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ESports (Extended Diploma)



Subject Area	Digital
Course Type	School Leavers
Study Level	Level 3
Delivery Mode	Full-time
Duration	2 Academic Years
Start Date	September 2027
Course Code	PA000020

View on **bradfordcollege.ac.uk**

Course Summary

Esports is defined as organised competitive gaming, which is human versus human, either as individuals or in teams. The Esports industry is a fast-growing global industry with revenue of more than £1.5 billion annually.

This qualification has been developed to meet the upcoming demand for skills in Esports and includes a breadth of transferable skills that enables learners to experience different areas of Esports to aid their progression to employment, either directly or via further study. Esports offers a unique opportunity to study a sector that crosses over multiple subject areas such as sport, marketing, enterprise, IT and the creative industry. This provides an opportunity for alignment of social, physical, mental and financial skills into one qualification to deepen and expand learning. These are skills that are highly valued in the changing and fluid workplace.

What You Will Learn

You will learn about the structure, organisation and classification of Esports both in the

UK and globally. Students 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. Students will be expected to participate in practical activities, events, and to take part in Esports tournaments throughout the year.

The course includes 5 Mandatory units and 10 optional Units and is equivalent to 3 A Levels with a potential to achieve a maximum 168 UCAS points. The course uses a wide range of learning methods with a focus on practical workshops. These are designed to allow you to develop your skills and knowledge in a supportive environment. Unit 5 will be a Synoptic assessment, students will be expected to apply their knowledge and understanding of the industry to work as part of a small group to plan, coordinate and manage an Esports event and evaluate the skills gained. The rest of the units will be assessed using a combination of assignments and practical based assessments.

Modules

Mandatory Units

- Unit 1: Introduction to Esports
- Unit 2: Esports Skills, Strategies and Analysis
- Unit 3: Enterprise and Entrepreneurship in the Esports Industry
- Unit 4: Health, Wellbeing and Fitness for Esports Players
- Unit 5: Esports Events

Optional Units

- Unit 6: Live-streamed Broadcasting
- Unit 7: Producing an Esports Brand
- Unit 8: Video Production
- Unit 9: Game Design
- Unit 10: Business Applications of Esports in Social Media
- Unit 11: Shoutcasting
- Unit 12: Esports Coaching
- Unit 13: Psychology for Esports Performance
- Unit 14: Nutrition for Esports Performance
- Unit 15: Ethical and Current Issues in Esports
- Unit 16: Corporate Social Responsibility in Sport
- Unit 17: Sports and Esports Law and Legislation
- Unit 18: Launching Your Esports Enterprise
- Unit 19: Customer Immersion Experiences
- Unit 20: Computer Networking

Entry Requirements

4 GCSE at Grade 4 (at least one 4 in English or maths) If you have a grade 3 in English or Maths, you will be required to retake in Year 1 as part of your timetable.

Work Experience

Relevant work experience will be offered to students each year of the course.

Progression

Successful completion of this course can lead to progression to further study at university and employment in the Esports industry, and even launching your own Esports enterprise.

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