

Course Level

BTEC Level 3

Awarding Body

Edexcel

Entry Requirements

Total Points Score 34

Assessment

Assessment is criterion referenced, based on the achievement of specified learning outcomes. Each unit has specified criteria which are to be used for grading. A summative unit grade can be awarded at pass, merit, distinction, or distinction star. The Extended Certificate is equivalent to one A level.

ESPORTS

This course has been developed to meet the upcoming demand for skills in esports. The qualification includes a breadth of transferable skills that enable 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 creatives. It 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. Learners must apply strategy, skill and teamwork to be successful. The course consists of 4 mandatory units, to be completed over two years.

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 player

Unit 1 - 60 Credits	Unit 2 - 120 Credits
Internally assessed unit Coursework In this unit, students will learn about organisations of esports industries, the genres of games played and career pathways.	Internally assessed synoptic unit Coursework Students will explore strategies and gaming requirements, tactics, and best practice as well as the importance of analysis to improve performance.
Unit 3 - 90 Credits	Unit 4 - 90 credits
Internally assessed unit Coursework In this unit students will conduct market research and develop a plan to pitch a start-up enterprise idea in the esports industry.	Internally assessed unit Coursework In this unit learners will look explore the importance and impact of physical, social, and psychological well-being for players.

Career and Progression Opportunities

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. This means that it will be recognised by employers and will support entry into the industry in a range of roles.

Link to specification: <https://qualifications.pearson.com/content/dam/pdf/BTEC-Nationals/esports/2020/specification-and-sample-assessments/btec-l3-nat-esports.pdf>