

BS in Esports Business Management

Curriculum Guide

Course Number	Freshman Fall	Credits
CTC-101	Connecting to Carlow	1
CE	Critical Exploration Elective	3
SKW-101	Foundations of Writing I	3
SKC-101	Comm.: Personal to Professional	3
BSM-103	Intro to Business and Management	3
BSM-226	Human Resource Management	3

Course Number	Sophomore Fall	Credits
IT-200	Microsoft Excel	3
BSM-227	Game Design Fundamentals	3
MAT-115	Basic Applied Statistics	3
	Compass Elective	3
	Compass Elective	3

Course Number	Junior Fall	Credits
BSM-328	Compensation	3
BSM-330	Esports Business Models and Trends	3
SSC-321	Research Methods	3
Compass Elective		3
Compass Elective		3

Course Number	Senior Fall	Credits
BSM-413	Business Ethics & Social Resp.	3
BSM-332	Esports Event Management	3
	Compass Elective	3
	Compass Elective	3
	Compass Elective	3

Total Credits:	122
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Course Number	Freshman Spring	Credits
CA	Contemplation and Action Elective	3
SKW-102	Foundations of Writing II	3
SKQ-101	Quantitative Reasoning	3
IT-250SL	Information Technology I	3
BSM-203	Global Management	3

Course Number	Sophomore Spring	Credits
BSM-202	Business Communication	3
ACC-104	Principles of Accounting	3
BSM-228	Intro to Esports Management	3
IT-143	Microsoft Access	1
	Compass Elective	3
	Compass Elective	3

Course Number	Junior Spring	Credits
BSM-408	Labor Relations	3
BSM-331	Esports Digital Marketing	3
	Compass Elective	3
	Compass Elective	3
	Compass Elective	3

Course Number	Senior Spring	Credits
BSM-460	Internship	3
	Compass Elective	3

Recommended Electives

Electives in this program are chosen in consultation with a faculty advisor and can include courses toward a second major, a minor, or an area of concentration