PROGRAM OF STUDY:

Sports & Entertainment Marketing







This Program of Study may serve as a graduation guide for the next four plus years, along with other career planning and educational materials. Courses listed in this model may include recommended coursework and should be individualized to students' educational and career goals. Each graduation plan needs to meet minimum high school graduation requirements. Dual Enrollment courses can be high school academic and/or career technical education courses.

		SECONDARY:			
COURSE/ GRADE	NINTH	TENTH	ELEVENTH	TWELFTH	
ENGLISH	9 th grade Lit/ Composition	10 th grade Lit/ Composition	American Lit/ Composition	World Lit/ Composition / British Lit	
MATHEMATICS	Coordinate Algebra / Algebra I	Analytic Geometry / Geometry	Advanced Algebra / Algebra II	Pre-calculus	
SCIENCE	Physical Science	Biology	Chemistry	Physics	
SOCIAL STUDIES	Government	World History	US History	Economics	
PATHWAY COMPLETER	Marketing Principles	Introduction to Sports & Entertainment Marketing	Advanced Sports & Entertainment Marketing	Another course in focus area, Work-Based Learning, or Youth Apprenticeship	
Industry Recognized Credential (Pathway Completer)		Visit the End of Pathway Assessment Page (see note below)			
Required/ Selective Electives	Health & Personal Fitness (can be taken in grades 9-12)	Financial Literacy	Introduction to Business & Technology	Entrepreneurship	
	Modern Language/Latin 2 units required for admissions to Georgia University System Colleges/Universities For a listing of Modern Language/Latin courses offered at your high school, please contact your advisor, counselor, or curriculum handbook.		Other Electives For a listing of other elective courses offered at your high school, please check with your advisor, counselor, or curriculum handbook.		

Postsecondary Transition

- · University System of Georgia Institutions: Admissions Testing
 - · ACT or SAT
 - For More Information:
 - · Contact the institution of your choice
- Technical College System of Georgia
 - Placement Exam
- United States Military
 - ASVAB Assessment
- Use BRIDGE Law platform to inform decisions on postsecondary opportunities
- Dual Enrollment
- · Earning high school course credits while taking college courses

Sports & Entertainment Marketing Career Pathway Completers - Industry Credentialing for High School Students

Upon completion of sequenced courses in the Sports & Entertainment Marketing Pathway, students are eligible to complete the Industry-Recognized student credential for fulfillment of the End of Pathway Assessment. Secondary students completing the Sports & Entertainment Marketing pathway will be able to sit for the National Industry Credentialed assessment offered on-line from ASK, MBA Research, and OKCareerTech. Once mastery is reached, students will receive recognition for completion and use this credential in conjunction with their job or continuing training. For specific assessment information, refer to: http://bit.ly/GAHospitality.

Sports & Entertainment Marketing Pathway Description

The sports and entertainment industry has grown because of rising incomes and increased leisure time. Perhaps most notable on the entertainment side of the industry is the Georgia Film and TV Production sector. Film and TV production professionals know that Georgia is Camera Ready due to tax incentives, location diversity, production resources and professional support. In 2014 alone, television networks, Hollywood studios, production companies and independent producers invested nearly \$3.1 billion in Georgia. Jobs offered by this industry can be categorized into two groups: (a) live performances or events and (b) entertainment activities. Live performances and events include professional and amateur sports, gambling or gaming establishments, physical fitness, rentals of sporting goods, and musical and theatrical productions. The entertainment activities include theme parks, movies, arcades, and casinos. Entry level jobs in the sports and entertainment industry are more likely to be part-time than those in other industries and staffed by workers younger than the average. High level employment in the industry includes marketing, brand development, business management, event coordination, talent management, and public outreach. These positions usually require a bachelor's degree. Agents and business managers of artists, performers, and athletes promote their clients to prospective employers and manage contract negotiations and other business concerns. Public relations specialists promote the sports and entertainment industry by creating favorable publicity material and utilizing various communications media to market an event, promotion, or activity. Market research analysts conduct studies to determine market conditions and potential sales of an entertainment or sports product, event, or service.

Sample In Demand Careers in Georgia							
Occupation Specialties	Level of Education Needed	Georgia Average Salary	Annual Average Openings in Georgia	2018 – 2028 Employment Outlook			
Meeting, Convention & Event Planners	Bachelor's Degree	\$48,989	57	In Demand, High Skill			
Set & Exhibit Designers	Bachelor's Degree	\$56,388	25	In Demand, High Skill			
Sports Advertising Sales Agent	Bachelor's Degree	\$57,065	687	In Demand, High Skill			
Sports Marketing Managers	Bachelor's Degree	\$135,905	849	In Demand, High Skill			

Related Pathway Occupations

■ Team Sports Bloggers ■ Publicity Assistants ■ Spo

Agents

■ Fan Communications Directors ■ Brand Partnerships

Coordinators

Media Communication & Social Network

Associates

- Artist Managers Gaming Managers
- Marketing Campaign Coordinators □ Music Marketers & Promoters

Other Related Occupations

□ Sports Officials



O*NET Online

PROGRAM OF STUDY:









NOTE: Students have many options to ENTER and EXIT from their academic studies into the workforce. When a student graduates from high school, they are eligible to choose one of many ENTRANCE POINT options: 1. Enroll in either a 2 or 4 year post-secondary program; 2. Enroll in an apprenticeship program or the military; or 3. Enter the workforce using technical skills learned in high school. When a student finishes a 2- or 4-year degree program, they may choose to EXIT and 1. Enroll in an apprenticeship program or the military; 2. Enroll in a professional university degree program; or 3. Enter the workforce using technical skills

POSTSECONDARY:

TCC

RM21: Sports Management

COMP 1000 - Introduction to Computer Literacy (3hrs) MKTG 1160 - Professional Selling (3hrs) MKTG 1280 - Introduction

to Sports and Recreation Management (3hrs) MKTG 2080 - Regulations and Compliance in Sports (3hrs)

MKTG 2180 - Principles of Sports Marketing (3hrs) MKTG 2280 - Sports Management (3hrs)

DIPLOMA OR AAS

Completion of the RM21 TCC leads to the Marketing Management diploma (MM12) and the Marketing Management degree (MM13).

MM12: Marketing Management English Requirement (3hrs) Math Requirement (3hrs) EMPL 1000 or PSYC 1010 (2hrs)

MKTG 1100 - Principles of Marketing (3hrs)

MKTG 1160 - Professional Selling (3hrs)

MKTG 1190 - Integrated Marketing Communications (3hrs)

MKTG 2090 - Marketing Research (3hrs)

MKTG 2030, BUSN 1190, BUSN 1430 or COMP 1000

MKTG 1130, ACCT 2140 or PARA 1150 (3hrs) MKTG 2290 or MKTG 2300 (3hrs) Specializations (12hrs)

MM13: Marketing Management

Entrance/Exit Point

Area I: Language Arts/Communications (3hrs)

Area II: Social/Behavioral Sciences (3hrs) Area III: Natural Sciences/Mathematics (3hrs)

Area IV: Humanities/Fine Arts (3hrs) **Program-Specific General Education Course**

Requirements (3hrs)

COMP 1000 - Introduction to Computer Literacy (3hrs)

ACCT 1100 - Financial Accounting I (4hrs)

MKTG 1100 - Principles of Marketing (3hrs)

MKTG 1160 - Professional Selling (3hrs)

MKTG 1190 - Integrated Marketing Communications

MKTG 2090 - Marketing Research (3hrs)

MGMT 1100 - Principles of Management (3hrs)

MKTG 1130, ACCT 2140, or PARA 1150 (3hrs)

Elective (3hrs)

MKTG 2000, MKTG 2290, or MKTG 2300 (6hrs)

MKTG 2030, BUSN 1430 or BUSN 1190 (2hrs)

Specializations (11hrs)

BACHELOR OF SCIENCE

The University System of Georgia offers students' higher education options at 30 institutions throughout the state, providing a wide range of academic programming including certificates and associate. baccalaureate, masters, doctoral and professional degrees. https://apps.ds.usg.edu/

ords/f?p=118:1:0:::::

USG Staying on Course https://www.usa.edu/stu dent affairs/assets/stud ent affairs/documents/ Staying on Course.pdf

Go to GAfutures at www.gafutures.org for more information about your education and career planning, including valuable financial information (grants and scholarships including HOPE Program, grants, and loans, FAFSA, and CSS forms).

Career Enhancement

Career-Related Education **Activities**

- Career Awareness
- Career Exploration
- Instructional Related
- Connecting
- · Work-Based Learning
- Employability Skill Dev.
- Cooperative Education
- Internship
- Youth Apprenticeship
- Clinicals

Postsecondary Options:

- 4-Year Universities/ Colleges
- 2-Year Colleges
- **Technical Colleges**
- State Registered Apprenticeships
- Special Purpose Schools
- On-the-Job Training
- Military

Earning Postsecondary Credits While in High School

- **Dual Enrollment Program**
- Earn postsecondary credit while in high school
- You can complete
 - **Industry Credential**
 - Technical Certificate of Credit (TCC)
 - Associates of Applied Science Degree
 - Bachelor's Degree
- Who can help?
- **Parents**
- School Counselor
- Advisor

Entrance/Exit Point