

ESPORTS BUSINESS MANAGEMENT DIPLOMA PROGRAM COURSE LIST

List is effective January 10, 2024 to August 23, 2024. Learners follow the Program Course List in place at the start of their program.

Learners have 5 years to complete the Esports Business Management (EBM) diploma program

IMPORTANT INFORMATION ABOUT THIS PROGRAM

Course availability and program requirements are determined by the Chiu School of Business

The program requirements that were in effect on the date that the learner began their program are those that need to be fulfilled in order to graduate.

Term availability listed is only for the 2023/2024 Academic Year.

Maximum class capacity is determined by the department offering the course.

Pre-requisites are courses that must be completed before taking a more advanced course.

Learners may attempt a course a maximum of 3 times. This includes withdrawing from a course.

Term	Course		Credits	Availability	Passing grade	Pre-requisite	Checklist (for learner use)
1	ESPR1101	Introduction to Esports	3	Winter 2024	D (50% or higher)		
2	ESPR1102	Esports Global Ecosystem	3	Fall 2025	D (50% or higher)	ESPR1101	
1 or 2	ACCT1103	Introduction to Financial Accounting	3	Fall/Winter/Spring	D (50% or higher)		
	MGMT1101	Introduction to Management	3	Fall/Winter/Spring	D (50% or higher)		
	MGMT1201	Business Communication	3	Fall/Winter/Spring	D (50% or higher)		
	MKTG1101	Introduction to Marketing	3	Fall/Winter/Spring	D (50% or higher)		
	HRES1101	Organizational Behaviour	3	Fall/Winter/Spring	D (50% or higher)		
	HRES2201	Introduction to Human Resources	3	Fall/Winter/Spring	D (50% or higher)		
	MGMT1102	Introduction to Organizations and	3	Fall/Winter/Spring	D (50% or higher)		
	MGMT1601	Business Law	3	Fall/Winter/Spring	D (50% or higher)		
3	MGMT1401	Microeconomics	3	Fall/Winter/Spring	D (50% or higher)		
	ESPR2101	Production and Broadcasting in Esports	3	Winter 2025	D (50% or higher)	ESPR1101	
	Choose 3 of the following courses						
	ACCT2201	Management Accounting I	3	Fall/Winter/Spring	D (50% or higher)		
	FNSR2101	Introduction to Insurance and Risk	3	Fall and Winter	D (50% or higher)		
	MGMT2304	Introduction to Business Analytics	3	Fall/Winter/Spring	D (50% or higher)		
	MGMT2901	Introduction to Entrepreneurship	3	Fall/Winter/Spring	D (50% or higher)		
4	ESPR2201	Esports Health, Wellness, and Ethics	3	Fall 2024	D (50% or higher)	ESPR1101	
	ESPR2301	Esports Marketing and Monetization	3	Fall 2025	D (50% or higher)	ESPR1101, MKTG1101, ACCT1103	
	MGMT2998	Business Strategy	3	Fall/Winter/Spring	D (50% or higher)	ACCT1103, MGMT1101, MKTG1101	
	ESPR2999	Esports Business Management Capstone	3	Fall 2025	D (50% or higher)	*Completion of 45 credits from the EBM program. *Minimum C+ grade in	
	MGMT2401	Macroeconomics	3	Fall/Winter/Spring	D (50% or higher)	MGMT1401	

TOTAL CREDITS60A full time course load is 9 credits or more. A part time course load is 8 credits or less.