**Nebraska Wesleyan University**

# HHP 1650 Intro To Esports Management

## Catalog

2025-2026

## Course Description

Esports is one of the fastest growing industries, attracting 450 million viewers and generating over $1bn in revenue in 2020. This course will introduce you to the history of competitive gaming and will explore its ecosystem. You will learn to navigate Esports leagues, teams, players, publishers, tournament operators, media and affiliate organizations. Furthermore, you'll get firsthand experience in analyzing the space. This online course has optional live sessions. No Pass/Fail

## Course Hours

3 hours

## Departments

1. Health and Human Performance (Undergraduate)