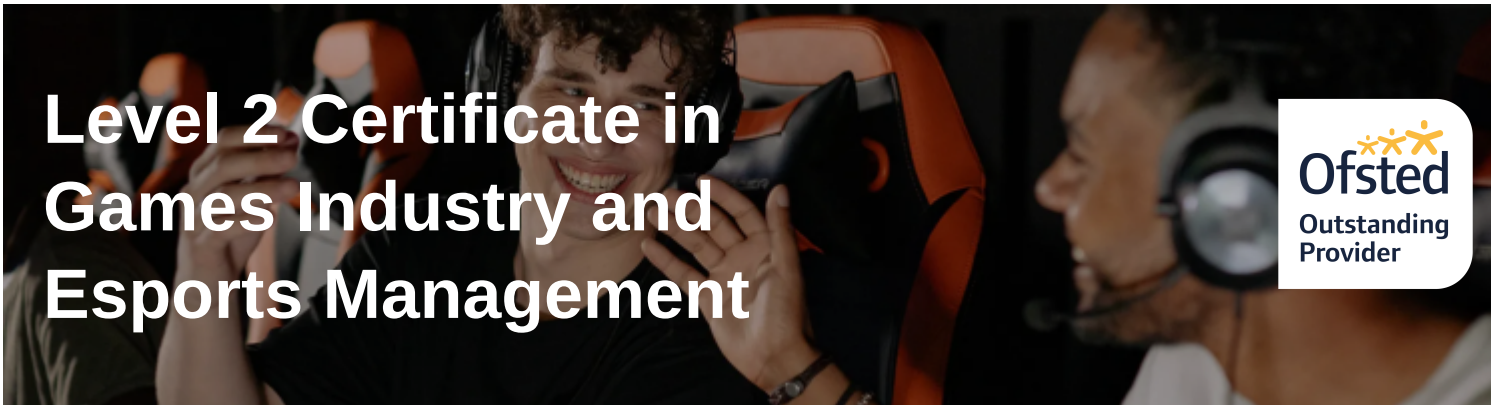


Level 2 Certificate in Games Industry and Esports Management

Ofsted Outstanding Provider

Course Level: Level 2

Campus: Stafford

Subject Type: Computing, Technology & Esports

Course Overview:

Embark on an exciting journey in the world of esports with our Level 2 Certificate program. Dive into the fundamentals of competitive gaming, team dynamics and esports industry trends. Gain practical experience in game strategy, event management and community engagement. This comprehensive program equips you with the skills and knowledge needed to thrive in the rapidly growing esports industry whether you dream of becoming a professional gamer, esports coach, or event organizer. Apply now and level up your career in esports.

What's Covered:

The aim of this course is to provide you with a practical introduction to the exciting and rapidly growing industry of Esports. You will have the opportunity to explore a range of areas in the sector that combines gaming, event management and business skills.

The course lasts one year and covers a wide range of areas within the field of Esports. The course is divided into 4 units, which are as follows:

- Unit 1 – Esports Games, Teams and Tournaments (30 credits)
- Unit 2 – Establishing an E-Sports Organisation (90 credits)
- Unit 3 – Streaming for Esports (60 credits)
- Unit 4 – Plan for an Esports Event (60 credits)

Entry Requirements:

You will need 4 GCSEs at grade 3 or above, one of which MUST be English or Maths. Achievement of an equivalent full time level 1 course is also acceptable and must include GCSE maths or English at grade 3 or above. Students should also be able to provide school reports providing evidence of good attendance and effort, to support their application.

If you do not have these entry requirements and are keen to join the course, we are happy to discuss your suitability during a course discussion appointment.

Assessment Information:

The course is structured into 4 units, these are likely to be delivered in 2 blocks of 2 units. Lessons will be of a practical nature including demonstrations and tutor-led activities resulting in the creation of an Esports event and how to effectively stream your Esports skillset. There will be some lessons covering the theory associated with the topics, as these are required to give practical work context.
You will be assessed through a range of assignment tasks, a large number of which will involve creation of products. These will be assessed against criteria to decide whether the work produced is of pass, merit or distinction level. At the end of the year you will be awarded a qualification grade based upon your achievement in all 4 units. This course is entirely assessment based with no external exam.

Fees and Financial Support:

Top FE College

Expert Teaching

This course is free for anyone aged 16 – 18.

College Maintenance Allowance (CMA):

Anyone with a gross household income under £35,000 can receive financial support to cover college related costs such as transport, meals, course equipment and uniform. Bursary support is based on individual circumstances and will be allocated to best suit your individual needs. A range of other financial support is available depending on your personal circumstances. For more details visit nscg.ac.uk/finance

Progression:

On completion of this course to the target grade of Merit level, you will be eligible to progress to a BTEC Extended Diploma in Esports, IT or Business. This qualification will provide you with further experience of Esports and provides an excellent point from which to launch your career or progress to university.

What else do I need to know?

In addition to studying the units, you will also complete functional skills or GCSEs in English and Maths and will be allocated directed study time. Alongside your course, you will study both English and/or Maths to improve your skills in these vital subjects by attending structured classes or completing directed study activities. English and Maths will be assessed in all of your work throughout your course.

You will undertake a minimum of 3 days' work experience to help gain valuable and employable skills to help when looking for employment following the course.

A tutor will be available to look after your personal welfare and support your non-teaching needs.

Trips will be available to students to help support the teaching on the course and external visitors will be invited in to talk about their specialism and help to motivate and encourage good progress on the programme.

How do I find out more?

If you wish to find out more you can contact the Curriculum Leader in Esports, Liam Dowd, by emailing: liam.dowd@nscg.ac.uk