ESPORT GAMING CERTIFICATE

Contact

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Faculty List (https://coursecatalog.syracuse.edu/undergraduate/professional-studies/)

Description

This certificate will prepare students to prepare for a development career in eSports. Students will be able to speak about the history, growth, and business of eSports, but will focus primarily on the game development aspects of multiplayer eSports. This certification can be for anyone wanting to work in the game development side of the eSport industry. You will also learn about the digital graphics, programming, multiplayer game design, and project movement.

Admission

Associate degree or 30 college credits.

Student Learning Outcomes

1. Design a system, component, or process to meet desired outcomes within realistic constraints.
2. Analyze and evaluate programming applications to ensure they are accurate, efficient, and meet required outcomes.
3. Exhibit the ability to identify, formulate and solve problems.

Requirements

18 Credits

Code	Title	Credits
SCP 220	Basic Principles of Computer Programming	3
SCP 225	Concepts in Digital Graphics	3
SCP 285	Object-Oriented Programming	3
SCP 295	Esports Fundamentals	3
SCP 405	Programming in C++	3
SCP 435	Multiplayer Game Design Competition	3
Total Credits		**18**

The certificate is administered by the College of Professional Studies. Each student should consult with their Academic Advisor to ensure certificate completion.