

APPENDIX B

If classes in Appendix B are not taken as part of the AAS in Esports Management at CMCC, the sequence represented in Appendix C cannot be observed. Students must complete each CMCC course with a C or better for the class to be eligible for transfer.

CMCC AAS in Esports Management			HU BS in Esports Management, Production, & Performance		
Course	Title	Credits	Course	Title	Credits
Semester I					
ESP 100	Introduction to Esports Mgmt.	3	ESPT 120	Introduction to Esports Mgmt.	3
ENG ____	Select One: ENG 101 College Writing OR ENG 105 College Writing Seminar	3 or 4	ENGL 105	College Composition	3-4
BCA 120	Intro. to Computer Applications	3	TRANS	Transfer Elective	3
BUS 115	Leadership & Interpersonal Relations	3	ESPT 420	Esports Leadership	3
MAT 101	Business Mathematics	3	TRANS	Transfer elective	3
Semester II					
ESP 150	World of Competitive Gaming	3	TRANS	Transfer elective	3
GAM 156	Esports Game Technologies	3	ESPT	<i>Program Elective</i>	3
BUS 215	Principles of Marketing	3	MEBA 230	Marketing	3
COM 100	Public Speaking	3	COMM 110	Speech	3
ENG 220	Business Communication	3	ENGL 200	Advanced Composition and Technical Writing	3
Semester III					
ESP 225	Aspects of Game Design	3	ESPT	<i>Program Elective</i>	3
ESP 228	Esports Event Management	3	ESPT 310	Live Event Management	3
ACC 210	Principles of Accounting I	3	GENDELE1	Gen Ed Elective	3
MAT ____	MAT 100 or higher	3	MATH 120	College Algebra or Introductory Statistics	3
_____	Elective: PSY 101 or SOC 101	3	Sub. For GEND 102	Creative Mind I	3
Semester IV					
ESP 250	Esports Industry Trends	3	ESPT 210	Contemporary Issues in Esports	3
ESP 290	Esports Planning and Strategy	3	ESPT	<i>Program Elective</i>	3
ACC 212	Principles of Accounting II	3	GENDELE2	Gen Ed Elective	3
BUS 286	Social Media Marketing	3	ESPT 220	Social Media Management	3
ECO 201	Macroeconomics	3	GEND 201C	½ Civic Mind	3
Total credits		60-61	Total credits accepted		60-61

APPENDIX C

Remaining Harrisburg University Degree Requirements

For students graduating from
CMCC AAS in Esports Management transferring to HU BS in Esports Management, Production, and Performance

[Assumes students complete recommended courses at CMCC as listed in Appendix B.]

Semester I			Semester II		
Course		Credit	Course		Credit
ESPT 110	Competitive Gaming Seminar	1	ESPT 320	Field Studies: Planning and Production	3
ANLY 400	Analytics Tools and Techniques	4	GEND 103	Creative Mind II	3
MEBA 220	Principles of Business Management	3	GEND 112	Scientific Mind I	3
IMED 170	Visual Design Fundamentals	3	MEBA 110	Intro to Business and Entrepreneurship	3
MATH 120 or 280	College Algebra or Introductory Statistics	3	ESPT 298	Project I	3
SEMR 200	Steppingstone	1	SEMR 300	Keystone	1
Semester Credits		15	Semester Credits		16

Semester III			Semester IV		
Course		Credit	Course		Credit
ESPT 410	Fan Engagement Strategies	4	ESPT 498	Project II	3
MATH 150	Applied Mathematical Reasoning	3	SEMR 400	Capstone	1
ESPT 365	Internship	3	GEND 201 A/B	½ Civic Mind	3
GEND 351	Organizational Mind	6	GEND 113	Scientific Mind II	3
			Elective	Elective	3
Semester Credits		16	Semester Credits		13

Total CMCC credits: 60-61

Total HU credits: 60

Total CMCC and HU credits: 120-121