This program is being discontinued pending SACSCOC approval and is not accepting applications for admission. The University is still authorized to offer the program and issue the associated credential for students who are currently enrolled in the program.

A minor in Videogaming and Esports Studies will be established within the Liberal and Professional Studies Program.

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>
</tr>
</thead>
<tbody>
<tr>
<td>REL 230</td>
<td>Introduction to the Cultural Study of Videogaming</td>
<td>15</td>
</tr>
</tbody>
</table>

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