ESports (Extended Diploma)

Subject Area	Digital
Course Type	School Leavers
Study Level	Level 3
Delivery Mode	Full-time
Location	David Hockney Building
Duration	2 Academic Years
Start Date	September 2025
Course Code	

Course Summary

Esports is defined as organised competitive gaming, which is human versus human, either as individuals or in teams. The Esports industry is a fast-growing global industry with revenue projected to reach £1.5 billion in 2022. This qualification has been developed to meet the upcoming demand for skills in Esports and includes a breadth of transferable skills that enables 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 creative industry. This 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.

What You Will Learn

You will learn about the structure, organisation and classification of Esports both in the UK and globally. Students will explore a range of different commercial and not for profit organisations involved in the Esports industry and understand their roles and the influence they have. Students will be expected to deliver regular live broadcasts and to take part in Esports tournaments

throughout the year. The course includes 5 Mandatory units and 10 optional Units and is equivalent to 3 A Levels with a potential to achieve a maximum 168 UCAS points. The course uses a wide range of learning methods with a focus on practical workshops. These are designed to allow you to develop your skills and knowledge in a supportive environment. Unit 5 will be a Synoptic assessment, students will be expected to apply their knowledge and understanding of the industry to work as part of a small group to plan, coordinate and manage an Esports event and evaluate the skills gained. The rest of the units will be assessed using a combination of assignments and practical based assessments.

Modules

This two-year course is designed to enable students to take their first step into the Esports industry or progress to Higher Education. Students will complete 15 units over the 2 years of the course. Modules covered include:

- Introduction to Esports Esports Skills
- Strategies and Analysis
- Enterprise and Entrepreneurship in the Esports Industry
- Health, Wellbeing and Fitness for Esports Players
- Esports Events Shoutcasting
- Video Production

Entry Requirements

This course requires a minimum of 4 GCSEs at grade 9-4 or A*-C, including both GCSE English and GCSE Mathematics **or** a Level 2 IT Qualification graded at a Merit or above alongside GCSE English and GCSE Mathematics at grade 4 or C.

Assessment

Assessment for this course will be done through practical and written assessment. Exam assessment is not required for this course.

Progression

On completion of the course, you will be ready to progress into further study, employment or start your own Esports enterprise.