

BTEC International Level 3 qualification in Esports

Centre Requirements

We recognise that many centres will want to recruit learners to the course prior to committing to purchasing any equipment, or recruiting any staff needed. This approval is to ensure that the centre understands what is required as a minimum starting point for the course to be delivered successfully, and by completing and signing, you are committing to providing the relevant resources at the point at which you start the qualification, not at the point of approval to offer the qualification.

Recommendations for IT equipment/ support to run the course

PC system set-up

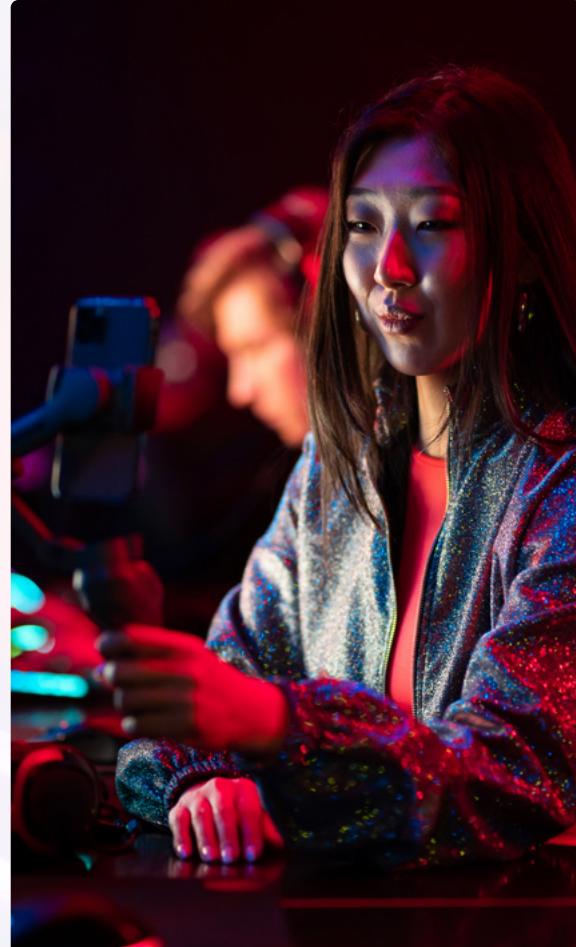
Each PC system should consist of the following:

- Tower/ unit
- Monitor
- Mouse
- Keyboard
- Controller - optional
- Headset
- Mic
- Camera - optional (streaming)

IT Support

Access through firewalls and general, ongoing support, e.g.

- Support from IT initially to set up games and systems
- Patches and updates will need to be installed regularly.





Software requirements

Games

Students will need to access at least one of these games from school/college. If personal accounts are not used then schools/colleges will have to purchase licenses for each game and create generic, school or college-based accounts.

- Overwatch - Battle.net
- League of Legends - Riot Client - free to play
- Rocket League - Steam
- Fortnite - EpicGames - free to play.

Streaming

Access to platforms such as:

- Twitch
- YouTube
- Discord
- Mixer.

Recording

Access to software such as:

- Open Broadcaster Software - OBS
- Streamlabs OBS
- Bandicam
- XSplit Gamecaster
- Nvidia GeForce Experience
- AMD ReLive.

Editing

Access to software such as:

- Adobe Premiere Pro
- Adobe After Effects
- Cyberlink
- Hitfilm Express
- VideoPad.

Access

Access to a range of game/ esports sites such as:

- Twitch
- YouTube
- Ability to upload games
- Any sites that are required for research that may be blocked under normal circumstances.

Commitment to enter at least one team into the British Esports Championships

The British Esports Championships is a national esports competition for schools and colleges. Online fixtures take place on a Wednesday afternoon and are currently held at 16:00, so a room, member of staff and teams would need to be free for these times onwards. This needs to be scheduled into the timetables. Other opportunities for students could include:

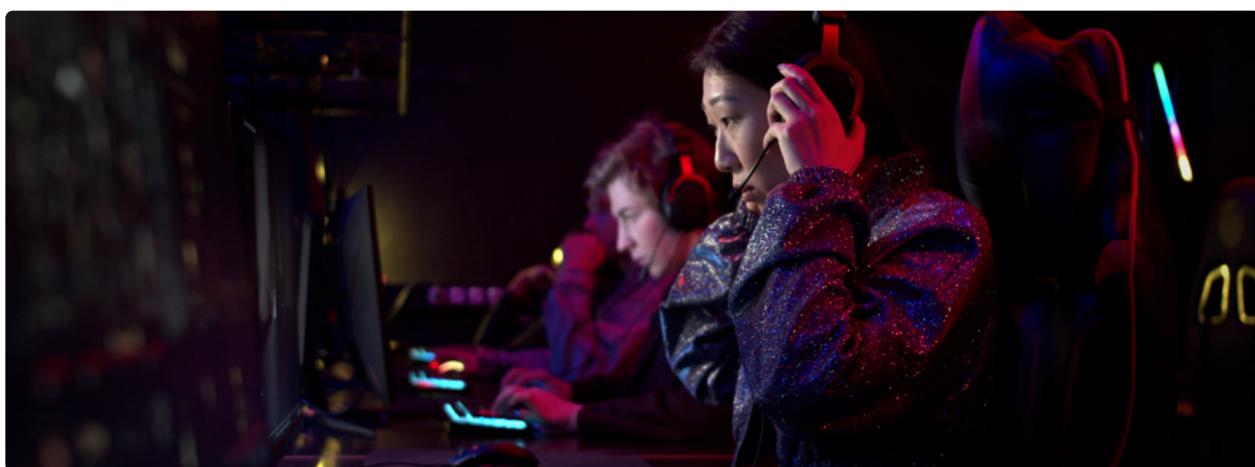
- Entry of teams into other local/ national/ international competitions/ tournaments
- Organisation and hosting of own tournaments/ competitions and events.

An appreciation of the cross-curricular nature of the course and different ways in which it could be delivered

Ideally to be led by a member of staff in one of the following areas:

- Business
- Entrepreneurship
- Media
- Creatives
- Computing
- Games
- Sport.

A willingness to share resources and best practice with other centres in the UK and around the world



For more information, contact your local Pearson representative or email us to register your interest at btecinternational@pearson.com