

# Esports mythbusting



**A qualification in esports is just playing games.**



**This couldn't be further from the truth.**

The esports BTEC suite aims to give students a broad insight into the different types of roles and areas of the esports industry, whether that's coaching, commentary, management, content creation, events and more.



**A qualification in esports will limit career opportunities further down the road.**



**A qualification in esports will teach students many skills.**

From communication to teamwork, time management and more, there's a whole host of transferable skills that can be used in a range of professions, not just in esports, the games industry or entertainment industries.



**Encouraging the use of video games is bad for the health of young people.**



**Video games, when played in moderation, boast a wide range of benefits.**

They have been proven to improve behaviour, attendance and concentration levels in school pupils, and they can improve reaction times, boost reading, communication and teamwork skills, plus they're a fun recreational activity that allow people to unwind and enjoy themselves.



**Video games are just for children.**



**This is a perception that has changed over the years.**

When video games started to enter the mainstream around the '80s and '90s, many of the marketing campaigns did target children, teenagers and young adults, but video games are for everyone.

If you think games are just for children, try telling that to the world's oldest CSGO champion, 78-year-old Abbe 'DieHardBirdie' Drakborg, or the world's oldest gaming YouTuber, 90-year-old Hamako Mori.



**Esports will harm the studies of other subjects.**



**Esports complements other subjects.**

It shares skills with business, sports, creative media, IT and coding, and encourages engagement across the study programme.



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