

BTEC International Level 3 qualification in **Esports**

In collaboration with the British Esports Association, the new BTEC International Level 3 in Esports is a skills-focused programme and is a major step forward in supporting the creation of long-term careers in the growing esports industry, both in the UK and internationally.

This qualification aims to provide the stepping-stone of higher education and routes to employment in esports, allowing learners to choose the one best pathway suited to their aspirations.

Available sizes

Title	Size	Suitability
Pearson BTEC International Level 3 Certificate in Esports	180 taught hours. Equivalent in size to 0.5 of an International A Level	This qualification is designed to support learners who want an introduction to the sector through applied learning or for whom an element of esports would be complementary.
Pearson BTEC International Level 3 Subsidiary Diploma in Esports	360 taught hours. Equivalent in size to one International A Level	This qualification is designed to support learners who want an introduction to the sector through applied learning or for whom an element of esports would be complementary.
Pearson BTEC International Level 3 Foundation Diploma in Esports	540 taught hours. Equivalent in size to 1.5 International A Levels	This qualification is designed to support learners who want to study esports as a one-year, full-time course, or for those wanting to take it alongside another area of complementary or contrasting study as part of a two-year, full-time study programme.
Pearson BTEC International Level 3 Diploma in Esports	720 taught hours. Equivalent in size to two International A Levels	This qualification is designed to support learners who want to study esports as the main element alongside another area of complementary or contrasting study as part of a two-year, full-time study programme.
Pearson BTEC International Level 3 Extended Diploma in Esports	1080 taught hours. Equivalent in size to three International A Levels	This qualification is designed as a full-time course to support learners who want to study esports as the main focus of a two-year, full-time study programme.

Choosing the most suitable size of qualification will depend on the learner's broader programme of study. For example, a learner who wishes to focus solely on esports enterprise or coaching may take the Diploma or Extended Diploma, while a learner who selects a smaller qualification, such as the Certificate or Subsidiary Diploma, may choose to combine it with qualifications from other sectors, in order to support their desired progression.

Smaller qualifications are also suitable for learners who are in employment and studying part-time. Qualification structures have been designed to enable a learner who starts with the smallest qualification to progress easily to the larger qualifications.

What does the qualification cover?

The content of this qualification has been designed to support progression to particular roles in esports, either directly into entry-level roles linked to these occupational areas or, more likely, via particular higher-education routes in the particular areas. The qualification content has been designed in consultation with employers, professional bodies and higher-education providers to ensure that the content is appropriate for the progression routes identified.

All learners will be required to take mandatory content that is directly relevant to progression routes in all the identified areas. In addition, learners take optional units that support the progression route identified in the qualification title. For example, learners taking the qualification as part of a work-based learning qualification for Esports could take units such as:

- Live-Streamed Broadcasting
- Esports Events.

Learners looking to follow a coaching or teaching route could take units such as:

- Psychology for Esports Performance
- Nutrition for Esports Performance
- Corporate Social Responsibility in Sport.

Additionally, learners could choose units that relate to a number of roles in the sector but which contribute to their understanding of those roles in a vocational context, such as:

- Esports Enterprise Launch
- Customer Immersive Experiences.

How are they assessed?

BTEC International qualifications are internally assessed to allow for practical assignments that combine knowledge and career-related skills. At least 25% of these assignments will be set by Pearson to provide additional external standardisation. Assignments are scenario-based and designed to be work relevant, for example by researching and presenting information and demonstrating the skills needed for employment.

What are the progression routes?

BTECs are designed for progression into employment and will enable learners to either start their own business or progress to further education.

Jobs available in these areas include:

- Esports player
- Team coach
- Events organiser
- Shoutcaster and Presenter
- Social media influencer
- Video production editor
- Photographer.

After achieving this qualification, while learners can progress directly to entry-level coaching roles, it is likely that many will do so via higher study. This qualification is recognised by higher-education institutions as fully meeting admission requirements to many relevant courses in a variety of areas of the esports sector, for example:

- BA (Hons) in Media or a BA (Hons) in Esports
- BA (Hons) in Events Management.

NB. Always check the entry requirements for degree programmes with specific higher education providers.

How are they recognised?

Pearson is the largest accredited awarding body in the UK. We work closely with employers, governments, and higher education institutes globally to ensure BTECs are recognised worldwide to provide more opportunities for learners to progress. Our new BTEC International Level 3 qualification in Esports is benchmarked to the UK and European Framework by NARIC (National Agency for the Recognition and Comparison of International Qualifications and Skills) on behalf of the UK Government.

For more information visit [↘ **btec-intl.pearson.com/level3**](https://btec-intl.pearson.com/level3)

What teaching support is available?

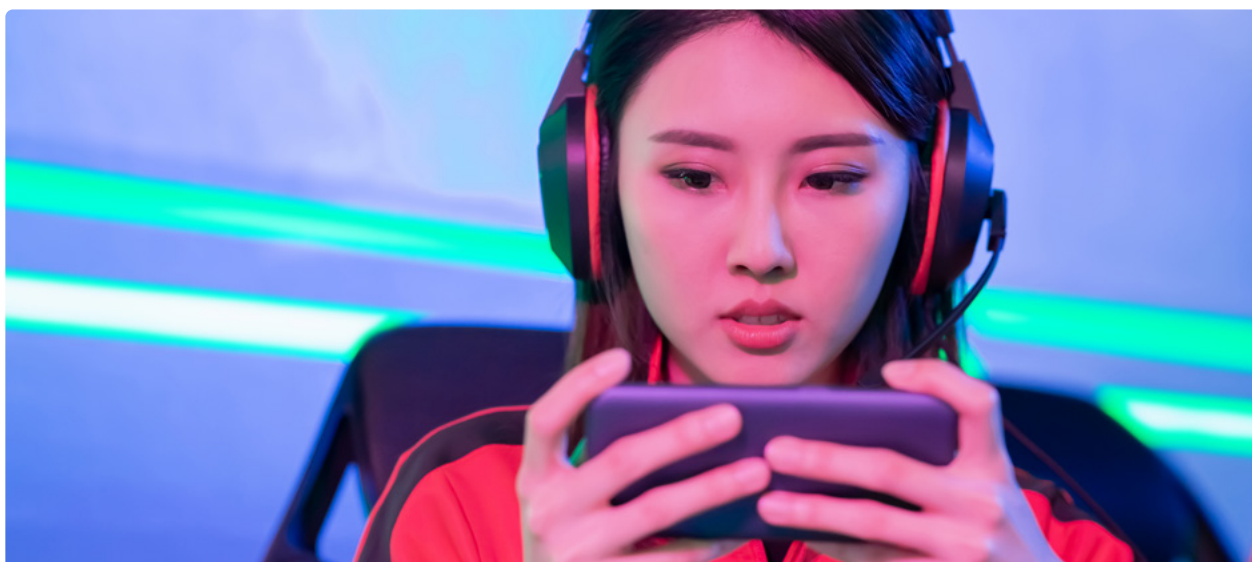
Our BTEC International Level 3 qualifications includes free and paid for Teacher Resources, Schemes of Work, Lesson Plans and Assessment Assignment Briefs to give teachers the confidence to deliver the programme successfully.

[↘ **Find out more about our Teacher Resources**](#)

What is the approval process?

To deliver the BTEC Level 3 qualification in Esports, you must apply for centre and qualification approval. This can be done by completing a [↘ **centre registration form**](#) on our website. Centres will need to sign additional terms and conditions as part of this approval process.

Centres will need to sign additional terms and conditions as part of this approval process. Once approved you will be visited by one of our Standard Verifiers, and Subject Specialist who will support you by ensuring that you are assessing learners to the correct BTEC delivery standards and will continue to monitor your progress throughout the programme life cycle.



For more information, contact your local Pearson representative or email us to register your interest at [**btecinternational@pearson.com**](mailto:btecinternational@pearson.com)

