Bradford College

Working together to transform lives

eSports and Gaming

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Subject Area	Digital
Course Type	School Leavers
Study Level	Level 1
Delivery Mode	Full-time
Duration	1 Academic Year
Start Date	September 2026
Course Code	PA000775

Course Summary

The skills on this course will be developed within the context of ESport & Gaming through practical and engaging delivery. The course is designed to allow you to develop knowledge and understanding which will support achievement and progression in ESport & Gaming and/or IT-related courses. The development of study skills will allow you to work towards higher level skills and prepare you for the next stage of your educational journey or employment.

What You Will Learn

The course is based on a Programme of Study, which consists of:
• The Vocational Qualification itself• English and Maths• A Tutorial programme•
Employer engagement
You will learn through lectures, online modules (Moodle), group work, electronic resources and external speakers.

Modules

The Award offers the opportunity for learners to study two sector specific units and plan for their next steps by completing the mandatory unit:

• Developing a Personal Progression Plan

Learners will also complete the sector units 'Design an Interactive Presentation' and 'Keeping Active & Healthy in Esports'

Optional Units (choose one)

- Designing a Product: Learn the fundamentals of product design, including conceptualisation, development, and presentation. Gain practical experience in playing and mastering various games. Understand different gaming strategies and how to improve your skills.
- Branding a Product: Understand the principles of branding and how to create a strong brand identity for products.
- Presenting a Business Idea: Develop skills in presenting business ideas effectively to potential stakeholders. Learn the skills needed to manage esports teams and events professionally. Understand the business aspects of esports.
- Designing an Interactive Presentation: Gain expertise in creating engaging and interactive presentations using digital tools.
- Using Digital Communication Technologies: Learn about various digital communication technologies and their applications in the gaming industry. Learn about digital literacy and its importance in the gaming industry.
- Keeping Active and Healthy: Understand the importance of physical activity and maintaining a healthy lifestyle, especially for gamers.

Entry Requirements

You should have a keen interest in the subject and achieved a minimum of GCSE Maths and English at Grade 2 or an equivalent Entry Level 3 qualifications along with minimum Entry 3 at Maths and English will also be accepted.

Progression

Successful completion of the course along with improved Maths and English grades can help you embark on a Level 2 course of study. You will be able to progress to further learning, an apprenticeship or possibly employment.

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