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# FORM

Subject Information Sheet



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## BTEC Level 3 Extended Certificate

# ESPORTS



### What is the BTEC National Extended Certificate?

Do you enjoy gaming? Do you love the idea of competitive gaming and the challenge of difficult games? Would you like an understanding of how the professional Esports industry works? Perhaps you'd like a career as a professional gamer or to study Esports at university? Endorsed by The British Esports Association, the Level 3 National Extended Certificate in Esports will give you a solid foundation in understanding how the Esports industry works.

Equivalent to one A Level, and as part of our Esports pathway, **this qualification can only be studied alongside two other qualifications worth 1.5 A Levels each, such IT or Computing**

### Course Content and Assessment:

There are four mandatory units, all of which are internally assessed. Students must achieve a Pass in all mandatory units that are:

**Unit 1:** Introduction to Esports

**Unit 2:** Esports, Skills, Strategies and Analysis

**Unit 3:** Enterprise and Entrepreneurship in the Esports Industry

**Unit 4:** Health, Wellbeing and Fitness for Esports Players

### Course Overview:

#### Unit 1: Introduction to Esports

Learners 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

#### Unit 2: Esports, Skills, Strategies and Analysis

Learners will develop the understanding and skills to analyse esports performances and recommend improvements

#### Unit 3: Enterprise and Entrepreneurship in the Esports Industry

Learners will study successful esports enterprises and the mind-set of the entrepreneurs behind them. They will research, plan and pitch their esports start-up enterprise and gain feedback on their planning activity

#### Unit 4: Health, Wellbeing and Fitness for Esports Players

Learners explore the importance of health, wellbeing and fitness in the esports industry. This will include investigating physical and mental health and suggesting ways to improve.

### Learning Methods:

Throughout the course you will spend most of your time planning for and supporting the promotion, operation and analysis of a number of Esports events. This project based approach ensures that you not only complete the required units, but also gain the valuable industry experience necessary for employment in the sector.

### Career Opportunities:

You can progress to higher education degree programmes, such as a BA (Hons) in Events Management, a BA (Hons) in Media or a BA (Hons) in Esports.

Jobs that are available in these areas include:

- Esports player
- Team coach
- Social media influencer
- Data analyst.

### Entry Requirements:

- Grade 4 or above in English and Maths.
- L2 qualification in a computer-based subject

### Staff Contacts

Mrs McCarthy - Assistant Headteacher Key Stage 5

Mrs Boyton - Student Development Champion Key Stage 5

Mr Edwards - KS5 Subject Teacher



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