

MANAGEMENT (MGMT)

MGMT 201 Management: Principles & Concepts (3 Units)

Prerequisites: 32 completed credit hours. An interdisciplinary approach to the study of the basic principles of general management theory and practice. (Formerly 6500:301)

MGMT 202 Introduction to Sport Business (3 Units)

This course will introduce students to sport business through the lens of the multi-faceted sport industry. Students will gain exposure to and discuss careers in sport business as well as develop foundational professional skills in the areas of organization, communication, and problem solving.

MGMT 254 Global Experience (1-3 Units)

Prerequisite: 28 credit hours completed. Provides an opportunity for students to learn from faculty expertise in the context of a foreign country. International management practices are examined and aspects of local culture are studied. (Formerly 6500:254)

MGMT 302 Organizational Behavior & Leadership Skills (3 Units)

Prerequisite: MGMT 201. Investigation of applications of behavioral and social sciences as they relate to individual, group behavior in organizations. (Formerly 6500:302)

MGMT 304 Business Statistics (3 Units)

Prerequisites: [(MATH 145 with a grade of C- or better or higher math) and ACCT 250] or admission to the College of Engineering with 48 credit hours completed. Introduces statistical methods to support quantitative decision analysis for solving business problems. Includes probability, sampling, estimation, hypothesis testing, analysis of variance. Utilizes case studies. (Formerly 6500:304)

MGMT 305 Business Analytics (3 Units)

Prerequisites: MGMT 304. Studies core statistical techniques; data retrieval, analysis and mining; and decision modeling to effectively persuade in the project-oriented world of data-driven decisions. (Formerly 6500:305)

MGMT 307 Strategic Leadership in Sport Business (3 Units)

Prerequisite: MGMT 201. This course has been designed for students to explore the intersection between individual, dyadic, group, and organizational leadership in the context of sport business. Topics including emotional intelligence, organizational culture, strategy, and diversity leadership will be explored from both theoretical and practical points of view in the pursuit of developing an understanding of effective leadership styles and practices. Case studies and other applied examples will supplement classroom learning to provide insight into strategic leadership as the principal driver of organizational performance in the sport industry.

MGMT 370 Financial Issues in Sport (3 Units)

Prerequisite: FIN 301. This course will address ownership structures, venue financing, franchise valuation, risk, taxes, sport investment, labor and media contracts and budgeting. Students will also explore the body of knowledge associated with pursuing a career in sport business. (Formerly 6500:370)

MGMT 380 Global Esports Business Management (3 Units)

This class will prepare students with the knowledge base necessary to understand up-to-date information about the global esports ecosystem and discuss career opportunities available for students. Also this course will seek to explore, acquire, and discuss knowledge within the theoretical and applied management strategies in esports ecosystem. Students will also be required to complete various tasks, both in and out of the classroom, that are relevant esports. (Formerly 6500:380)

MGMT 400 Esports Event Management (3 Units)

This course is designed to provide the students with solid fundamental information on what students need to do to be a successful event manager in the esports industry. Students will discuss various ways that organizations plan, develop, and manage various esports events. Students will have opportunities to volunteer for University of Akron esports program throughout the semester. (Formerly 6500:400)

MGMT 404 Current Topics in Sport Business (3 Units)

Prerequisite: Junior or greater standing. This course will focus on the evolution of sport in the 21st century. Topics may include the professionalization of college athletics, technological advances in sport, athlete branding, the use of advanced metrics in performance projections, customer/ fan engagement, the role of social media in sport consumption, diversity, and sport and society. (Formerly 6500:404)

MGMT 422 Applied Sales in Sport (3 Units)

Prerequisites: BUSN 230 and MKTG 205. This course will provide students with a variety of learning experiences related to the theory and examination of sales in sport. Specifically, this course empowers students to gain real-world experience in the business-to-consumer sales process while working on a real-world project with a sport organization partner. (Formerly 6500:422)

MGMT 457 International Management (3 Units)

Prerequisites: Junior or greater standing and MGMT 201 or equivalent. Management practices and techniques of international business organizations. Focus on structure and processes of resource allocation, design and technology, and the impact of culture. (Formerly 6500:457)

MGMT 459 Selected Topics: International Management (1-3 Units)

Prerequisites: Junior or greater standing, MGMT 201 or equivalent, and MGMT 457. Selected topics in international management focus on historical or contemporary managerial, production and organizational issues. Includes international simulation game. Six hour limit. (Formerly 6500:459)

MGMT 460 Special Topics in Management (3 Units)

Exploration of advanced topics of interest both to the student and professor. Many special applications, case studies, outside speakers, projects in conjunction with local industries. (Formerly 6500:460)

MGMT 470 Sport Business Consulting Project (3 Units)

Students develop skills in navigating and managing team dynamics while addressing complex issues specific to a unique sport organization. (Formerly 6500:470)

MGMT 471 Internship in Sport Business/Analytics (3 Units)

Prerequisite: Permission of department chair. Internship experience with sport organization focused in the area(s) of sport business/analytics. Student learning objectives and goals are established by the sponsoring organization and approved by the department chair. The student learning experience is assessed through scheduled updates, a final paper, and presentation, which are supervised and evaluated by the department chair.

MGMT 477 Management Simulation (1 Unit)

Prerequisite: MGMT 201. Simulation of management practices through computerized game or experiential exercise. (Formerly 6500:477)

MGMT 490 Strategic Management (3 Units)

Prerequisites: Admission to a major in the College of Business, 97 credits in which 15 crd hrs, or half of major credits must be completed, BUSN 230, ACCT 201, ACCT 202, ACCT 250, [BLAW 220 or BLAW 321 or ACCT 424], FIN 301, MGMT 201, MGMT 304, [MGMT 305 or ECON 325], SCM 330, MKTG 205, and INTB 205. Capstone course. Integrates the core business disciplines (accounting, economics, finance, management, marketing) through the use of case analysis. Objective and strategy formulation from an administrative viewpoint and international dimension. Emphasis on oral and written communications. (Formerly 6500:490)

Gen Ed: Capstone

MGMT 491 Workshop in Management (1-3 Units)

(May be repeated with permission of instructor or department) Group studies of special topics in management. May not be used to meet undergraduate major requirements in management. May be used for elective credits only. (Formerly 6500:491)