



THE UNIVERSITY OF ARIZONA
COLLEGE OF SOCIAL & BEHAVIORAL SCIENCES
School of Information

eSports

The minor in eSports requires a minimum of **18 units or 6 courses. 12 units of the minor (four courses) must be Upper Division (300 level or above).**

Choose 9 units from the following CORE:

ISTA 251: Introduction to Game Design

GAME 311: eSport Industries

ESOC 480: Digital Engagement (Senior Standing required)

Choose 9 Elective units:

Choose three elective classes, at least two must be Upper Division, or 300 level or above.

6 units of elective must be Upper Division (300 level or above):

ESOC 330: Digital Dilemmas

GAME 303: Digital Games and Society

GAME 305: Legal Aspects of the Game Industry

GAME 307: Narrative Practices in Digital Games

GAME 308: Diversity and Bias in Gaming

GAME 309: Simulation Design and Development for Complex Problem Solving

GAME 310: Gamification in Society

GAME 312: Monetizing Independent Gaming

ISTA 416: Introduction to Human Computer Interaction

PAH 330: The Video Game Industry: An Introduction to the Business of Making Money with Play

PAH 331: Video Game Studies: Critical/Cultural Approaches

TLS 353: Recreation and Leisure in Contemporary Society

TLS 355: Planning Community Events and Recreation Programs

3 units of elective can be Lower Division:

ESOC 211: Collaborating in Online Communities

PAH 231: Global Video Game Cultures and Their Origins

Choose three elective classes, at least two must be Upper Division, or 300 level or above.

A minimum GPA of 2.0 (C average) is required for the minor.

Any advisor can declare the eSports minor. It can also be declared on the iSchool website:
<https://ischool.arizona.edu/declare>

Laura Owen

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School of Information

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Laura Owen : <https://ua-trellis.force.com/uastudent/s/advisor-calendar/?NetId=lauraowen>