

PROPOSAL FOR ESPM BS/MBA BUSINESS STUDIES 4+1 CONCENTRATION

- 8 General Studies courses
- 4 At-Some-Distance courses
- 12 Graduate Courses

Text Description of Proposed New Option

This is a proposal for a new concentration (track) within the ESPM program which will allow students to earn a B.S. in Esports Management and a Masters in Business Administration (M.B.A.) in 5 years, referred to as the 4+1 program. This proposal will extend students in the BS in Esports Management with the same opportunity as other business school majors. It will also position Stockton University as one of the first public institutions in the United States to offer esports students an opportunity to pursue an accelerated MBA.

To be eligible for admission into the BS ESPM/MBA, students must have earned 96 credits or less, have a 3.5 G.P.A. in the ESPM Program. The proposal requests that four (4) M.B.A. classes completed during the student's senior year be counted as BSNS Foundation classes and degree electives thus fulfilling requirements in the M.B.A. program. In other words, the four (4) BSNS graduate courses will count for both the B.S. in Esports Management degree and the M.B.A. degree.

In the BSNS program students must successfully complete MGMT 3120 Operations Management and the prerequisite BSNS 2120 Quantitative Business Methods. For the HTMS program, the following courses are used to satisfy these requirements: HTMS 3120 Facilities Management and HTMS 2122 Hotel Administration. For the Esports Management Program, the following courses will be used to satisfy the requirements. CSCI 2101 Programming and

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entire business works. With that in mind, it is quite obvious that the advice of MBAs with a strong grasp on business efficiency might prove highly useful to esports organization and the industry in general⁶.”

- Additionally, adding this program option distinguishes Stockton’s program as there are limited points of entry for students in master level degrees in connection to esports. The following schools offer a master’s level program in the United States, however, it was not found that there are specific esports accelerated degree options available. This would position Stockton as potentially the first program offering of its type.

Program	Program Title	University
MS	Master’s in Sports and Esports Administration	Clark University
MBA	Master of Business Administration: Esports Management	Florida Southern College
MS	University’s Master of Esports Management	Miami University
MS	Master of Sports Leadership with a focus on esports	Northeastern University
MS	Master of Science in Gaming and Esports Management	Post University
MBA	The Esports Management MBA concentration	Shenandoah University
MS	Master's in Esports Business (MS)	University of New Haven

Additional program curriculum worksheets are provided below.

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HTMS (ESPM) 3139 Esports Event Production	4	Subject: ASD or G-course Attribute: A, H, I, R, and/or V	4
PLAW 5250 Law Ethics	3	ESPM 5950 Internship (May be taken in the summer)	3
Undergraduate Program Elective	4	MBA Elective	

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Table B: Courses in BS

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