



SPORTS MANAGEMENT MAJOR

Four Year Plan

This is a suggested program guide. It is not to be interpreted as a contract. Changes may occur. Please see your program advisor before you register for courses. Revised 07/26

YEAR	FALL	SPRING
First Year	BENV 100 Becoming a Scholar 3 Writing Well Competency 3 HFS 112 Introduction to Sport Mgmt 3 Reading the Bible Competency 3 Electives 3 Total 15	Creative Expressions Competency 3 HFS 170 Sport Communication 3 HFS 270 Sport Ethics 3 Electives 6 Total 15
Second Year	Living Well Competency 2-3 HFS 230 Sport Psychology 3 ECN 141 Principles of Macroeconomics 3 ACT 151 Principles of Financial Accounting 3 Electives 5 Total 16-17	BENV200 Learning in Community 5 Scientific Inquiry Competency 4 ECN 142 Principles of Microeconomics 3 Electives 3 Total 15
Third Year	Religious Understanding Competency 3 MGT 254 Principles of Management 3 MKT 256 Principles of Marketing 3 HFS 235 Facility Management 3 Electives 4 Total 16	BENV300 Cross-cultural Experience 3 Exploring the Past Competency 3 Concentration course in Sport Management 3 HFS 350 Sport & Administrative Mgmt Practices 1*3 Elective 3 Total 15
Fourth Year	BENV 400 Enduring Values Capstone 2 Concentration course in Sport Management 3 Critical Analysis Competency 3 Electives 7 Total 15	HFS 385 Internship 3 Concentration course in Sport Management 3 HFS 375 Sport & Administrative Mgmt Practices 2*3 Electives 6 Total 15

124 total hours to complete graduation requirements (includes 2 arts/lecture credits)

Bold face print denotes major course requirements

Major courses offered both semesters

*Alternate Year Course (HFS 350 offered spring even years. HFS 375 offered spring odd years.) (MGT 254 and MKT 256 offered fall odd years.)

Note: Internship hours may be used for elective hours

Note: The Understanding Self and Society and Speaking and Listening competencies are met by the major.

if COM 242 Social Media (3) is taken under the Sport Communication concentration, it satisfies 3 credits of the Living Well competency.