

# GBE469 : Project and Portfolio VI: Game Business and Esports

The Project and Portfolio VI: Game Business and Esports course synthesizes the skills students have developed throughout the degree program. In this course, students will plan, create, manage, and execute an esports event in a performance venue. They will develop and implement all aspects of the event, including hosting, streaming, producing, and marketing the event to augment revenue opportunities. Students may leverage work they generated during prior project and portfolio courses into the implementation of their event.

**Credits** 3

**Course Length** 4 weeks