

## ESports

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|---------------|------------------------|
| Subject Area  | Digital                |
| Course Type   | School Leavers         |
| Study Level   | Level 2                |
| Delivery Mode | Full-time              |
| Location      | David Hockney Building |
| Duration      | 1 Academic Year        |
| Start Date    | September 2024         |
| Course Code   | PA000016               |

### Course Summary

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Esports is defined as organised competitive gaming, which is human versus human, either as individuals or in teams. This qualification has been developed to meet the upcoming demand for skills in Esports and includes a breadth of transferable skills that enables learners to experience different areas of Esports to aid their progression to employment, either directly or via further study. Esports offers a unique opportunity to study a sector that crosses over multiple subject areas such as sport, marketing, enterprise, IT and the creative industry. This provides an opportunity for alignment of social, physical, mental and financial skills into one qualification to deepen and expand learning. These are skills that are highly valued in the changing and fluid workplace.

### What You Will Learn

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You will learn about the structure, organisation and classification of Esports both in the UK and globally. Students will explore a range of different commercial and not for profit organisations involved in the Esports industry and understand their roles and the influence they have. Students will be expected to deliver regular live broadcasts and to

take part in Esports tournaments throughout the year. The course includes 4 Mandatory units and is equivalent to 1 GCSE (A-C). The course uses a wide range of learning methods with a focus on practical workshops. These are designed to allow you to develop your skills and knowledge in a supportive environment. The mandatory content allows learners to develop their technical skills across the different unit areas, supported by underpinning knowledge. All assessment relates to the esports industry. Communication skills are developed throughout the units, and students can also enhance their broader skills in ICT, while literacy and numeracy skills are also developed throughout.

## Modules

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To gain the full BTEC Level 2 First Certificate, you need to study and achieve the required grade in the following **4 core** and **specialist units: Unit 1:**

- Esports Games, Teams and Tournaments

### Unit 2:

- Establishing an Esports Organisation

### Unit 3:

- Streaming for Esports

### Unit 4:

- Plan an Esports Event

## Entry Requirements

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Entry to this course requires a GCSE English and Maths at a minimum of grade 3 or D.

## Work Experience

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Relevant work experience will be offered to students each year of the course.

## Progression

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After completion of this course, you have the opportunity to follow up your skills and knowledge and progress onto the Level 3 Esports qualification. Additionally, you can also

progress onto Level 3 study, employment or an apprenticeship.

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