VIDEOGAMING AND ESPORTS STUDIES UNDERGRADUATE MINOR

Program Requirements

- Minimum of 15 credit hours comprised of 1 required core course and 4 electives; courses may be taken in any order.

Code	Title	Credit Hours
Required		**15**
REL 230	Introduction to the Cultural Study of Videogaming	
Select 12 credits of Electives from the list below:		
ART 398	Introduction to Digital Modeling	
ART 399	Introduction to 3D Animation	
CCI 108	Playing Games and the Ancient World	
CTR 101	Leisure and American Lifestyles	
CTR 214	Inclusive Recreation	
CTR 429	Special Event Management	
ENG 227	Storylab: Multimodal Narrative	
ENG 237	Videogames and Literature	
IST 213	Games and Information: Play, Design, and Collection	
IST 214	Designing Games For Information Activities and Systems	
MST 388	Video Sports Production	
MST 428	Topics in Electronic Media	
MUP 220	Making Music with Computers	
MUP 346	Video Game Music Composition and Production	
REL 109	Religion and Popular Culture	
REL 245	Video Games and the Problem of Evil	
REL 247	Fandom and Religion: Rituals, Texts, Communities	
REL 375	Religion and Popular Culture: Selected Topics	
REL 380	Videogaming and Death	