CRAVEN COLLEGE ESPORTS GAMING LEVEL 2 AND LEVEL 3





OVERVIEW

The term 'esports' typically refers not to casual gameplay, but rather to contests among serious competitors – this is not simply playing candy crush on your mobile phone but organised, competitive, human vs human gameplay, often in teams and playing multi-player games that require high levels of skill, strategy, teamwork and coordination. Aside from the digital component, one factor that differentiates esports from traditional athletics is the sheer number of video games available to play. In esports, leagues can incorporate several different video games or be organised around a single game. Another aspect that sets esports apart is the way that competitions are staged. In some cases (especially larger tournaments), esports participants travel to each other's homesites or compete at a neutral location. But, because video games can be played online, teams often compete against one another without either team ever leaving it's 'home ground'.

This course and qualifications has been developed to meet the upcoming demand for skills in esports.

The qualifications include a breadth of transferable skills that enable you, as a learner, to experience different areas of esports to aid your progression to employment, directly or via further study.



WHY ESPORTS?

Esports offers you a unique opportunity to study a sector that crosses over multiple subject areas, for example:

- Business
- Marketing
- Enterprise

- Creatives - IT
- Sport

It provides an opportunity for alignment of social, physical, mental and financial skills into one qualification to deepen and expand learning.

These are skills which are highly valued in the changing and fluid workplace. You must apply strategy, skill and teamwork to be successful.

SKILLS YOU WILL LEARN

- Strategic thinking
- Leadership
- Resilience
- Decision Making
- Problem solving
- Teamwork
- Communication
- Digital
- Cyber skills
- Data analysis
- Event organisation
- Multi-tasking

of children play video games online, and esports is on the rise!



MANDATORY UNITS

UNIT 1: INTRODUCTION TO ESPORTS

You will develop an understanding of the esports and traditional sports industries and the careers they could pursue in esports, or in other related industries such as sciences, technology, digital, business, sport and the creatives.

UNIT 2: ESPORTS SKILLS, STRATEGIES AND ANALYSIS

You will develop the understanding and skills to analyse esports performances and recommend improvements.



MANDATORY UNITS

UNIT 3: ENTERPRISE AND ENTREPRENEURSHIP IN THE ESPORTS INDUSTRY

You will study successful esports enterprises and the mindset of the entrepreneurs behind them. They will research, plan and pitch their esports start-up enterprise and gain feedback on their planning activity.

UNIT 4: Health, Wellbeing And Fitness for Esports players

You will explore the importance of health, wellbeing and fitness in the esports industry. This will include investigating physical and mental health and suggesting ways to improve.



MANDATORY UNITS

UNIT 5: ESPORTS EVENTS

In this unit, you will work as part of a small group to plan, coordinate and manage an esports event and evaluate the skills gained.



ENTRY REQUIREMENTS

ESPORTS LEVEL 2 DIPLOMA

4 GCSEs grade 9-3 or Computing Level 1 including English & maths

ESPORTS LEVEL 3 FOUNDATION DIPLOMA

5 GCSEs grade 9-4 or Computing Level 2 including English or maths GCSEs grade 9-4

PROGRESSION ROUTES

CAREERS:

- Professional Player
- Coach
- Shoutcaster/Host
- Analyst
- Journalist
- Broadcast/Production
- Event Manager
- PR & Marketing
- Careers in the Tech Industry: Software Development, VR, Cyber Security, Mobile Technologies, UI/UX Design

FURTHER STUDY:

- Computer Science
- ICT
- Sciences
- Technology
- Engineering
- Mathematics
- Creative Media
- Business Studies
- Games Development
- Sport



Enriching lives through learning

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