

# Esport

## Esports, Enterprise and Entrepreneurship Level 3 Full-time

### In Brief

#### Start Date / Duration

This course starts in September 2024 and will take two years to complete.

#### Entry Requirements

- A keen interest and willingness to be involved in the Esports, Enterprise and Entrepreneurship industries.
- Five GCSEs at grade 4 or above including English and Maths or Level 2 Esports **plus** GCSE English at grade 3 or above.
- You will be required to undertake a Disclosure and Barring Services check along with Initial Assessments in Literacy and Numeracy.

#### You will achieve

- BTEC Level 3 National Extended Diploma in Esports (Equivalent to 3 A levels) allowing progression to University.
- Level 3 Awards in Esports Business, Industry Knowledge and Tournament Organisation.
- Recognised Governing Body Coaching Awards.
- Functional Skills – level and subject to be determined.

### Course Overview

Esports (electronic sports) is competitive video gaming. Tournaments usually consist of amateur or professional gamers competing against one another.

A two year full-time course providing an in-depth study of the sector, supporting progression to Higher Education and employment in key areas of the industry such as: Business and Enterprise, Finance, Marketing, Entrepreneurship, Health and Wellbeing, Coaching, Analysis, Leadership, Events Management, Shoutcasting, Video Production, Live-Streamed Broadcasting, Performance Psychology and Nutrition for Esports players, along with an understanding and appreciation of the positive benefits of Esports. These include the development of teamwork, communication, leadership skills, confidence building, decision making, reaction times, reading comprehension skills, cyber skills, dexterity and concentration.

We have excellent facilities that are tailored to the development of Esport, Enterprise and Entrepreneurship including a dedicated Esports Arena along with a state-of-the-art classroom environment that provides a unique experience for you to truly get a feel for business expectations within the industry. There is also the opportunity to be involved in our Esports Academy which competes in the British Esports Association Championships.

## Course Content

You will study seven units in Year 1 and eight units in Year 2 from the following:

Year one:

- Introduction to Esports Industry
- Esports Skills, Strategies and Analysis
- Enterprise and Entrepreneurship in the Esports Industry
- Health, Wellbeing and Fitness for Esports Players
- Producing an Esports Brand
- Shoutcasting
- Nutrition

Year two:

- Esports Events
- Live-Streamed Broadcasting
- Video Production
- Games Design
- Business Application of Social Media
- Psychology
- Esports Coaching
- Customer Immersion Experiences

## Sky Sports Article

<https://www.skysports.com/more-sports/esports/news/34214/11980285/british-esports-association-partners-with-pearson-to-offer-world8217s-first-btec-qualification-in-esports> [<https://www.skysports.com/more-sports/esports/news/34214/11980285/british-esports-association-partners-with-pearson-to-offer-world8217s-first-btec-qualification-in-esports>]

## Esports and the RAF



“We offer a wide and varied selection of roles to embark on a career within the RAF. There are a number of similarities and direct correlations that can be made between the content of your esports studies and the skillsets that we look for in potential candidates.”

Sgt Jamie McIlroy

RAF Motivational Outreach Team

## How will I be assessed?

Assessment will occur continually throughout the programme. You will have unit assignments to complete and will be assessed on your practical ability and application of theory. You will also have time-constrained assessments and written assignments as well as oral presentations, professional discussions and group work. Each individual unit and the full award are graded at Pass, Merit or Distinction.

## What Equipment Will I Need?

During practical sessions, kit will consist of an Esports Programme t-shirt along with formal wear appropriate to the Esports business industry. Non-regulation clothing/footwear is not permitted. Students are also recommended to bring their own devices such as keyboard, mouse and/or controller, but this is not essential.

Barnsley Esports Academy clothing can be purchased from the Sports Centre Reception and online through our supplier Pro-Am Kits.

## Where will I study?

SciTech Digital Innovation Centre  
Falcon Street  
Barnsley  
S70 2EY

## What can I do next?

On completion of this programme, you could apply for Higher Education or foundation degrees within the Esport, Sport, Business and Leisure industries. Alternatively, students will have gained a range of skills throughout the programme that are recognised by employers and may wish to pursue immediate careers with employers or apprenticeship providers.

## How much does the course cost?

### 16 – 18 year olds

Full-time Barnsley College students aged 16-18 years old do not have to pay tuition fees.

## Financial support

You may be eligible for assistance with expenses such as travel, books, equipment and childcare. For further information please contact the Student Services Team on +44 (0)1226 216 267.

## Extra information

## Contact the Information Unit

For further information please contact our friendly Information Team on +44 (0)1226 216 123 or email [info@barnsley.ac.uk](mailto:info@barnsley.ac.uk) [mailto:info@barnsley.ac.uk]

## Additional Learning Support

Our Additional Learning Support team can provide you with the support you need. Please contact them on +44 (0)1226 216 769.

## Disclaimer

Please note we reserve the right to change details without notice. We apologise for any inconvenience this may cause.

**Last updated:** 7th June 2024

### Want to apply?

Visit <https://www.barnsley.ac.uk/apply> to get started  
Call us on **01226 216 123**