

RECREATION SPORT MANAGEMENT (RSM)

RSM 120 Esports Games: Play and Learn Credits: 1

Typically Offered: Fall, Spring.

Course Description: This course provides a basic understanding of eSports games and opportunities to improve competitive strategies related to eSports. Besides improving eSports-related competitive skills, students can also learn to optimize cognitive skills through balancing physical and mental health. Students will also experience diverse eSports games, seeking their potential to increase awareness of different eSports games.

RSM 220 Introduction to Recreation and Sport Management Credits: 3

Typically Offered: Fall.

Course Description: History and foundations of organized recreation including objectives, responsibilities, scope, and economic and social aspects; tours of specific recreation agencies.

RSM 230 Recreation/Sport Field Experience I Credits: 2

Typically Offered: Fall, Spring.

Course Description: Practical, exploratory view of three recreation and sport agencies from an on-the-job perspective. One hour lecture, five hours lab. **Prerequisite(s):** A grade of C or higher in RSM 220.

RSM 240 Foundations of Esports Credits: 3

Typically Offered: Fall.

Course Description: The purpose of this course is to explore the history and foundations of esports, and the current state of the industry. Students will examine the role of various stakeholders (e.g., game developers, tournament organizers, coaches, players, and governing bodies) in the provision of esports, and will examine various career paths within the industry.

RSM 300 Philosophy and Leadership in Recreation and Sport Management Credits: 3

Typically Offered: Spring.

Course Description: Analyzes fundamental philosophical concepts and the influence on personal leadership and management techniques as they relate to working with people and leisure organizations.

RSM 323 Programming and Event Planning in Recreation and Sport Credits: 3

Typically Offered: Spring.

Course Description: Basic principles and practices in planning recreation and sport programs in a variety of settings. **Prerequisite(s):** A grade of C or higher in RSM 220.

RSM 325 Law for the Recreation and Sport Practitioner Credits: 2

Typically Offered: Spring.

Course Description: This course is designed to learn procedures that will aid them in risk management planning to reduce the incidence of injuries/lawsuits. Students will learn how to apply an understanding of local, state, and federal law and regulations to recreation and sport settings.

RSM 330 Recreation/Sport Field Experience II Credits: 3

Typically Offered: Fall, Spring, Summer.

Course Description: Supervised leadership assignment in a recreation or sport agency leading to a deeper conceptual view of intended professional aspirations. One hour lecture, eight hours lab. **Prerequisite(s):** Declared major in recreation sport management program, a grade of C or higher in RSM 230, minimum overall GPA of 2.2, and 20 supplemental preparation hours.

RSM 335 Instructor of Initiatives Credits: 2

Typically Offered: Departmental Discretion.

Course Description: This course is designed to provide the student with the many aspects of being an instructor of initiative activities. The course will also provide the student with knowledge of how to build and construct different types of initiative and safety concerns.

RSM 342 Facility Management in Recreation and Sport Credits: 3

Typically Offered: Spring.

Course Description: Designed to provide a variety of theoretical and applied learning experiences to develop an understanding of the principles and procedures for planning, designing, developing and evaluating recreation and sport facilities. Understanding the ability to promote, advocate, interpret, and articulate the concerns of recreation and sport systems for all populations and services.

RSM 343 Marketing in Recreation and Sport Credits: 3

Typically Offered: Spring.

Course Description: Defines and analyzes the fundamentals of marketing in the sport and recreation fields. Emphasis is placed on the development of a marketing plan and a sponsorship proposal.

RSM 344 Travel and Tourism Development in Recreation and Sport Credits: 3

Typically Offered: Spring.

Course Description: Understanding the role of travel, tourism, and sport tourism and its economic and cultural impacts on American society. Implications of travel and tourism for programming and entrepreneurship. Emphasis will be placed on economic impact and sustainability.

RSM 360 Entrepreneurship in Recreation and Sport Credits: 3

Typically Offered: Fall.

Course Description: Basic steps of initiating and conducting a commercial recreation or sport related enterprise; designed to offer students the knowledge, skills, and understanding necessary to start a business.

RSM 365 Introduction to Special Populations Credits: 3

Typically Offered: Fall (even-numbered years).

Course Description: Leisure needs and methods of serving various groups in a society; populations include the aged, the ill, the disabled, the disadvantaged, and those in penal institutions, as well as those in schools (Adapted Physical Education).

RSM 420 Seminar in Recreation and Sport Management Credits: 1

Typically Offered: Fall, Spring.

Course Description: Practical preparation for the profession including job-finding skills, interview techniques, values of recreation association, and visits from field professionals. **Prerequisite(s):** Declared major in recreation sport management program, senior standing, and a grade of C or higher in all RSM core courses (except RSM 430).

RSM 424 Organization and Administration of Recreation and Sport Agencies Credits: 3

Typically Offered: Fall.

Course Description: The internal operation of leisure organizations including staffing, finance, public relations, areas and facilities, decision making, and problem solving. **Prerequisite(s):** Declared major in recreation sport management program, senior standing, and a grade of C or higher in RSM 220, RSM 300, RSM 323, and RSM 325.

RSM 425 Current Issues in Esports, Media, and Society Credits: 3

Typically Offered: Spring.

Course Description: The purpose of this course is to examine current issues in esports, media, and society. Students will explore current issues and controversies in esports and critically analyze the current status of the industry. Students will examine player and spectator motivations and experiences. The course will also view esports from the standpoint of various critical perspectives, both on its own and as situated within the larger context of sport in society. **Prerequisite(s):** RSM 240.

RSM 428 Introduction to Sport Governance Credits: 3

Typically Offered: Fall (odd-numbered years).

Course Description: This course is to assist each student in defining and analyzing issues of governance in the world of sport. It will provide students with an up-to-date understanding of sport governance as they are currently being applied in various sport management contexts.

RSM 430 Recreation/Sport Field Experience III Credits: 3

Typically Offered: Fall, Spring, Summer.

Course Description: Internship with a recreation or sport agency to develop and utilize skills learned in the classroom.

RSM 450 Independent Research/Project Credits: 1-5

Typically Offered: Fall, Spring, Summer.

Course Description: Investigation of a research problem, project, or topic on an individual conference basis. May be repeated for credit.

Prerequisite(s): Minimum of a 2.5 GPA in the major field and department approval.

RSM 480 Practicum in Recreation and Sport Credits: 2

Typically Offered: Fall, Spring, Summer.

Course Description: An individualized in-depth study of a subject in which the student is particularly interested. **Prerequisite(s):** Junior or senior standing and consent of department chairperson.

RSM 481 Esport Academy Credits: 2

Typically Offered: Summer.

Course Description: The students will acquire hands-on leadership experience while running an esports camp for youth.