

BTEC Extended Certificate in Esports Level 3

Qualification Aims and Objectives

The esports industry is currently recognised as one of the fastest growing industries in the world. Esports offers a unique opportunity to study a sector that crosses over multiple disciplines such as sport, marketing, enterprise, IT and creative media.

The qualification is aimed at learners who want to progress to employment in the esports industry, possibly via an apprenticeship, or who may aspire to enter higher education. The qualification is endorsed by the British Esports Association as being suitable for learners who want to work in the industry.



Entry RequirementsMinimum of 5 4-9 grades in GCSE, including English and Maths

Course Outline

This is a two year course, equivalent to one A level qualification. There are four mandatory units of study, all of which are internally assessed. This means that all units in this Level 3 Extended Certificate qualification are assessed and graded by the academy and then subject to external standards verification and agreement of these grades awarded. You must therefore pass each individual unit to achieve the overall qualification.

- 1. Introduction to Esports
- 2. Esports skills, strategies and analysis
- 3. Enterprise and Entrepreneurship in the Esports Industry
- 4. Health, Wellbeing and Fitness for Esports Players

Assessment will take place using a number of different methods and formats including report writing, observation records and presentations. You will be given opportunities to:

- present the findings of their own research
- use case studies to explore complex or unfamiliar situations
- carry out projects for which they have choice over the direction and outcomes
- demonstrate practical and technical skills using appropriate processes

Future courses & possible careers

- Data analyst
- Games designer
- Video production
- Events organiser
- · Enterprise owner

Complementary courses:

- Business
- · Creative Media
- Information Technology
- Sport

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