

Edhe 328: Esports in American Higher Education

Higher Education

This course invites students to explore esports in American higher education through addressing a number of questions. What is esports? What defines a sport, and does esports meet that definition? What is the history of esports and esports in higher education? How and why do colleges and universities offer esports? What does esports look like today in American higher education? How do students involved in esports see their experiences? What esports-related career opportunities are there for students? What issues of concern should colleges and universities keep in mind in offering esports programs?

3 Credits

Instruction Type(s)

- Lecture: Lecture for Edhe 328
- Lecture: Web-based Lecture for Edhe 328

Subject Areas

- [Higher Education/Higher Education Administration](#)

Related Areas

- [Adult and Continuing Education Administration](#)
- [Educational Leadership and Administration, General](#)

