



BTEC Level 2 Diploma in Esports

Course Overview

The BTEC Level 2 Diploma in Esports is an intermediate qualification for post-16 learners who want to specialise in a specific occupation, occupational area or technical role. It prepares learners for the progression onto the Level 3 qualification, itself specialising in the industry but creatively linking the business and enterprise sector. This one-year qualification prepares learners with the underpinning knowledge and practical competence, enhancing their academic rapport and refining their digital skills.

Developed in close conjunction with leading employers, the BTEC Level 2 in Esports develops transferable workplace skills, such as good communication and the ability to work in a team, which employers have identified as essential for gaining employment in the sector and for progression once the learner is working. At the core of this qualification is the concept of preparing young people for the working world. Through practical activities and occupationally-fit-for-purpose assessments, learners will gain the skills and behaviours needed for sustainable employment. Students' bespoke timetables combine their academic and practical study alongside work experience, tutorial sessions and their chosen enrichment programme.

How will it be delivered?

The BTEC Level 2 Diploma in Esports comprises seven units that are completed across the course of a single academic year. All units will be internally assessed through assignments being outlined and marked by tutors. Upon completion of each internally assessed unit, the tutor will inform the student of the grade they have achieved (either Pass, Merit or Distinction). When all of the units of the course have been completed, the students will receive an overall grade for the qualification. This course comprises both classroom lessons/discussions, esport-based learning, presentations and creative media methods and features a variety of assessment methods that prepare students for further academic study.

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What will I study?

Students will study 7 units as part of their study programme. Units that will be studied are as follows:

BTEC Level 2 Diploma in Esports	
Unit 1	Esports Games, Teams and Tournaments
Unit 2	Establishing an Esports Organisation
Unit 3	Streaming for Esports
Unit 4	Plan for an Esports Event
Unit 5	Start an Enterprise in Esports
Unit 7	Positive Health and Well-being in Esports

How will I be assessed?

Most units are assessed through a portfolio of assignments which are submitted via our interactive learning platform in a variety of formats to suit individuals' preferred learning styles. These include:

- Practical Assessments
- Written Reports
- Group work
- Presentations
- Screencast / Livestream Recordings
- Event / Game Planning

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Esports Enrichment Pathway

The Esports enrichment pathway offers students the chance to participate in competitive online gaming through various gaming platforms. Esports is an engaging team-based activity that appeals to a diverse range of young individuals. When practised in moderation and as part of a well-rounded lifestyle, esports serves as a beneficial alternative to passive media consumption, such as watching television or scrolling through social media. Moreover, it has strong connections to computing education, STEM subjects, and the cultivation of business and entrepreneurial skills.

Within this particular pathway, students will represent the college in the British Esports Championship, competing against teams from across the the British Isles. Teams from England, Northern Ireland, Wales and Scotland all represent their colleges in a group/knockout format before crowning an overall champion of Britain. This exciting opportunity offers numerous gaming titles of all genres to allow for gamers of all skill sets. For example games such as; Fortnite, Rocket League, Valorant, Overwatch, FC24, League of Legends, Street Fighter, Apex Legends and many more. Over the past two years, established teams have had the opportunity to travel around the country playing in a variety of live or streamed competitive fixtures. Our aim is to form a formidable but fun group dynamic, ready to challenge all teams across Britain for the championship prizes.

Our flexible three-day timetable allows for training opportunities (scrimmaging) on the systems at midday with specialist coaches, aiming to maximise your practise time with teammates in preparation for the events ahead. Scrimmaging involves playing matches against other sports teams in non competitive fixtures. Whether that be local derbies in Yorkshire, teams across Britain, or internationally against teams in the US, students will gain vital contact time to better their game sense. During these sessions, coaches study the game footage and make a detailed assessment of individual skills and team strategies in order to become competitive on Wednesday's (matchday). Once the scrimmage session is over, players will meet with coaches to review footage, and provide players with structured drills to focus on, giving a professional gaming environment structure.

In addition to competitive gaming, students will get the opportunity to plan and lead tournaments, design and develop games, get involved with digital marketing and production, as well as utilise a wide range of IT software, application and tools. Included as part of this enrichment pathway students will have the opportunity to undertake additional industry certified qualifications in; mental health awareness, IT development, leadership, nutrition and many more.

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