

## **Registration Guide 2024-2025**

The information in this Registration Guide is accurate at the time of publication and is subject to change without notice. It is the students' responsibility to ensure the accuracy of their program and course choices. This Guide should be used along with the official version of the Keyano College Credit Calendar (keyano.ca/creditcalendar).

Register for courses online at https://selfservice.keyano.ca/SelfService/Home.aspx

If you need assistance, send a screenshot of your Self Service issue to student.advisors@keyano.ca

**Self Service instructions**, including a Frequently-Asked Questions & Troubleshooting document, can be found here: <a href="Course Registration - Keyano College">Course Registration - Keyano College</a>

If you choose not to follow the course sequence in your Program of Study, you might not complete the required courses in time to graduate. Please see the program of study table with prerequisites listed for each course, to determine your progress toward graduation. Prerequisites are established to ensure students have the academic foundation to be successful in their courses.

The following SECTION codes are reserved for specific programs. If you register for these sections when you are not in the program, additional charges may be added to your account.

#### **Business Administration:**

- BAV & BVHF are reserved for Business Aviation Diploma
- ES & ESHF are reserved for eSport Management Diploma
- HR & HRHF are reserved for Human Resource Management Diploma

#### **Childhood Studies:**

ABLD & EBLD are reserved for Applied ELCC Diploma

#### **University Studies:**

- GOV is reserved for Governance & Civil Studies Diploma
- NURS is restricted to Bachelor of Science in Nursing Degree
- PN is restricted to Practical Nurse Diploma
- SOWK is restricted to Social Work Diploma

These sections will be removed from the schedules of students not in the programs for which they are reserved.

#### **Multi-Part Courses**

If your course includes a laboratory, tutorial, clinical, or practicum, please register for ALL required parts, and choose matching section codes.

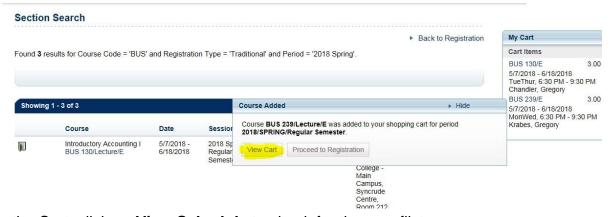
#### For example:

- BUS111 lecture A and laboratory A
- CHEM101 lecture B and laboratory BL and tutorial BL1

Please Note: All schedules are tentative and subject to change until the <u>last day to add/drop</u> classes each term.

It is the student's responsibility to check for time conflicts in the registration process.

 Check for time conflicts. In Self Service, after you have more than one course in your cart, select View Cart



2. Within the Cart, click on View Schedule to check for time conflicts.

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3. A time conflict will be visible because two courses are squeezed together in the same box on the grid:



- 4. If there is a time conflict, you will have to choose which course has priority, and drop the other. If there is no course conflict, continue.
- 5. Back in the Search Sections view, see if there is another section of your course that will not have a time conflict.
- 6. Continue to add courses, checking for time conflicts after each addition.

Please see next page for Program of Study guide.

### Program of Study: Business Administration eSports Management Diploma

This diploma program consists of four 4-month terms. To graduate at the end of four 4-month terms, students must successfully complete all courses listed for each term (also known as Full Load).

**Graduation:** Students with a passing grade in each course, who successfully complete the program of study and obtain an overall Grade Point Average of 1.7 or better shall be issued a diploma. **Grades of D may impact your eligibility to graduate**.

**Transferability:** For information on transfer to various post-secondary institutions, please refer to the Alberta Transfer Guide at <u>transferalberta.alberta.ca</u>. Please note that every institution has its own policy regarding minimum grades needed for transfer credit.

Based on the number of credits required in an academic year, the number of credits required to reach Full Time (FT) status can vary.

- The six-week Spring term is an opportunity to take courses on offer that you may have missed.
- Students can only be Part Time in Spring.

You may reduce your course load and do fewer courses per term, but it will take you longer than four terms to graduate and you will incur additional costs.

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## **Program of Study: eSport Management Diploma**

|                |     |             |   | When should I take each co   |           |         | ? Term Program Started |           |              |              |
|----------------|-----|-------------|---|--|-----------|---------|------------------------|-----------|--------------|--------------|
| Max credits    | FT* | Course Code | Course Name                                     | Prerequisites course(s) must be completed first                      | Min. Pass | Credits | Fall<br>2022           | Fall 2023 | Fall<br>2024 | Fall<br>2025 |
| Year 1, Term 1 |     |             |   |  |           |         |                        |           |              |              |
| 15             | 9   | BUS 107     | Business Communications I                       |  | D         | 3       | F22                    | F23       | F24          | F25          |
|                |     | BUS 130     | Introductory Accounting                         | Math 30-1 or 30-2  | D         | 3       | F22                    | F23       | F24          | F25          |
|                |     | BUS 191     | Management                                      |  | D         | 3       | F22                    | F23       | F24          | F25          |
|                |     | ESPT 101    | Introduction to eSports                         |  | D         | 3       | F22                    | F23       | F24          | F25          |
|                |     | ESPT 102    | Contemporary Issues in eSports                  |  | D         | 3       | F22                    | F23       | F24          | F25          |
|                |     |             | Year  | 1, Term 2  |           |         |                        |           |              |              |
| 15             | 9   | BUS 117     | Business Communications II                      | BUS 107  | D         | 3       | W23                    | W24       | W25          | W26          |
|                |     | BUS 110     | Business Mathematics                            | ESPT 101 or ESPT 102   | D         | 3       | W23                    | W24       | W25          | W26          |
|                |     | BUS 239     | Marketing                                       |  | D         | 3       | W23                    | W24       | W25          | W26          |
|                |     | ESPT 103    | eSports Health, Wellness & Performance          |  | D         | 3       | W23                    | W24       | W25          | W26          |
|                |     | ESPT 110    | The eSports Ecosystem: Domestic & International |  | D         | 3       | W23                    | W24       | W25          | W26          |
|                |     |             | Year  | 2, Term 1  |           |         |                        |           |              |              |
| 15             | 10  | BUS 270     | Organizational Behaviour                        | BUS 191  | D         | 3       | F23                    | F24       | F25          | W26          |
|                |     | BUS 294     | Project Management                              |  | D         | 3       | F23                    | F24       | F25          | W26          |
|                |     | ESPT 201    | eSports Organizational Structure & Leadership   | ESPT 101 or ESPT 102; co-requisite BUS 270                           | D         | 3       | F23                    | F24       | F25          | W26          |
|                |     | ESPT 210    | eSports Marketing, Sponsorship & Promotion      | ESPT 110 & BUS 239   | D         | 3       | F23                    | F24       | F25          | W26          |
|                |     | ESPT 298    | eSports Experiential Learning - Practicum       | All Year 1 ESPT & BUS courses  | D         | 3       | F23                    | F24       | F25          | W26          |
|                |     |             | Year  | 2, Term 2  |           |         |                        |           |              |              |
| 16             | 10  | BUS 293     | New Enterprise Development                      | BUS 110, 131 & 239   | D         | 3       | W24                    | W25       | W26          | F26          |
|                |     | BUS 2XX     | BUS 296 Operations Mgt OR                       | BUS 296: BUS 110 & 191, 111 highly recommended                       |           |         |                        |           |              |              |
|                |     |             | BUS 299 Strategic Planning OR                   | BUS 299: seven other BUS courses:                                    | D         | 3       | W24                    | W25       | W26          | F26          |
|                |     |             | Other Year 2, 3-credit BUS course               | BUS 2XX: depends on which course you choose                          |           |         |                        |           |              |              |
|                |     | ESPT 220    | eSports Media, Production & Content Mgt         | ESPT 210   | D         | 3       | W24                    | W25       | W26          | F26          |
|                |     | ESPT 230    | eSports Event & Facility Mgt                    | ESPT 294 & ESPT 101 or ESPT 102                                      | D         | 3       | W24                    | W25       | W26          | F26          |
|                |     | ESPT 299    | eSports Capstone                                | Successful completion of all ESPT & BUS courses in first three terms | D         | 3       | W24                    | W25       | W26          | F26          |

<sup>\*</sup> FT is abbreviated for Full Time

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