

## BTEC L3 Extended Diploma in Esports

2021/22

Inspiring Lives, Discovering Futures

### The Course

#### In brief...

In collaboration with leading Industry experts, Poole and Bournemouth College is delighted to announce the launch of a new level 3 qualification in Esports from September 2021.

Over recent years, the gaming industry has transcended culture and society in a way very few people originally thought. Once the hobby of a minority, Esports is now a fast-growing global industry offering a wide range of employment opportunities either directly or via Higher Education.

The Esports course offers a unique opportunity to study a sector that crosses over multiple subject areas such as IT, sports, enterprise, marketing, business and creative industries. The course has been developed with the Esports community ensuring that it is appropriate and consistent with current industry practices and to enable you to enter employment in the esports industry.

The course will combine a mixture of classroom-based study alongside the development of technical skills utilising the college's specialist equipment as well as accessing facilities in the industry to supplement the knowledge and skills gained.

You will be part of a team that will compete in a college league as a player or/and in management and promotion. Online competition against other colleges will be in the evenings at college 'out of normal hours.

You will produce publicly streamed commented matches, fully edited professional YouTube productions, game analysis fed back to coaches, a series of social media tweets and Instagram posts every week for each team, a business plan to launch the teams into the professional arena and videoed 'Pitches' for Esports ventures.

#### Who is it for?

The large level 3 qualification is intended for students wanting to progress directly to employment in the Esports industry and other related industries.

Additionally, the breadth of content in this qualification and its equivalence to 3 A levels allows learners to widen their opportunities to progress to several different higher education courses.

#### What the Course Leads to

#### What courses can I do after this?

On completion of this, 2-year Extended diploma progression to a University level course here at Bournemouth and Poole college or further a field.

#### What jobs can I get?

The Esports industry has a hugely varied set of job opportunities within it but not limited to:

### Key Information

#### Duration

2 Years

#### Attendance

Full-time

#### Level

Level 3

#### Qualification Name

National Extended Diploma

#### Awarding Body

BTEC

#### Curriculum Area

Creative Industries - Media

- Professional Esport player
- Video Effects Animator
- Coach
- Presenter
- Shoutcaster
- Analyst
- Journalist
- YouTuber
- Media Manager
- Streamer
- Video Editor
- Graphic Designer
- Photographer
- Player Manager
- Brand Manager
- Event Coordinator
- Merchandiser
- Marketer
- Operations Manager
- Game Designer
- Sound Engineer
- Camera Operator
- and others...

What do I need to apply

**To do this course you should have...**

You will require a minimum GCSE Grade 5 in both Maths and English with 6 other GCSE subjects at Grade 4 and above.

**What about work experience?**

Currently (Covid permitting) you will spend 5 full working days with an employer related to this huge industry.

Course costs

Course Code	Start Date	Costs 16-18	Costs 19-23 (with concessions)	Costs 19+ (no concessions)
CJN3FD280D	07/09/2021	TBC	TBC	TBC

\* Please note fees are subject to change.

**Costs**

Course Content

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You will study a range of units designed to develop your skills and knowledge in the business of Esports.

There are five mandatory core units:

- Introduction to Esports (Core Unit) - You will develop an understanding of the esports and traditional sports industries and the careers they could pursue in esports, or in other related industries such as sciences, technology, digital, business, sport and the creatives.
- Esports Skills, strategies and Analysis (Core Unit) - You will develop the understanding and skills to analyse esports performances and recommend improvements.
- Enterprise and Entrepreneurship in the Esports Industry (Core Unit) - You will study successful esports enterprises and the mindset of the entrepreneurs behind them, research, plan and pitch your esports start-up enterprise and gain feedback on their planning activity.
- Health Wellbeing and Fitness for Esport Players (Core Unit) - You will explore the importance of health, wellbeing and fitness in the esports industry.
- Esports Events (Core Unit) - You will work as part of a small group to plan, coordinate and manage an esports event and evaluate the skills gained.

You will also study additional units including:

- Live-streamed Broadcasting
- Video Production
- Nutrition and Esports performance
- Business Applications of Esports in Social Media
- Launching Your Esports Enterprise, or Shoutcasting, or Producing an Esports Brand.

### What experiences will I get?

You will be immersed in the business of Esports. The range of units covers all aspects of the sport, it's management, promotion and technical requirements. You will be part of a competitive Esport team experiencing all roles.

#### Next Steps ...

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