Working together to transform lives

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BTEC Level 2 Award in Esports



Subject Area	Digital
Course Type	School Leavers
Study Level	Level 2
Delivery Mode	Full-time
Duration	1 Academic Year
Start Date	September 2027
Course Code	PA000017

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Course Summary

This course will teach you all about the structure, organisation and classification of Esports both in the UK and globally.

You will explore a range of different commercial and not for profit organisations involved in the Esports industry and understand their roles and the influence they have. You will have an opportunity to deliver regular live broadcasts and to take part in Esports tournaments throughout the year.

The course includes 2 Mandatory units and is equivalent to 1 GCSE (A-C)

The course uses a wide range of learning methods with a focus on practical workshops, designed to help you develop your skills and knowledge in a supportive environment.

What You Will Learn

The course uses a wide range of learning methods with a focus on practical workshops,

designed to help you develop your skills and knowledge in a supportive environment.

Modules

Unit 1: Esports Games, Teams and Tournaments

Unit 2: Establishing an Esports Organisation

Entry Requirements

Entry to this course requires English and Maths at a minimum of grade 2 or Level 1 Esports.

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