**Nebraska Wesleyan University**

# HHP 1650 Intro To Esports Management

## Catalog

2026-2027

## 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.

*This course is offered online through a consortium of accredited colleges and universities. Instruction is provided by faculty employed by partner institutions within the consortium, with technology and administrative support provided by Rize Education. Oversight of courses offered through the consortium are reviewed and approved by Nebraska Wesleyan University. Students register through Nebraska Wesleyan University and receive academic credit from Nebraska Wesleyan University.*

## Course Hours

3 hours

## Departments

1. Health and Human Performance (Undergraduate)