

ESPORTS



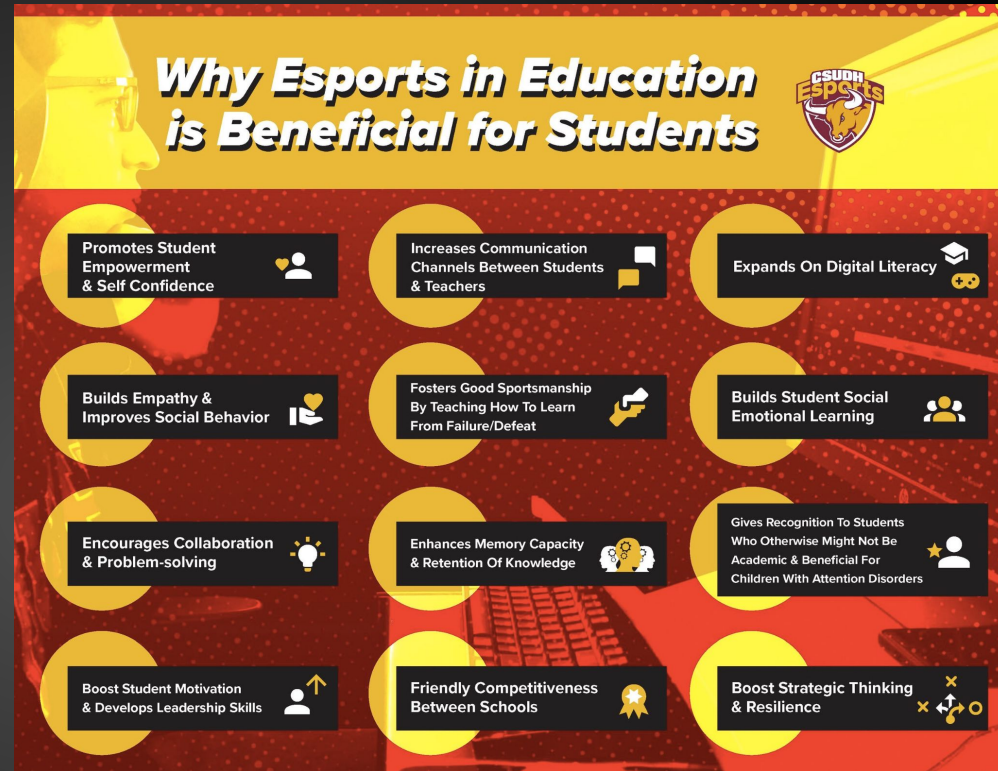
WHAT IS ESPORTS?



Esports engages a wide demographic of young people and is intrinsically a fun, team-building activity that promotes leadership, character development, communication and social skills. Esports has more than 495 million viewers across the world, with about 23% of the population being aware of what esports is.

Esports can improve confidence, strategic thinking, problem solving abilities, reading comprehension and phonics skills and can help with the development of digital and cyber skills.

Skills can be transferred across into physical sports and college work, and esports offers a multitude of career pathways. Gaming can also boost behaviour, concentration and attendance levels at schools/college . Last but not least, when played in moderation, video games and esports can be good for mental health - they're fun to play and can be a huge stress reliever.



THE BENEFITS OF ESPORTS?

Esports has created many new jobs around the world - and the number is continuing to grow. For example, Hitmarker (a gaming and esports job platform) posted over 6,600 esports jobs in 2020. Now, they are posting around 110 new esports job opportunities a week. When some people think of esports, they think of pro gamers - the players that compete at the top level, earning thousands, or even millions of pounds. That's great, but esports also offers so many other jobs anyone can get into. Like traditional sports, there are commentators, event managers, journalists, content creators, photographers, coaches, sales and marketing executives and many others



Having an interest or skills in esports can also pave the way to other careers. For example, the video games industry was worth about \$60.6bn in 2020, and with the global games audience estimated at around 2.7bn people. This offers many more career options, like games development, publishing, streaming and more

CAREER PROSPECTS

ESPORTS AT BURNLEY COLLEGE

Level 1 Esports & Game Design

Level 2 Extended Certificate in Esports

Level 3 National Extended Diploma in Esports

Our qualifications are 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.

This is a career-focused qualification with industry endorsement that enables learners to learn underpinning knowledge, develop technical and transferable skills, and gain experience in a variety of different sections of the esports industry.

The primary focus of the Pearson BTEC Level 3 National Extended Diploma in Esports is on progressing to employment across a range of roles within esports.

The primary focus of the Pearson BTEC qualifications in Esports are on progressing to employment across a range of roles within esports. Jobs that are available in these areas include:

- esports player
- team coach
- events organiser
- digital marketer
- shoutcaster and presenter
- social media influencer
- nutritionist
- video production editor
- photographer
- data analyst.

ESPORTS AT BURNLEY COLLEGE



Ibrahim Saddique (Level 3): Competing in the ePremier League for BFC

STRUCTURE OF THE LEVEL 3 COURSE

YEAR 1

Unit 1: Introduction to Esports

Unit 2: Esports Skills, Strategies & Analysis

Unit 3 Enterprise & Entrepreneurship in the Esports Industry

Unit 4: Health, Well Being & Fitness for Esports Players

Unit 14: Nutrition for Esports Performance

Unit 9: Games Design

Unit 12: Esports Coaching

YEAR 2

Unit 6: Live-Streamed Broadcasting

Unit 5 - Esports Events

Unit 7 - Producing an Esports Brand

Unit 8: Video Production

Unit 10: Business Applications of Esports in Social Media

Unit 11: Shoutcasting

Unit 13: Psychology for Esports Performance

Unit 19 - Customer Immersion Experience



STUDENT CHAMPIONSHIPS

The British Esports Student Champs is a competitive video gaming competition for students to compete across schools and colleges in the UK. By taking part in the Champs students can learn new transferable skills and understand the benefits of esports. This also allows them to discover the wider careers available in the esports industry, such as coaching, designing the team branding, production, marketing, and more! The Champs compliments the esports BTEC to give students the opportunity to put into practice the skills they gather throughout the course, and to gain valuable experience of the industry in a safe environment. All Student Champs teams are led by a staff team leader and run under our code of conduct.



WORK EXPERIENCE/ENRICHMENT



Here at Burnley College we compete in a variety of games in the British Esports Association Championships every week.

You will have the opportunity to play for our teams in

- Rocket League
- Overwatch
- Fifa
- Valorant
- League of Legends

During the games learners are given a range of work experience opportunities such as live streamer, shoutcaster and admin roles



ePremier League



Trips/Speakers

You will have the opportunity to go on a range of trips to conferences/live events etc
You will also have the opportunity to engage with a range of guest speakers from the industry

We run the Burnley Football club ePremier League playoffs. Learners are offered a range of roles during events like this.



ALAN PACE, OWNER OF BURNLEY FOOTBALL CLUB

PARTNERSHIPS



Burnley College has a close partnership with Burnley Football Club and we are their Elite Esports Academy.

If you play for one of our teams you are also representing Burnley Football Club. As well as competing in the British Esports Championships our teams also compete in Europe and globally as the BFC's academy teams.

We are also partnered with the only British esports Association accredited university in the country; The College of Esports based on the Olympic Park London



[College of Esports](#)

SEE OUR STUDENTS ON ITV NEWS

Click on the link below

[Esports Stars of the future ITV NEWS](#)



HOW CAN I PREPARE FOR THE COURSE

Task 1

Research is integral to your academic studies. Can you research and evaluate...

- The different esports teams in the UK and globally.
- The different esports tournaments in the UK and globally.

This will contribute toward your understanding of Unit 1 - The Esports Industry

Task 2

Understanding skills and strategies used in different games is crucial to your development

For this task can you present your knowledge of in-game skills and strategies in three different types of games. For each game, you should explain, compare and evaluate the different game practices focussing on:

1. Specific in-game skills that are used within each game
2. Specific strategies that are deployed within each game
3. Training requirements associated with each game

This will contribute toward your understanding of Unit 2 - Esports Skills, Strategies and Analysis



THANK YOU!

For further information contact
Programme Leader-Jason Frost

j.frost@burnley.ac.uk

Course Leader-Junaid Khaliq

j.khaliq@burnley.ac.uk

You can apply for our courses here

<https://www.burnley.ac.uk/course/?code=A6351>