

# **SPORT AND ENTERTAINMENT MANAGEMENT, M.S.E.M.**

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## **Learning Outcomes**

1. Students should be able to apply learned concepts and theory to demonstrate an understanding of the nature of the sport and entertainment industry.
2. Students will understand and have an appreciation for how research is used by and beneficial for sport and entertainment organizations and/or academics.
3. Students will demonstrate an ability to develop and explain workable solutions to various industry problems.