ROGERS STATE UNIVERSITY

B.S. Information Technology – eSports

	Department	Major Code	Required Hours
2023-2024	Technology & Justice	BTES	120
	Studies		
	GENERAL EDUCATION REQU	IREMENTS (44 Credit Hours)
Code	Title	memeris (++ create risars	Credit Hours
First Year Experience: 2 Credit Hou			5.64.1.164.15
UNIV 1152	The University Experie	nce	2
Communications: 9 Credit Hours	, ,		
ENGL 1113	Composition I		3
ENGL 1213	Composition II		3
SPCH 1113	Speech Communication	n	3
Social and Behavioral Sciences: 9			
HIST 2483	American History to 1		3
or HIST 2493	American History Since		
POLS 1113	American Federal Gov		3
Science and Mathematics: 12 Cred	science general education list - PSY	1113 Introduction to Psychology Recomn	nended 3
BIOL XXX3	Biological Science w/L		4
PHYS XXX3	Physical Science w/Lat)	4
MATH 1513 (or Higher)	College Algebra		3
Humanities: 6 Credit Hours			
Choose two courses from the Humaniti	es General Education list - ART 1113 Art A	Appreciation & HUM 2893 Cinema Recon	nmended 6
Global Studies: 3 Credit Hours			
	al Studies General Education list - MG	CAAT 2012 Conflict Baselution Basemen	ded 3
	in Studies General Education list - Me	in 3013 Conflict Resolution Recommen	<u> </u>
Elective: 3 Credit Hours			
Choose one additional course from	n the General Education List		3
	MAJOR REQUIREMEI	NTS (77 Credit Hours)	
Code	Title	, , , , , , , , , , , , , , , , , , , ,	Credit Hours
Code Program Core Requirements: 35 C	Title		Credit Hours
Program Core Requirements: 35 C CS 1113	Title		3
Program Core Requirements: 35 C CS 1113 CS 1213	Title Credit Hours Microcomputer Applic Introduction to Compu	ations	3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I	ations	3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II	ations	3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling	ations	3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis	rations uting	3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte	erface Development	3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Interest	erface Development ter Technology	3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte	erface Development ter Technology rking	3 3 3 3 3 3 3 1
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Interpretation to Computer Introduction to Netwo	erface Development ter Technology rking stems I	3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Interpretation to Computer Introduction to Netwook Operating Systems Operating System	erface Development ter Technology rrking stems I	3 3 3 3 3 3 3 1 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2323 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723	Title Tredit Hours Microcomputer Applic Introduction to Composite Programming I Programming II Data Modeling Systems Analysis Human-Computer Interpretation to Computer Introduction to Netwood Network Operating Sycomputer Architecture	erface Development ter Technology rrking stems I	3 3 3 3 3 3 1 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Interpretation to Computer Introduction to Network Operating Systems And Capston Introduction and Capston Introduction to Game	erface Development ter Technology rrking stems I e	3 3 3 3 3 3 1 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and E	erface Development ter Technology orking stems I e ne Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and E Multimedia Developm	erface Development ter Technology orking stems I e ne Development Development Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System	erface Development ter Technology orking stems I e ne Development Development Development Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System Introduction to eSport	erface Development ter Technology orking stems I e ne Development Development Development Development Development Development Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Sy Computer Architecture Practicum and Capstor Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System Introduction to eSport eSports Business Mod	erface Development ter Technology orking stems I e ne Development Development Development Development Development Development Development Development	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503	Title Credit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System Introduction to eSport	erface Development ter Technology orking stems I e ne Development Development Development Development Development Development Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Sy Computer Architecture Practicum and Capstor Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System Introduction to eSport eSports Business Mod Marketing Sports	erface Development ter Technology orking stems I e ne Development Development Development Development Development Development Development Development	3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513 PSY 3513	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Inte Orientation to Computer Introduction to Network Operating Sy Computer Architecture Practicum and Capstor Introduction to Game Web Site Design and E Multimedia Developm Advanced Web System Introduction to eSport eSports Business Mod Marketing Sports Sports Psychology	erface Development ter Technology orking stems I e ne Development Development ent n Development s els	3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513 PSY 3513 SOC 3513 TECH 3013 TECH 3023	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Interpretation to Computer Introduction to Network Operating Systems And Capston Introduction to Game Web Site Design and Experimental Developmental Devel	erface Development ter Technology orking stems I ee ne Development Development ent n Development s els	3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513 PSY 3513 SOC 3513 TECH 3013 TECH 3023 MKTG 3113	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Intervention to Computer Introduction to Network Operating Systems Analysis Introduction to Network Operating Systems Analysis Introduction to Network Operating Systems Architecture Practicum and Capston Introduction to Game Web Site Design and Experimental Developmental Develop	erface Development ter Technology orking stems I ee ne Development Development ent n Development s els	3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513 PSY 3513 SOC 3513 TECH 3013 TECH 3023 MKTG 3113 MKTG 3313	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Intervence Orientation to Computer Introduction to Network Operating Systems Analysis Introduction to Network Operating Systems Analysis Introduction to Game Web Site Design and Expected Web Site Design and Expected Web System Introduction to export exports Business Mod Marketing Sports Sports Psychology Games and Culture Leadership & Decision Emerging Technologie Principles of Marketing E-Marketing	erface Development ter Technology orking stems I ee ne Development Development ent n Development s els	3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3
Program Core Requirements: 35 C CS 1113 CS 1213 CS 2223 CS 2223 CS 3223 CS 3413 CS 3623 IT 1411 IT 2143 IT 2153 IT 3723 IT 4504 eSports Option: 42 Hours CS 1413 CS 2163 CS 3213 CS 4523 ESPT 1113 ESPT 3503 SPMT 3513 PSY 3513 SOC 3513 TECH 3013 TECH 3023 MKTG 3113 MKTG 3313 XXXX	Title Tredit Hours Microcomputer Applic Introduction to Computer Programming I Programming II Data Modeling Systems Analysis Human-Computer Intervention to Computer Introduction to Network Operating Systems Analysis Introduction to Network Operating Systems Analysis Introduction to Network Operating Systems Architecture Practicum and Capston Introduction to Game Web Site Design and Experimental Developmental Develop	erface Development ter Technology orking stems I ee ne Development Development ent n Development s els	3 3 3 3 3 3 3 1 3 3 3 3 3 3 3 3 3 3 3 3

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

[&]quot;F" Denotes Fall 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

Department Head – Assistant Professor, R. Curtis Sparling, Herrington Hall, Room 108, 918.343.7722, rsparling@rsu.edu

Advising - success@rsu.edu



[&]quot;S" Denotes Spring Semester Only