspects of competition, including leadership and teaming. Students will:

- Acquire a base of knowledge in computing and graphic design elements behind video gaming
- Develop facility with team dynamics in collaborative and competitive environments
- Build communication skills with highly diverse audiences through the practice of eSports on remote platforms
- Gain insights into the sociological and psychological factors at play in the collaborative and competitive environments associated with eSports teams

The eSports certificate develops leadership and professional competencies that are required for success in both competitive sports and in the workplace. Completing an eSports certificate builds emotional intelligence, teambuilding, sportsmanship, strategic thinking, and communication and encourages students to engage in co-curricular activities, social events, and competitions in support of these competencies.



PROGRAM REQUIREMENTS

Students must complete a minimum of 12 credit hours divided among each of the four categories below, in addition to the required HUM 376 overview course.

Overview Course (Required - 1 credit)

HUM 376: Esports and Simulations: Overview (1)

Computer Programming Requirement (Take 3 credits)

Choose one of these:

CSC 150/150L: Computer Science I (3)

CSC 170: Programming for Engineers and Scientists (3)

-or-

Take both of these:

CBE 117: Programming for Chemical & Biological Engineers (1)

CBE 250: Computer Applications in Chemical Engineering (2)

Social Aspect Requirement (Take 3 credits)

PSYC 331: Industrial & Organizational Psychology (3)

Human Factors Requirement (Take 3 credits)

IENG 321/321L: Ergonomics/Human Factors Eng./Lab (3)

HUM 375: Computers in Society (3)

Art/Graphics Requirement (Take 3 credits)

IENG 248/248L: Engineering Graphics & Computer Modeling (3)

CEE 117/117L: Introduction to CADD/Lab (3)



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