# VIDEOGAMING AND ESPORTS STUDIES UNDERGRADUATE MINOR

**Program Requirements**

- Minimum of 15 credit hours.
- Courses may be taken in any order.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>REL 230</td>
<td>Introduction to the Cultural Study of Videogaming</td>
<td>15</td>
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</tbody>
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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  Monsters and Heroes: Race and Gender in Video Games and Literature
- IST 213  Games and Information: Play, Design, and Collection
- MST 388  Video Sports Production
- MST 428  Topics in Electronic Media
- MUP 220  Making Music with Computers
- 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