

## Sports Management Associate of Applied Science

General Program Information: 410 287-1000 or [information@cecil.edu](mailto:information@cecil.edu)

The popular worlds of athletics, Esports and business team up to bring the fast-growing field of sports and Esports management to Cecil College students. This program is designed for students seeking a complete framework of business concepts and skills directly related to sports and Esports management. Students will realize the role a sports manager plays in various sports settings and understand management, accounting, and leadership skills to build a foundation in their chosen sports environment.

	<b>General Education Requirements (20 credits)</b>	<i>General Education Code</i>	<i>Credits</i>
ECO 221	Economics - Micro	SS	3
EGL 101	College Composition	E	3
PSY or SOC or POS ELECT	PSY or SOC or POS Elective	SS	3
SCI ELECT	Science Elective w/ Lab	S/SL	4
<b>Select 1:</b> MAT 125 MAT 127 MAT 128 MAT 191 MAT 201	Applied Calculus, Intro to Statistics, Intro to Statistics II, Precalculus, or Calculus I with Analytic Geometry	M	4
<b>Select 1:</b> SPH 121 SPH 141	Interpersonal Communications or Public Speaking	H	3
<b>Sports Management Concentration (40 credits)</b>			
ACC 101	Accounting I		3
ACC 102	Accounting II		3
BUS 103	Introduction to Business		3
BUS 131	Principles of Management		3
BUS 210	Business Law		3
BUS 216	Organizational Leadership		3
CIS 101	Introduction to Computer Concepts	I	3
ECO 222	Economics – Macro	SS	3
EGL 211	Technical Writing		3

SPM 101	Introduction to Sports Management		3
SPM 200	Sports Facilities and Event Management		3
SPM 201	Sports in American Culture		3
<b>Select 1:</b> BUS 191 BUS 207 BUS 212 BUS 231	Introduction to Finance, Introduction to Public Relations, Principles of Marketing, or Management of Human Resources		3
ELECT	Elective		1
<b>Esports Management Concentration</b> (40 credits)			
ACC 101	Accounting I		3
BUS 103	Introduction to Business		3
BUS 131	Principles of Management		3
BUS 210	Business Law		3
BUS 216	Organizational Leadership		3
ECO 222	Economics – Macro	SS	3
EGL 211	Technical Writing		3
ESP 101	Introduction to Esports Management		3
ESP 201	Contemporary Issues in Esports		3
SPM 200	Sports Facilities and Event Management		3
VCP 151	Introduction to Game Design		4
ELECT	<b>Program electives (Select 6 credits)</b>		<b>6</b>
	BUS 212 Principles of Marketing	3	
	COM 101 Intro to Communication Studies	3	
	VCP 116 Digital Imaging I	2	
	VCP 117 Digital Imaging II	2	
	VCP 144 Web Design I – Design Fundamentals	3	
	VCP 210 Video Production I	4	
	VCP 218 Intro to 3D Modeling and Animation	4	
	VCP 219 3D Character Creation	4	

*Total Credits Required in Program: 60*

**Program Outcomes:**

Upon successful completion of this program, students will be able to:

- Apply basic accounting principles to prepare accurate financial statements.
- Formulate strategies to lead and manage organizations, facilities, and events.

**Additional Outcomes – Area of Concentration in Sports Management:**

Upon successful completion of this concentration, students will be able to:

- Assess the economic, technical, legal and sociocultural environments of a business as it relates to sports.
- Explain the impact sports has in society.
- Solve problems using analytical reasoning as they relate to sports management and sports leadership responsibilities.

**Additional Outcomes – Area of Concentration in Esports Management:**

Upon successful completion of this concentration, students will be able to:

- Assess the economic, technical, legal and sociocultural environments of a business as it relates to Esports.
- Explain the impact Esports has in society.
- Solve problems using analytical reasoning as they relate to Esports management and Esports.