

GAME DEVELOPMENT AND ESPORTS MANAGEMENT

Explore More About This Program: <https://cwi.edu/GDEM>

Program Description

The Game Design and Esports Management Associate of Applied Science (AAS) program prepares students for careers in game development, Esports management, and related technology-driven industries. Students will gain hands-on experience designing, programming, and managing game projects while mastering industry-standard tools and techniques, including game engines and digital asset creation. The program also explores the Esports ecosystem, focusing on team management, event organization, and content creation.

Graduates will leave the program equipped with technical expertise, creative problem-solving skills, and adaptability to evolving trends like artificial intelligence (AI), augmented reality (AR), and virtual reality (VR). Through collaborative projects and a comprehensive capstone experience, students will be workforce-ready, prepared to contribute to inclusive and ethical practices in the games and Esports industries.

Note: Registrations for Game Development and Esports Management (GDEM) courses are restricted to students within the major.

Degrees and Certificates

- [Game Development and Esports Management - Associate of Applied Science Degree \(AAS\)](#)

RELATED DEGREES AND CERTIFICATES

- [Software Development - Associate of Applied Science Degree \(AAS\)](#)
- [Software Development - Advanced Technical Certificate \(ATC\)](#)
- [Software Development - Intermediate Technical Certificate \(ITC\)](#)
- [Software Development - Basic Technical Certificate \(BTC\)](#)