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
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