SMGT 112. Introduction to Sport Management (3).
Introduction to the discipline of sport management and its vast array of career opportunities. Successful management is required in all segments of the sport industry whether professional or amateur, private or public, school-related or club, community or national, and at all levels of competition.

SMGT 210. Practicum in Sport Management (3).
Integrates coursework with planned and supervised professional experiences for a total of at least 160 hours. Prerequisite(s): SMGT 112.

SMGT 220. Ready! Set! Lead! (3).
Introduces core skills needed to be a successful leader. Students explore aspects of critical thinking, financial literacy, problem solving, professionalism and leadership through application of training, engagement and real-world experiences. Prerequisite(s): high school senior in GEAR UP.

SMGT 300. Technology in Sport Management (3).
Students gain a greater appreciation for the applications of current technology in the area of sport management, including but not limited to: the fundamentals of computers and their use, the application of commercial software to the sport management setting, the ethical issues sport managers face in using computers to conduct research and work with various social media platforms in sport settings.

Experiential learning with focus on applying leadership principles and activities in sport, recreation, physical activity and entertainment industries. Course includes diversity content. Repeatable for credit.

SMGT 426. Sport Public Relations (3).
Focuses on the application of public relations principles in a sport-related setting. Significant attention to media relations with specific topics including media guides and publications, handling statistics and crisis management. Prerequisite(s): SMGT 112.

SMGT 428. Revenue Management in Sport (3).
Introduces the sport management student to financial challenges, financial statements, financial planning and related issues in the revenue management of the sport organizations. Prerequisite(s): SMGT 112.

SMGT 444. Human Resource Management in Sport (3).
Introduction to the administration of sport in public schools, institutions of higher education, community recreation, and commercial and professional sport organizations. Students learn about the various components of sport administration, and how to apply managerial decision making and leadership theories in an environment of complexity and diversity. Course includes diversity content. Pre- or corequisite(s): SMGT 112.

SMGT 446. Preinternship Seminar (1).
Provides focused preparation for students regarding internship activities, policies, procedures and experiences. The internship experience is the cumulative learning experience within sport management. Assists students in understanding how to successfully complete and maximize their internship experience. Prerequisite(s): SMGT 112 and admission to College of Applied Studies.

SMGT 447A. Internship Sport Management (3-12).
Culminating activity for students in sport management. Students spend the equivalent of full-time employment in an appropriate agency for a total of at least 640 hours. Prerequisite(s): SMGT 446, 90 hours of accumulated course credit, 2.000 GPA overall, advisor's consent.

SMGT 447B. Internship in Sport Management (3-12).
Second internship experience for students in sport management; takes place in a different setting than SMGT 447A. Students spend the equivalent of full-time employment in the appropriate agency for a total of at least 640 hours. Prerequisite(s): SMGT 447A, 2.000 GPA overall and for major, senior standing in College of Applied Studies, advisor's consent.

SMGT 450. Special Studies in Sport Management (3).
Umbrella course created to explore a variety of subtopics in sport management differentiated by letter (e.g., 450A, 450B, etc.) Students should enroll in the lettered courses with specific topics in the titles rather in this root course.

SMGT 450A. Overview of Esports (3).
This course is an in-depth analysis of the history of Esports. Students will gain perspective from current developers, managers, media, and the athletes themselves. Also, understand the cultural and economical impact of an Esports franchise along with developing an Esports-centric promotional campaign themselves.

SMGT 461. Legal Aspects of Sport and Physical Activity I (3).
Provides students with the knowledge, understanding and application of how the following legal issues influence the sport industry. Specific content addressed includes: the legal system, statutory law, risk management, tort law (negligence and intentional torts), contracts and employment-related issues within the sport industry. A primary objective is to enhance the decision-making and problem-solving ability of each individual student as it pertains to legal issues in sport and physical activity. Prerequisite(s): SMGT 112.

SMGT 465. Psychology of Sport and Physical Activity (3).
Explores the observations, descriptions and explanations of various psychological and physiological factors that influence diverse aspects of sport and physical activity.

SMGT 466. Sport Marketing and Promotion (3).
Introduces the various techniques and strategies to fulfill the wants and needs of stakeholders in the sport industry. Emphasizes marketing theories, strategies and research that are applicable to the sport marketing mix of product, price, place and promotion for the sport administrators. Prerequisite(s): SMGT 112.

SMGT 475. Diversity in Sport Management (3).
Basic understanding of how to critically examine not only the institution of sport here in American culture, but also how to better understand issues of social justice in sport, such as discrimination based on gender, gender identification, social economic status, race, ethnicity, and how to integrate persons with disabilities into local, regional, national and international sporting communities.

SMGT 481. Cooperative Education (1-8).
Allows students to participate in the cooperative education program. Prerequisite(s): 2.000 GPA and admission to College of Applied Studies.

SMGT 511. Selling in the Sport Industry (3).
Examines both the theory and the practical application of sales and promotions in the sports industry. Students learn a process for sales and use that process in a real-life sales exercise. Students are introduced to methods of sales management. The class conducts sales projects for local sports organizations for practical experience and application of theory.

SMGT 520. Sport Tournament and Event Management (3).
Examines the processes, methods and practices involved in sport event management, including sport tournaments, sports team events...
SMGT 750M. Sociocult Dimens of Sport Mgmt (3).
A basic understanding of the developments, trends, and social processes explaining the popular sporting and physical activity experiences within the sport management industry.

SMGT 750J. Technology in the Sports Industry (3).
Students in this course will gain a greater appreciation for applications of current technology in the area of sport management including but not limited to: the fundamentals of computers and their use, the application of commercial software to the sport management setting, and ethical issues sport managers face in using computers to conduct research and work with various social media platforms in sport settings.

SMGT 750K. Building Sport Franchises (3).
Introduces the sport management student to financial challenges, financial planning and related issues within professional sport organizations.

SMGT 750L. Personnel Management in Sport (3).
Initial introduction into the administration of sport in public schools, institutions of higher education, and commercial and professional sport organizations. Learn about the various components of sports administration by reading appropriate materials and entering into dialogue with practicing administrators.

SMGT 750O. Sport and Entertainment Agencies (3).
Examines the driving changes transforming the sport and entertainment industry, while focusing on what sport and entertainment enterprises look like now and how they are set to evolve in the future.

SMGT 750P. Maximizing Mentoring Success (1).
Designed to enhance participants' effectiveness in individual and group mentoring. Designed as a four-part series, each session introduces new content on relationship management, communication and cross-generational awareness to support participants' development as mentors. Course includes diversity content.

SMGT 750Q. Sports, Stories and Films (3).
The purpose of this class is to provide students not only the tools necessary to understand storytelling for their career and/or sport organization, but also to illustrate how sport films can be educational, motivational and awareness-raising resources. Students learn the basic facets of narrative-building and how to deconstruct, critique and deploy sport-based storytelling techniques to better connect with a variety of internal and external stakeholders.

SMGT 781. Cooperative Education (1-3).
Provides the graduate student with a field placement which integrates theory with a planned and supervised professional experience designed to complement and enhance the student's academic program. Individualized programs must be formulated in consultation with appropriate graduate faculty. The plan of study for a graduate degree-bound student must be filed before approval of enrollment for cooperative education graduate credit. Repeatable for credit. A maximum of 3 hours (for nonthesis option) or 6 hours (for thesis option) may count toward the graduate degree.

SMGT 799. Mentoring and Networking in Sport (1).
Gives students the necessary tools for impactful networking while also providing them a class-long mentor who is a successful industry professional. Prerequisite(s): admission to the MEd in sport management program.