BTEC Works for **Esports**

Esports is a fast-growing global industry of competitive, human-versus-human videogaming where people play against each other online and at live spectator events.

It is played by both amateurs and professionals and is open to all, regardless of gender, physical or mental ability. At the top level, leading global teams and players can earn significant sums in wages and prize money each year.

Studying for a BTEC in Esports will promote character development in the same way that traditional teambased activities do. It will also promote leadership skills and teamwork, boost social and communication skills, develop problem-solving, decision-making, cyber and digital skills, as well as improve resilience.

Careers in the sector are growing with each passing year. As the industry continues to grow, more jobs and career pathways are being created in esports, creating a demand for people with specific skills.

What kind of career can I go into?

Here are a few ideas to get you started:

- Professional Player
- Coach
- Shoutcaster/Host
- Analyst
- Journalist

- Observer
- Admin (referee)
- Broadcast/Production
- Community/Social Media Manager

Layton Ripley

Studied

BTEC Level 3 National Extended Diploma in Esports, Barnsley College.

Course highlights

The delivery side of the course -Layton is now working towards becoming a teacher himself, something he previously hadn't considered.

Next Steps

Layton has just started his first year at university.

The top 5 skills employers look for that you'll learn on this BTEC course



Communication



Leadership



Problem-solving



Strategic thinking



Teamwork

- · Video Editor/Photographer
- Streamer/Influencer
- Team/Player Management & Operations

Units at a glance

If you choose to study a BTEC in Esports, you could study units such as*:

BTEC Level 2 Skills in Esports

- Esports Games, Teams and Tournaments
- Establishing an Esports Organisation
- Streaming for Esports
- Plan an Esports Event

BTEC Level 3 Nationals in Esports

- Esports Skills, Strategies and Analysis
- Enterprise and Entrepreneurship in the Esports Industry
- Health, Wellbeing and Fitness for Esports Players

^{*} This is just a selection of the full range of units. Some units are optional and vary depending which qualification size you pick.