



BTEC Level 2 Esports helps to fill the employment gap

College:  The Studio

Location:  Liverpool

Area type:  City

College students:  299

16-18 students:  121

BTEC students:  198

The Level 2 BTEC in esports is the ideal qualification to get your learners started in an industry many of them will be passionate about, as proven by The Studio in Liverpool who are one of the first centres in the UK to provide the course.

Enda Carey and Michael Saint-Cricq co-teach BTEC Esports to learners in Liverpool and are already impressed.

"I run project-based learning for our school and have been doing so for 3 years, helping students create amazing projects and understand the product development process," explains Enda, "My background is in videogames, and I have worked in the games industry across marketing, new product development and business development for over 25 years. This year I have co-taught the level 2 business of esports course."



Students can still learn a ton of stuff that matches their individual strengths. Photo provided by The Studio.

"I have been teaching since 2004 across a range of different subjects, for example: IT, Creative Media, Computing, Business, and now Esports with Enda!" says Michael.

Giving learners the chance to study esports at Level 2 is imperative, because "Students like to learn in different ways," says Michael. "With the esports course being so flexible, students can still learn a ton of stuff that matches their individual strengths - and there's no exams to sit in Level 2 Esports!"

"With the esports course being so flexible, students can still learn a ton of stuff that matches their individual strengths"

Kieran and Marshall, two of the learners who took the Level 2 in esports this year, were delighted to see an esports course available. "I studied a BTEC in esports because I was interested in learning more about the esports industry and the business side of it," says Kieran.

"I have a strong passion and love for video games," adds Marshall, "Esports was one of the options that was offered to me which presented a great chance to get an understanding and new outlook on the competitive side of games."



These qualifications show employers that they are passionate about this sector and have relevant practical experience. Photo provided by The Studio.

Kieran and Marshall were two of the learners who held an esports tournament in their centre, with the Year 10s coming up against the Year 12s taking a games design course.

The development of real-world people skills is something that will stand BTEC learners in good stead for the future. "I especially like the flexibility and the structure of the course which allows us as teachers to interact with industry which always helps students relate to the subject more," says Michael."

Enda adds, "It helps students focus on the industry sector they are interested in and shows employers that they are passionate about this sector and have relevant practical experience."

“It helps students focus on the industry sector they are interested in and shows employers that they are passionate about this sector and have relevant practical experience”

Those soft skills are crucial for long-term career success and engaging with local employers is another string to The Studio’s bow. "We have lots of partnerships locally, nationally and internationally. We work with partners all year bringing them into the centre to deliver masterclasses, workshops, and work experience, and it makes a massive difference

to students when they see practitioners engaging in the area they want to work in."

Michael and Enda have also made the most of Pearson’s connections. Michael says, "The engagement and support we get from Pearson is great! They have really helped us to highlight the need for practical skills to students and parents, and it’s also been amazing to get the support and opportunities from the partnerships with the British Esports Association."

“We’ve highlighted the associated skills developed through competitive esports with companies interested in digital transformation”

"The development of practical skills and important life skills such as public speaking, time management and teamwork is crucial for the future," says Michael, "For our economy to grow and our nation to prosper we need a workforce which is flexible and has a broader skill base. I believe esports helps to ‘fill that gap’."



Photo provided by The Studio.

Find out more about the esports industry and the Level 2 and 3 BTEC qualifications
 Visit [btec.co.uk/esports](https://www.btec.co.uk/esports)