ESPORTS MANAGEMENT (AS)

Program Overview

Associate in Science Degree

The Associate in Science Degree in Esports Management (MGEA) is offered by the Business Management Department for students with a passion for esports and a desire to work in the field. The curriculum draws on the expertise of faculty throughout the university to offer students an interdisciplinary experience in management, information technology, and digital media production. While learning skills in these areas, students will explore their career options within esports and affiliated organizations.

This curriculum includes courses in management, game design, audio and video production, marketing, and incorporates the computer and interpersonal skills essential for initial employment in business, event, and esports positions. Courses incorporate a blend of technical, analytical and people skills necessary for real world success. Students gain these skills by practicing what they will be doing in the typical workplace and developing lifelong learning habits to ensure continued growth in their careers. Reflecting today's workplace, the associate degree in Esports Management combines primarily face-to-face instruction with online learning experiences. Hands-on training is key to the program.

Graduates of the Associate in Science degree program in Esports Management may be qualified to work in a variety of positions including esports marketing representative or social media content creator, event coordinator or promoter, fan engagement or client relations representative, communications coordinator, or esports team organizer. In addition, graduates of this program are eligible to continue for a Bachelor of Science degree in Business Management.

Curriculum

Course	Title	Quarter Credit Hours
Term I		
DMP 100	Intro Digital Shooting/Editing	1
MGE 101	Introduction to Esports Management	4
MGM 108	Introduction to Business	4
MGM 111	Workplace Technology	3
EN 100	Introduction to College Writing (COM Core) [1]	4
	Quarter Credit Hours	**16**
Term II		
MGE 121	Esports Competition Lab	1
MGM 135	Business Analysis with Spreadsheets	4
DMP 125	Field Shooting and Editing	4
DMP 127	Lighting	3
Choose one of the following (depending upon Math Placement):		4-5
MA 105	Basic College Math with Lab (MA/SCI Core) [1]	
MA 110	Introduction to College Math (MA/SCI Core) [1]	
MA 121	Business Math (MA/SCI Core) [1]	
MA 200	Applied Math for Business (MA/SCI Core) [1,2]	
	Quarter Credit Hours	**16-17**
Term III		
MGM 105	Effective Teams and Projects	3
MGM 130	Accounting Fundamentals	4
DMP 103	Audio Design	2
VGD 114	Introduction to Game Development	3
EN 200	Workplace Communications (COM Core) [1]	4
	Quarter Credit Hours	**16**
Term IV		
MGM 133	Principles of Management	4
MGM 241	AI in the Workplace	4
SS 274	Human Relations in the Workplace	4
Choose one of the following (depending upon Term II):		4
MA 121	Business Math (MA/SCI Core) [1]	
MA 200	Applied Math for Business (MA/SCI Core) [1,2]	
Elective	100-200 Level Math/Science Core [1]	
	Quarter Credit Hours	**16**
Term V		
MGM 233	Planning Your Financial Future	4
GDS 111	HTML and JavaScript	4
SS 236	Small Business and the Law	4
Elective	100-200 Level Humanities (or Arts/Foreign Language) Core [1]	4
	Quarter Credit Hours	**16**
Term VI		
MGM 210	Marketing Communications	4
MGM 288	Project Planning	4
Elective	100-200 Level Humanities (or Arts/Foreign Language) Core [1]	4
Choose one of the following:		3-4
MGM 264	Sales and Customer Service	
MGM 277	Leadership in Action	
MGM 296	Associate Internship	
	Quarter Credit Hours	**15-16**
	Total Quarter Credit Hours	**95-97**

1. Liberal Arts Core.
2. For students intending to enroll in the bachelor's program in Business Management upon completion of the associate degree program.

Legend

C = Number of lecture hours per week
L = Number of laboratory hours per week
T = Total Quarter Credit Hours where each lecture hour per week is one credit, every 2-4 laboratory hours are one credit depending on the expected amount of pre- or post-lab work.

All associate degree students are required to take 32 credits of liberal arts and math/science courses as selected from the liberal arts core. See the course descriptions section of this catalog for a list of the core area courses. Students who place out of MA 105 Basic College Math with

Lab/MA 110 Introduction to College Math must still take 32 credits of core courses.

Subject to change.

Program Mission, Goals, and Outcomes

Program Mission

The mission of the Esports Management program (MGEA) is to provide a specialized associate degree program to prepare students to become employed as entry-level professionals in the esports field.

The course work emphasizes integration of content and knowledge mixed with hands-on learning experiences. In addition to developing management, technical, and interpersonal skills, students will practice the latest applications and technology used in organizations.

The skilled MGEA graduate can be hired as an indispensable professional who is involved in a variety of aspects of an esports organization or affiliated industries.

Program Goals

1. To provide learning opportunities for students to acquire and practice the management knowledge and skills needed to function as entry-level professionals in esports and a variety of organizations.
2. To provide students the opportunity to acquire technical, interpersonal, and analytical knowledge and skills utilized in the esports industry.
3. To prepare students for entry into a Business Management baccalaureate degree program.

Program Outcomes

Graduates of this program will be able to:

1. Understand and demonstrate collaborative professional behaviors in diverse team environments.
2. Develop a range of leadership skills and abilities such as motivating others, leading changes, and resolving conflict.
3. Demonstrate a range of fundamental technical skills including office productivity applications, video and audio recording and editing, and basic game development.
4. Apply current business management practices and technologies and develop skills for related lifelong learning.
5. Identify, interpret, and use oral, written, visual, and nonverbal communication skills that are effective in diverse contexts.
6. Examine, appraise, and execute ethical best practices in gaming and esports.
7. Make effective business decisions using relevant technology and data.

Q&A and Technical Standards Questions & Answers

1. When do my classes meet?
Day Classes: Technical classes normally meet for three hours a day five days a week. Classes normally begin in the early morning (7:45 a.m.), late morning (usually 11:25 a.m.), or mid-afternoon. The time slot for your program may vary from term to term.

Evening Classes: Technical classes meet on the average of three nights a week, although there may be times when they will meet four nights a week. Classes normally begin at 5:45 p.m.

In addition, to achieve your associate degree, you will take a total of approximately eight liberal arts courses, which will be scheduled around your technical schedule over the course of your entire program. Each liberal arts course meets approximately four hours per week. Liberal arts courses are offered days, evenings, and Saturdays.

At the beginning of each term you will receive a detailed schedule giving the exact time and location of all your classes. The College requires that all students be prepared to take classes and receive services at any of NEIT's locations where the appropriate classes and services are offered.

When a regularly scheduled class falls on a day which is an NEIT observed holiday (Columbus Day, Veterans Day, Martin Luther King, Jr. Day, and Memorial Day), an alternate class will be scheduled as a make up for that class. The make-up class may fall on a Friday. It is the student's responsibility to take note of when and where classes are offered.

2. How large will my classes be?
The average size for a class is about 20 to 25 students; however, larger and smaller classes occur from time to time.

3. How much time will I spend in lab?
Almost half of your technical courses consist of laboratory work. In order for you to get the most out of your laboratory experiences, you will first receive a thorough explanation of the theory behind your lab work.

4. Where do my classes meet?
Students should be prepared to attend classes at any of NEIT's classroom facilities: either at the Post Road, Access Road, or East Greenwich campus.

5. I have not earned my high school diploma or GED: can I enroll in an Associate Degree Program?
A candidate for admission to an associate degree program must have a high school diploma, have earned a recognized equivalency diploma (GED), or meet the federal home school requirements.

6. How long should it take me to complete my program?
To complete your degree requirements in the shortest possible time, you should take the courses outlined in the prescribed curriculum. For a typical six-term curriculum, a student may complete the requirements in as little as 18 months.

To complete all your degree requirements in the shortest time, you should take at least one liberal arts course each term.

Students may also elect to complete some of their liberal arts requirements during Intersession (except for EN courses), a five-week term scheduled between Spring and Summer Terms. Students will not be assessed any additional tuition for liberal arts courses taken during the Intersession but may be assessed applicable fees.

Students wishing to extend the number of terms needed to complete the required technical courses in their curriculum will be assessed additional tuition and fees.

7. Is NEIT accredited?
NEIT is accredited by the New England Commission of Higher Education (NECHE). Accreditation by NECHE is recognized by the federal government and entitles NEIT to participate in federal financial aid

programs. Some academic departments have specialized professional accreditations in addition to accreditation by NECHE. For more information on accreditation, see NEIT's catalog.

8. Can I transfer the credits that I earn at NEIT to another college?
The transferability of a course is always up to the institution to which the student is transferring. Students interested in the transferability of their credits should contact the Office of Teaching and Learning for further information.

9. Can I transfer credits earned at another college to NEIT?
Transfer credit for appropriate courses taken at an accredited institution will be considered upon receipt of an official transcript for any program, biology, science, and mathematics courses in which the student has earned a "C" or above within the past three years and for English or humanities courses in which the student has earned a "C" or above within the last ten years. An official transcript from the other institution must be received before the end of the first week of the term for transfer credit to be granted for courses to be taken during that term. Students will receive a tuition reduction for the approved technical courses based on the program rate and will be applied against the final technical term of the curriculum's tuition amount. No tuition credit is provided for courses, which are not a part of the technical curriculum.

10. What is the "Feinstein Enriching America" Program?
New England Institute of Technology is the proud recipient of a grant from the Feinstein Foundation. To satisfy the terms of the grant, the College has developed a one-credit community enrichment course, which includes hands-on community enrichment projects. The course can be taken for a few hours per term, spread over several terms. Students who are already engaged in community enrichment on their own may be able to count that service towards course credit.

11. How many credits do I need to acquire my Financial Aid?
In order to be eligible for the maximum financial aid award, you need to maintain at least 12 credits per academic term.

12. What does my program cost?
The cost of your program will be as outlined in your enrollment agreement, along with your cost for books and other course materials. Students who decide to take more terms than the enrollment agreement describes to complete the technical courses in their curriculum will be subject to additional fees and possible additional tuition costs. Students who elect to take the technical portion of the degree requirements at a rate faster than the rate prescribed in the curriculum and the enrollment agreement will be assessed additional tuition.
Students who require prerequisite courses will incur additional tuition and fees above those outlined in their enrollment agreement.

If a student elects to take a course(s) outside of the prescribed curriculum, additional tuition and fees will be assessed.

Remember, students who withdraw and re-enter, one time only, pay the tuition rate that was in effect for them at the time of their last day of attendance for up to one year from their last day of attendance. Second re-entries and beyond pay the tuition rate in effect at the time they re-enter. The most economical way for you to complete your college degree is to begin your program now and continue your studies straight through for the six terms necessary to complete your degree requirements.

13. What kind of employment assistance does NEIT offer?
The Career Services Office assists NEIT students and graduates in all aspects of the job search, including resume writing, interviewing skills, and developing of a job search strategy. Upon completion of their programs, graduates may submit a resume to the Career Services Office to be circulated to employers for employment opportunities in their fields. Employers regularly contact us about our graduates. In addition, our Career Services Office contacts employers to develop job leads. A strong relationship with employers exists as a result of our training students to meet the needs of industry for over fifty years. No institution can, and NEIT does not, guarantee to its graduates employment or a specific starting salary.

14. Where will job opportunities exist?
Graduates have obtained employment in the local area. However, one of the most exciting aspects of this programs is the ability to look nationally (even internationally) for employment opportunities.

15. What kind of jobs will I be qualified for?
You will find some of your best opportunities in smaller firms or in corporate settings, which typically offer more entry-level jobs. However, since this is a fast-growing and developing field, job opportunities may be found in many different industries seeking esports knowledge and support for traditional business activities.

The following lists only a few of the positions for which an Esports Management graduate may be qualified: esports marketing representative or social media content creator, event coordinator or promoter, fan engagement or client relations representative, communications coordinator, or esports team organizer. Graduates of this program may decide to continue for a Bachelor of Science Degree in Business Management to expand their resumes to be qualified for higher-level positions.

Esports Management provides a dynamic opportunity to start a career as a professional whose skills are always in demand in a variety of fields. A degree in management allows students to work in many areas of organizations affiliated with the rapidly growing esports industry.

The position and the salary that the graduate commands are always dependent upon the graduate's past experience, his or her computer skills, his or her success in academics at NEIT, his or her job search and interviewing skills, and his or her ability and willingness to comply with all employment requirements (e.g., any assessments, background checks, drug testing).

16. How important is attendance?
Recent data show that missing two or more class meetings of a course in a term often results in failing the course. Barring a serious emergency, you are expected to attend all classes, whether they are held on campus or virtually. It is especially important to be at the first class, as course expectations and schedule are discussed. In courses which use learning teams, absences have an even greater impact. Except for serious emergencies, all absences should be communicated to the professor as soon as possible and to any student team of which you are a member.

17. How much of my coursework will be online?
Most of our courses are scheduled for on-campus meetings, as explained in Question 1 above. However, some courses will include "hybrid" delivery, which means some meetings during the term may be held using online synchronous conferencing, such as Zoom, or asynchronous online instruction and assignments through our learning management system. This may happen when the class is unable or not planning to meet on a particular day, such as holidays, snow days, field trips, or other reasons. In addition, students occasionally have the option to take some of the general education courses 100% online.

18. How much work will I have outside of class and lab time in my courses?
The design of our courses requires you to do work outside of class to be successful, including, but not limited to reading course texts and other materials, watching videos, completing homework assignments, completing major course projects, and team assignments. You will be expected to work outside of class in all classes every week. As a working student, whether full-time or part-time, consider carefully how you will complete this required work.

19. Are there any professional behavior standards in the Business Management program?
Students are expected to exhibit professional behavior in all interactions with faculty and other students. Besides the technical skills you will be learning, you will practice appropriate interpersonal skills that are valued in the workplace. This includes attendance, participation and preparation for class, and ability to work in a team. Development of professional values and attitudes is inherent in the curriculum, and students will be expected to exhibit such behavior.

Technical Standards

These technical standards set forth by the Business Management Department establish the essential qualities considered necessary for the students admitted to the program. The student must possess the following skills and abilities or be able to demonstrate that they can complete the requirements of the program with or without reasonable accommodation, using some other combination of skills and abilities.

Cognitive Ability

- to reason and think critically.
- to proofread and edit using standard proofreaders' marks.
- to learn and recall detailed information and to use it for problem solving.
- to break information into its component parts.
- to understand spatial relationships.
- To perform basic math skills through addition, subtraction, multiplication and division of numbers and fractions.
- to perform tasks by observing demonstrations.
- to perform tasks by following written instructions.
- to perform tasks following verbal instructions.

Interpersonal and Communications Skills

- to speak in understandable English in a classroom situation, in a one-on-one interaction, as well as before a group.
- to express thoughts clearly through writing (English).
- to read English sufficiently to read equipment manuals, installation instruction, and technical service bulletins.
- to actively and clearly communicate with faculty, staff, and students.
- to demonstrate the knowledge acquired during the classroom training process.
- to be able to work cooperatively and collaboratively on in-class and assignment/project teams/groups.

Adaptive Ability

- to remain calm in the face of computer lab equipment and/or software failure.
- to maintain emotional stability and demonstrate the maturity necessary to interact with other members of the faculty and students in a responsible manner.
- to follow instructions and complete tasks under stressful and demanding conditions.
- to adapt in a positive manner to new and changing situations with an open mind and flexibility.

Professionalism Skills

- to demonstrate professional and socially appropriate behavior, dress and grooming
- to be able to interact appropriately with others
- to work independently or as part of a group/team during class and lab time
- to maintain academic integrity in all courses
- to attend all class meetings and student team meetings and communicate in advance of absences that are not the result of serious emergency

Responsibility for Learning

- to actively use and be responsive to others through the learning management system (Canvas) and NEIT email
- to manage and complete both on-line and face-to-face assignments, and proactively seek assistance when needed
- to manage your course workload and your other life and paid-work responsibilities so that you have sufficient time to prepare for class, complete assignments, and be successful in the program

Physical Ability

- to read with or without corrective lenses or adaptive equipment.
- to possess ample hand-eye coordination in order to learn the skill of touch typing.
- to sit during regularly scheduled lab classes at a personal computer or stand in radio or television studios, radio production booths, and editing booths in order to perform essential courses functions.
- to participate in both group and individual lab activities in a professional and safe manner
- to perform tasks in confined spaces (i.e. edit booths).
- to perform learned skills, independently, with accuracy and completeness within reasonable time frames in accordance with classroom and business procedures.
- to perform tasks requiring bending, stooping, kneeling and walking.

Manual Ability

- to coordinate hands, eyes, and fingers in the operation of computers and business equipment including cameras and edit controllers.

Degree Progress Checklist

Esports Management - AS

Degree Progress Checklists

- For students entering October 2024 or later
- For students entering October 2022 to September 2024