

ROGERS STATE UNIVERSITY
B.S. Information Technology – eSports

Catalog Year	Department	Major Code	Required Hours
2023-2024	Technology & Justice Studies	BTES	120
GENERAL EDUCATION REQUIREMENTS (44 Credit Hours)			
Code	Title	Credit Hours	
First Year Experience: 2 Credit Hours			
UNIV 1152	The University Experience	2	
Communications: 9 Credit Hours			
ENGL 1113	Composition I	3	
ENGL 1213	Composition II	3	
SPCH 1113	Speech Communication	3	
Social and Behavioral Sciences: 9 Credit Hours			
HIST 2483 or HIST 2493	American History to 1877 American History Since 1877	3	
POLS 1113	American Federal Government	3	
Choose one course from the social science general education list - PSY 1113 Introduction to Psychology Recommended		3	
Science and Mathematics: 12 Credit Hours			
BIOL XXX3	Biological Science w/Lab	4	
PHYS XXX3	Physical Science w/Lab	4	
MATH 1513 (or Higher)	College Algebra	3	
Humanities: 6 Credit Hours			
Choose two courses from the Humanities General Education list - ART 1113 Art Appreciation & HUM 2893 Cinema Recommended		6	
Global Studies: 3 Credit Hours			
Choose one course from the Global Studies General Education list - MGMT 3013 Conflict Resolution Recommended		3	
Elective: 3 Credit Hours			
Choose one additional course from the General Education List		3	
MAJOR REQUIREMENTS (77 Credit Hours)			
Code	Title	Credit Hours	
Program Core Requirements: 35 Credit Hours			
CS 1113	Microcomputer Applications	3	
CS 1213	Introduction to Computing	3	
CS 2223	Programming I	3	
CS 2323	Programming II	3	
CS 3223	Data Modeling	3	
CS 3413	Systems Analysis	3	
CS 3623	Human-Computer Interface Development	3	
IT 1411	Orientation to Computer Technology	1	
IT 2143	Introduction to Networking	3	
IT 2153	Network Operating Systems I	3	
IT 3723	Computer Architecture	3	
IT 4504	Practicum and Capstone	3	
eSports Option: 42 Hours			
CS 1413	Introduction to Game Development	3	
CS 2163	Web Site Design and Development	3	
CS 3213	Multimedia Development	3	
CS 4523	Advanced Web System Development	3	
ESPT 1113	Introduction to eSports	3	
ESPT 3503	eSports Business Models	3	
SPMT 3513	Marketing Sports	3	
PSY 3513	Sports Psychology	3	
SOC 3513	Games and Culture	3	
TECH 3013	Leadership & Decision-Making Skills	3	
TECH 3023	Emerging Technologies	3	
MKTG 3113	Principles of Marketing	3	
MKTG 3313	E-Marketing	3	
XXXX	Free Elective	3	
All Major Requirements must be completed with grade a C or higher			

Suggested Plan of Study

	FIRST SEMESTER			SECOND SEMESTER		
	Code	Title	Hours	Code	Title	Hours
FRESHMAN	UNIV 1152	The University Experience	2	CS 2223	Programming I	3
	ENGL 1113	Composition I	3	POLS 1113	American Federal Government	3
	IT 1411	Orientation to Computer TECH	1	MATH 1513	College Algebra	3
	IT 2143	Introduction to Networking	3	IT 2153	Network Operating Systems I	3
	CS 1213	Introduction to Computing	3	CS 1413	INTRO to Game Development	3
	ART 1113	Art Appreciation	3			
	Credit Hours		15	Credit Hours		15
SOPHOMORE	THIRD SEMESTER			FOURTH SEMESTER		
	ENGL 1213	Composition II	3	BIOL XXX3	Biological Science w/Lab	4
	CS 2323	Programming II	3	SPCH 1113	Speech Communication	3
	CS 1113	Microcomputer Applications	3	MKTG 3113	Principles of Marketing	3
	HIST XXXX	American History Gen-Ed	3	CS 3213	Multimedia Development	3
	ESPT 1113	Introduction to eSports	3	PSY 3513	Sports Psychology	3
	Credit Hours		15	Credit Hours		16
JUNIOR/CS	FIFTH SEMESTER			SIXTH SEMESTER		
	PHYS XXX3	Physical Science w/Lab	4	MGMT 3013	Conflict RESOL; I'm Always Right!	3
	SOC 3513	Games and Culture	3	HUM 2893	Cinema	3
	CS 3223	Data Modeling (F)	3	XXXX	GENED Free Elective	3
	CS 3413	Systems Analysis (F)	3	MKTG 3313	E-Marketing (S)	3
	TECH 3013	Leadership & DEC-Making Skills	3	TECH 3023	Emerging Technologies	3
	Credit Hours		16	Credit Hours		15
SENIOR	SEVENTH SEMESTER			EIGHTH SEMESTER		
	CS 2163	Website Design & DEV	3	CS 3623	Human Computer Interface (S)	3
	SPMT 3513	Marketing Sports	3	CS 4523	ADV Web Systems Development (S)	3
	IT 3723	Computer Architecture	3	XXXX	GENED Free Elective	3
	ESPT 3503	eSports Business Models	3	IT 4504	Practicum & Capstone	4
	PSY 1113	INTRO to Psychology	3			
	Credit Hours		15	Credit Hours		13

"F" Denotes Fall Semester Only

"S" Denotes Spring Semester Only

CS 1213 - Introduction to Computing is a prerequisite for CS 2223

CS 2223 - Programming I is a prerequisite for CS 3223, CS 3413, & CS 3623

CS 2323 - Programming II is a prerequisite for CS 3333, CS 3363, & CS 3733

CS 2163 - Website Design & DEV is a prerequisite for CS 4523 - ADV Web Systems Development

IT 2143 - Introduction to Networking is a prerequisite for IT 2153 - Network Operating Systems I

MKTG 3113 -Principles of Marketing is a prerequisite for MKTG 3313 -E-Marketing

Contact Information

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