

Certificate in Esports

Consumer demand for esports and the growth of organized video game competitions has generated considerable attention from sport, event, and entertainment industries. Esports has grown from a fringe activity to a popular sport entertainment product fueled both by participants and spectators with competitions involving both professional and amateur participants. Esports represents a sport entertainment product requiring management expertise related to events, merchandise, sponsorship, endorsements, marketing, technology, human resources, social media, governance, legal issues, celebrity culture, and athlete well-being.

The Department of Sport and Recreation Management is offering four courses to serve as the foundation for understanding business and managerial elements of esports. Esports courses are taught by industry professionals and faculty with knowledge of esports. Each of the four courses involved synchronous and asynchronous learning delivered in seven-week on-line intensive formats.

Declare Your Certificate

Students interested in declaring this certificate in the School of Sport, Tourism and Hospitality Management (STHM) should follow these steps:

1. First, meet with your home academic advisor to confirm the minor will fit into your present academic and graduation plan. After confirming plan fit, please e-mail sthmcss@temple.edu to meet with an academic advisor or attend our peer advising hours in 108 Speakman Hall.
2. Submit a Change of Program Request form to officially add the certificate.
3. Once approved, the form will be submitted electronically to the Office of the University Registrar (O.U.R). In 3-5 business days, the request will be processed and then visible within Self-Service Banner (Student Information tab).

Questions? Contact us at sthmcss@temple.edu or at 215-204-8701.

Requirements

Code	Title	Credit Hours
Required Courses		
SRM 3233	Esports Management and Industry Trends	3
SRM 3234	Esports: Legal and Ethical Challenges	3
Elective Courses		
Select two from the following courses:		6
SRM 3220	Special Topics in Sport and Recreation Management ^{1,2}	
SRM 3235	Esports Social Media Management and Fan Engagement	
SRM 3236	Esports Revenue Production	
Total Credit Hours		12

¹ As approved by the SRM department.

² Course may only be applied once toward the certificate.

A grade point average of 2.0 in the certificate is required as well as a minimum grade of C- in each course.