

ESPORTS BUSINESS MANAGEMENT DIPLOMA PROGRAM COURSE LIST

List is effective September 3, 2024 to August 22, 2025. Learners follow the Program Course List in place at the start of their program.

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

IMPORTANT INFORMATION ABOUT THIS PROGRAM

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

Not all course modes are available for all courses or programs, and not all courses are available each term. Learners should follow up on their individual program areas, or their MyBVC for information for courses delivery types and availability.

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 2024/2025 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	D (50% or higher)			
2	ESPR1102 Esports Global Ecosystem	3	Fall	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 Sustainability	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	D (50% or higher)	ESPR1101		
	Choose 3 of the following courses						
	ACCT2201 Management Accounting I	3	Fall/Winter/Spring	D (50% or higher)	C+ in ACCT1103		
	FNSR2101 Introduction to Insurance and Risk Management	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	D (50% or higher)	ESPR1101		
	ESPR2301 Esports Marketing and Monetization	3	Fall	D (50% or higher)	ESPR1101, MKTG1101, ACCT1103		
	MGMT2401 Macroeconomics	3	Fall/Winter/Spring	D (50% or higher)	MGMT1401		
	MGMT2998 Business Strategy	3	Fall/Winter/Spring	D (50% or higher)	ACCT1103, MGMT111, MGMT1102, MKTG1101		
	ESPR2999 Esports Business Management Capstone	3	Fall	Pass or fail	*Completion of 45 credits from the EBM program. *Minimum C+ grade in MGMT1201		

TOTAL CREDITS 60 A full time course load is 9 credits or more. A part time course load is 8 credits or less.