

eSports

Graduate Certificate in eSports Organization and Management

This program is designed to provide performance management and communication skills for students interested in pursuing the rapidly growing world of competitive gaming in eSports coaching/management careers. The certificate will be offered as a stand-alone to undergraduate or graduate students. This graduate certificate can also be used as part of the Graduate School's Master's Degree of Interdisciplinary Graduate Studies (IGS).

Admission Requirements

Applicants must meet the following requirements for admission to the Graduate Certificate in eSports Organization and Management:

- Current UAB undergraduate student in good standing with 60+ credit hours completed (36 of these credit hours must have been taken at UAB) and an institutional GPA of 3.0 OR students who have completed an undergraduate degree with an overall GPA of at least 2.5 on a 4.0 scale.
- Applicants must submit a certificate-seeking application for admission to the [UAB Graduate School](#).

Note: Undergraduate students cannot use the graduate credit hours from this certificate program toward their undergraduate degree.

Students can start this 15-hour eSports Organization and Management Graduate Certificate in either the fall, spring, or summer.

Graduate Certificate in eSports Organization and Management

Requirements	Hours
KIN 530 Introduction to eSports	3
KIN 531 eSports in Action	3
KIN 555 eSports Management	3
KIN 681 eSports in the Mass Media	3
Choose one of the following:	3
KIN 606 Sport Law	
KIN 656 Advanced Sport Psychology	
KIN 697 Advanced Field Experience in Kinesiology	
PY 742 Sport Psychology	
Total Hours	15