



Pearson  
BTEC



# BTEC International Level 3 in **Esports**

*Internationally recognised, career-focused qualification,  
by Pearson and the British Esports Association*



# The first esports qualification of its kind

Pearson, the world's learning company, has partnered with the British Esports Association to launch the brand new BTEC International Level 3 qualification and resources in Esports.

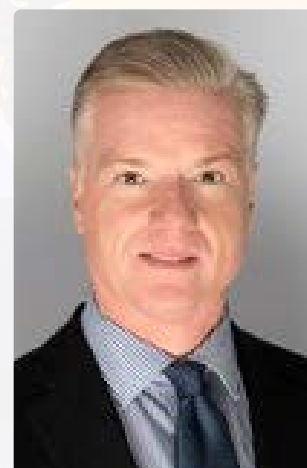
This qualification is the first of its kind and is a major step forward in supporting the creation of long-term careers in the fast-emerging esports industry.

The BTEC International Level 3 in Esports consists of 22 units which are designed to provide deep insight into the business of esports and will enable learners to develop a wide range of transferable skills and knowledge that can be applied to other careers and sectors, including digital and STEAM-based. This is especially valuable to learners in a changing world where job roles are likely to continually change and the emphasis is increasingly on flexibility, adaptability and transferable skills.



*"Education in esports is essential for our growing community to succeed. The British Esports Association has shown great leadership in paving the way for many others around the world, particularly in delivering quality courses together with their partner **Pearson**. The future for esports will continue to be bright and so it is perfect timing for this new international esports course to be launched."*

Paul J. Foster  
Chief Operating Officer, Global Esports Federation (GEF)



# Introduction to Pearson

The world's learning company



We are the world's learning company with more than 22,500 employees operating in 70 countries. We provide content, assessment and digital services to learners, educational institutions, employers, governments and other partners globally. We are committed to helping equip learners with the skills they need to enhance their employability prospects and to succeed in the changing world of work. We believe that wherever learning flourishes so do people.

For more information, visit [▶ \*\*pearson.com\*\*](https://www.pearson.com)



# Introduction to the British Esports Association

The not-for-profit organisation established to promote and support grassroots esports



The British Esports Association is a not-for-profit organisation established in 2016 to support and promote esports in the UK. As a national body, its aims are to foster future British talent, increase the awareness of esports and provide expertise and advice. It's focused on the grassroots level of esports and is not a governing body. The Association helps educate the masses – including parents, teachers, media and government – around what esports is and what its benefits are. Its three goals are to Promote, Improve and Inspire.

For more information, visit [▶ \*\*britishesports.org\*\*](https://www.britishesports.org)



# About BTEC International Level 3

Career-focused qualifications that equip learners with the employability skills needed to progress to employment or further education.



Over 100,000 BTEC learners apply to university every year. BTEC International Level 3 qualifications are accepted by UK and international universities, and higher-education institutes and allow learners to progress to the workplace – either directly or via further education.

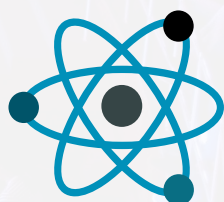
BTEC International Level 3 qualifications are suitable for learners aged 16 and upwards, as well as adults returning to education. BTECs provide a learner-centered approach to education, with a flexible, unit-based structure and knowledge applied to project-based assessments.

A BTEC is so much more than just a qualification - BTECs focus on the holistic development of the practical, interpersonal and thinking skills required to be successful in employment and further education.

**Studying a BTEC will help learners to develop the following key skills:**



Organisation and working to deadlines



Ability to learn and adapt



Teamwork, communication and leadership



Initiative and problem solving

## Reasons to choose a BTEC International Level 3 in Esports

- ✓ Co-created with the British Esports Association.
- ✓ Recognised internationally by governments and industry.
- ✓ Accepted on their own by UK and international universities.
- ✓ Internationally relevant content.

# What is Esports?

Esports (or electronic sports) is a term used to describe competitive video gaming.

It's different from standard video gaming in that esports is competitive (human-vs-human) and usually has an engaging spectator element to it, like traditional sports. Esports tournaments usually consist of amateur or professional gamers competing against one another for a cash prize.

Think of esports as competitive video gaming where skill and professionalism are celebrated. The pro gamers who play at this level know the games inside out, much like a professional footballer or athlete would in their respective fields.

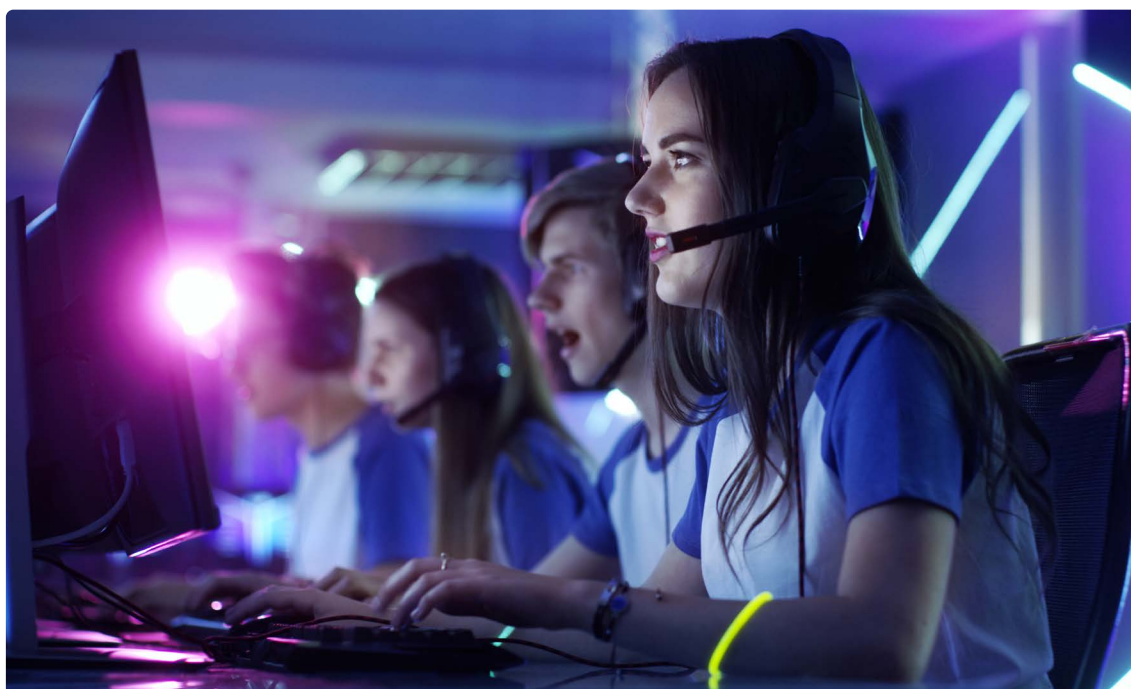
Where job roles are likely to continually change, and the emphasis is increasingly on flexibility, adaptability and transferable skills. This is where the esports industry opens so many opportunities to learners who want to pursue their love for gaming and develop their knowledge of coding, cyber security, UI/UX design, digital technologies.

## Did you know?



The esports industry is projected to generate revenues of \$1.1 billion, with a year-on-year growth of 16%, and the total esports audience is set to rise 11.7% to 495 million individuals.

*\*Newzoo*



# Developed with industry and education institutions

The Pearson BTEC International Level 3 qualification in Esports is designed to provide learners with the most up-to-date knowledge, skills and behaviours that are highly valued and sought after by global employers.

To ensure that this qualification meets the needs and provides high-quality preparation for progression in the esports and digital industries, we engaged with experts within key industries including educators and employers, the University of Chichester, Sheridans and the North America Scholastic Esports Federation (NASEF), British Esports Association board members including Mark "Garvey" Candella, Director of Education and Student Programmes at Twitch and Craig "Wizzo" Fletcher, founder of Multiplay/Insomnia, supported the work by reviewing content as it developed.

## Did you know?

Esports revenue is predicted to hit \$1.8 billion by 2022.



\*Newzoo

Learners will develop a wide range of transferable skills and knowledge that can be applied to other careers and sectors, including digital and STEAM-based. With units such as: Enterprise and Entrepreneurship, Strategy and Analysis, Events Management, Live-streamed Broadcasting, Video Production, Shoutcasting, Coaching, Health and Wellbeing, the Law and Legislation, Computer Networking and more this will enable learners to enter careers in the esports or digital industries, by upskilling their skills for future careers or progress to further and higher education.

[!\[\]\(3e2231b1ad3ca8da8658228c00dd08e0\_img.jpg\) See a full breakdown of units](#)





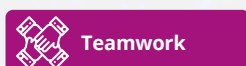
# Career-focused progression routes

The world of competitive gaming offers many endemic career opportunities, such as production, content and management roles, but beyond that it also fosters transferable skills for talent to take into other industries too.

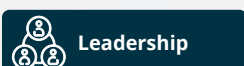
We've listed some career options below:

<b>Progression into Higher Education</b>	<ul style="list-style-type: none"> <li>• Computer Science</li> <li>• ICT</li> <li>• Sciences</li> <li>• Technology</li> </ul>	<ul style="list-style-type: none"> <li>• Mathematics</li> <li>• Engineering</li> <li>• Creative Media</li> <li>• Business Studies</li> </ul>	<ul style="list-style-type: none"> <li>• Entrepreneurship</li> <li>• Games Development</li> <li>• Sport</li> </ul>
<b>Careers in the esports industry</b>	<ul style="list-style-type: none"> <li>• Professional Player</li> <li>• Coach</li> <li>• Shoutcaster/Host</li> <li>• Analyst</li> <li>• Journalist</li> </ul>	<ul style="list-style-type: none"> <li>• Observer</li> <li>• Admin (Referee)</li> <li>• Broadcast/Production</li> <li>• Community/Social Media Manager</li> </ul>	<ul style="list-style-type: none"> <li>• Team/ Player Management and Operations</li> <li>• Streamer/ Influencer</li> <li>• Video Editor/ Photographer</li> </ul>
<b>Careers in STEM and the digital industries</b>	<ul style="list-style-type: none"> <li>• Cyber Security</li> <li>• Software Development</li> <li>• Big Data and Analytics</li> <li>• Cloud Solutions</li> </ul>	<ul style="list-style-type: none"> <li>• Network Engineering</li> <li>• Mobile Technologies</li> <li>• Digital Engineering</li> <li>• UI/UX Design</li> </ul>	<ul style="list-style-type: none"> <li>• Artificial Intelligence</li> <li>• Network Manager</li> <li>• Virtual Reality</li> <li>• Software Engineering</li> </ul>
<b>General career roles</b>	<ul style="list-style-type: none"> <li>• Marketing</li> <li>• Sales</li> <li>• Advertising</li> <li>• Events Management</li> </ul>	<ul style="list-style-type: none"> <li>• PR</li> <li>• Branding</li> <li>• Merchandising</li> <li>• Media</li> </ul>	<ul style="list-style-type: none"> <li>• Social Media</li> <li>• Design</li> <li>• Business Development</li> </ul>

## Learn key transferable skills



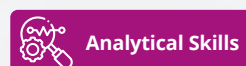
Teamwork



Leadership



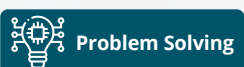
Communication



Analytical Skills



Strategic Thinking



Problem Solving



Decision Making



Dexterity



Multi-tasking



Processing Ability



Reaction Times



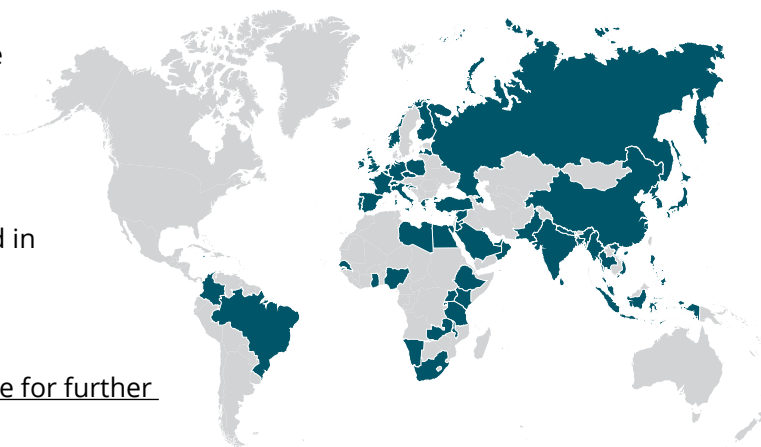
Cyber Skills

# Interested in delivering a BTEC qualification?

BTECs are recognised in more than 70 countries worldwide.

BTEC International Level 3 qualifications can be assessed in English or in local language.

Please contact your local office for further information.



Get the latest BTEC International news and updates



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## Contact us

For more information and advice on delivering a BTEC International Level 3 in Esports, please contact the Subject Advisor, Colin Leith:



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