



Esports Level 3 Extended Certificate

Head of Department: James Fraser-Murison

Email: james.fraser-murison@qmc.ac.uk

Extended Certificate Fact File

- 4 mandatory units over the two year course:
Introduction to Esports, Esports Skills, Strategies and Analysis, Enterprise and Entrepreneurship in the Esports Industry, Health, Wellbeing and Fitness for Esports Players
- Internally assessed with no exams
- Equivalent in size to one A level and studied alongside two other subjects

All students will have access to:

- Our brand new television studio for video streaming and shoutcasting
- Specialist esports teachers, one of whom has worked alongside BTEC to write the units for delivery nationally
- Dedicated esports gaming room with high spec gaming PCs
- Specialist units dedicated to preparing you for work within the esports industry
- College trips to the University of Chichester and Staffordshire University's London based campus, both of which deliver esports degrees
- Professional, industry standard software such as Photoshop, Blender, Premiere & After Effects
- Industry links with Sony and GAME
- Contacts with professional YouTubers, shoutcasters and current players

Course Summary

The esports industry is a growth industry in the UK and many of the major companies are based in the South of England. This course has been designed to help students acquire the skills and knowledge to progress to university courses or employment in this exciting and engaging area.

The Extended Certificate is a rigorous and intensive vocational course which allows students to progress into a variety of esports areas such as creative, production based degrees and theoretical studies in areas such as branding, coaching, strategy and entrepreneurship.

Through our links with industry specialists, students will gain an insight in to the structure of the esports industry, the roles available and how professionals work to produce media texts and branding for YouTube, film and gaming sites. Students studying the course will develop a solid grounding in ways to analyse, research, plan and produce esports products.

Course Summary

The esports industry is a growth industry in the UK and many of the major companies are based in the South of England. This course has been designed to help students acquire the skills and knowledge to progress to university courses or employment in this exciting and engaging area.

The Extended Certificate is a rigorous and intensive vocational course which allows students to progress into a variety of esports areas such as creative, production based degrees and theoretical studies in areas such as branding, coaching, strategy and entrepreneurship.

Through our links with industry specialists, students will gain an insight in to the structure of the esports industry, the roles available and how professionals work to produce media texts and branding for YouTube, film and gaming sites. Students studying the course will develop a solid grounding in ways to analyse, research, plan and produce esports products.

Progression skills and opportunities

An opportunity to take part in College trips to universities and employers and tourist attractions such as the Los Angeles movie studios and the Harry Potter Studio tour

Take part in nationwide gaming leagues

The development of soft and hard employability skills developed through written assessments and client based briefs e.g. meeting deadlines, independent study skills, time management, and presentation and communication skills.

How is the course assessed?

The course involves four units over two years covered through practical coursework units. All units are internally assessed and then verified by an external moderator from the examining board. Assessment is based on the achievement of all the specified learning outcomes. You will complete a number of skills-based briefs which will enable you to provide evidence to show that you have met the grading criteria. Each unit will be awarded a pass, merit or distinction. Progression into year 2 is dependent on successfully passing each unit.

What topics will I be studying?

- Introduction to Esports
- Esports Skills, Strategies and Analysis
- Enterprise and Entrepreneurship in the Esports Industry
- Health, Wellbeing and Fitness for Esports Players
- Esports Events
- Producing an Esports Brand
- Psychology for Esports Performance
- Launching Your Esports Enterprise

Will I need any specialist materials or equipment?

The studio fee of £60 per year covers most of the materials that students will require. Students will have access to digital recording equipment in college and access to editing software and recording equipment at home will be an advantage. Due to the nature of the practical work undertaken on this course, students will be required to bring a minimum 1TB hard drive and a digital card reader. Students will have the opportunity to rent hard drives from the college media department for a deposit.

There will be the opportunity to take part in a residential cultural trip to Los Angeles and UK based trips for an additional cost.