



A Course of Study for

## **ESPORTS MANAGEMENT, PRODUCTION AND PERFORMANCE**

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This cross-disciplinary program gives students an introduction to esports while preparing them for careers in media and game studies. Students completing the esports degree and certificates get prepared for employment opportunities in the digital media industry and transfer into four-year degree programs. There is a wide range of employment possibilities for students training in esports, leading to careers in journalism, athletic teams coordination, sports casting, and media production and management.

For additional career possibilities, visit the Career Services Center on the main campus to utilize computerized career information systems and other valuable career resources.

### **PROGRAMS OFFERED**

- Transfer Preparation

### **DEGREES AND CERTIFICATES**

Associate Degree

- Esports Management, Production and Performance

Certificate of Achievement

- Esports Management, Production and Performance

### **ASSOCIATE DEGREE REQUIREMENTS**

An Associate degree is granted upon successful completion of a program of study with a minimum grade point average (GPA) of 2.0 (C) in degree applicable coursework and a minimum of **60 degree applicable semester units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of one of the following general education patterns: SMC GE, CSU GE, or IGETC;
- Completion of the SMC Global Citizenship graduation requirement.

### **CERTIFICATE OF ACHIEVEMENT REQUIREMENTS**

A Certificate of Achievement is granted upon successful completion of a program of study with a minimum overall grade point average (GPA) of 2.0 © and a **designated minimum number of units**, including:

- Completion of the area of emphasis with a grade of C or higher in each course, or with a P if the course was taken on a Pass/No Pass basis, and the P is equal to a C or higher;
- Completion of at least 50% of area of emphasis units at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis. All major coursework must be completed with a "C" or better grade.

### **CATALOG RIGHTS**

A student may satisfy the requirements of a degree that were in effect at any time of the student's *continuous* enrollment. Continuous enrollment means attendance in at least one semester (Fall or Spring) in each academic year.

## TRANSFER PREPARATION

Many colleges/universities offer baccalaureate degrees in this field. Students planning to transfer to a four-year college or university should complete the lower-division major requirements and the general education pattern for the specific transfer institution. SMC has articulation agreements with the many UC and CSU campuses, as well as several private and out-of-state institutions.

Exact major requirements for UC and CSU campuses can be found online at [assist.org](http://assist.org).

A listing of private, non-profit California colleges and universities can be found online at [aiccu.edu](http://aiccu.edu). For articulation agreements between SMC and some of these institutions see [smc.edu/articulation](http://smc.edu/articulation).

## ESPORTS MANAGEMENT, PRODUCTION AND PERFORMANCE, ASSOCIATE DEGREE OR CERTIFICATE OF ACHIEVEMENT

**Program Learning Outcomes:** Upon completion of the program, students will be able to analyze and articulate the theories and critical models of the gaming and media industries, demonstrating an understanding of the principles of esports announcing, production, and performance, including professional terminology and procedures. Students will also be able to demonstrate the essential oral and written communication tools needed to function professionally in a media television production environment, including the ability to coordinate team sports.

### AREA OF EMPHASIS: (24 UNITS)

#### Required Courses: (18 units)

GAME 1	Game Design Fundamentals ( <i>formerly ET 42</i> )	3
GAME 2	Game Mechanics ( <i>formerly ET 44</i> )	3
MEDIA 4	Introduction to Game Studies	3
MEDIA 17	Sportscasting Spring Sports	3
MEDIA 46	Television Production	3
PRO CR 15	Sports Management	3

#### Restricted Electives; Students must select at least 6 units from the following list:

BUS 56	Understanding the Business of Film Entertainment	3
DMPOST 3	Digital Video Fundamentals ( <i>formerly ET 31A</i> )	3
DMPOST 30	Digital Video Editing ( <i>formerly ET 31B</i> )	3
GAME 3	Fundamentals of Unreal Engine	3
GR DES 71	Motion Graphics 1 ( <i>formerly ET 58</i> )	3
GR DES 71B	Motion Graphics 2	3
JOURN 1	The News	3
JOURN 2	Intermediate Newswriting and Reporting	3
JOURN 7	Engaging Audiences for Journalism and Social Media ( <i>same as MEDIA 25</i> )	4
MEDIA 16	Sportscasting Fall Sports	3
MEDIA 90A	Media Studies Internship	1
MEDIA 90B	Media Studies Internship	2
PRO CR 80	Athletes and Leadership	3