# 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.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>REL 230</td>
<td>Introduction to the Cultural Study of Videogaming</td>
<td>15</td>
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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