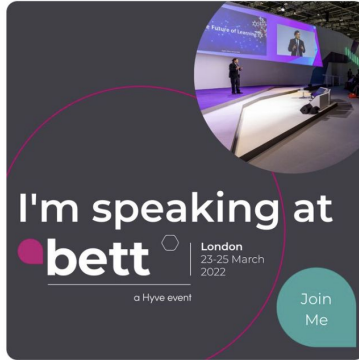
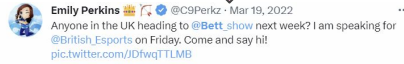


# Learning Beyond the Classroom: Esports



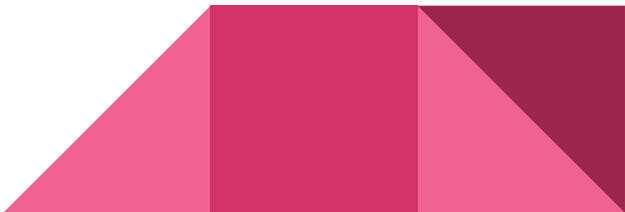
# My story



# What is esports?



# How are young people interacting with esports?



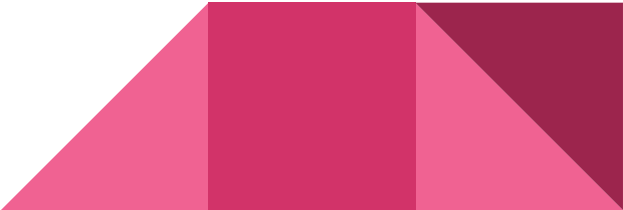
# Why introduce an esports provision at your school?



# Esports Provision



**DIGITAL  
SCHOOLHOUSE**  
together with



# Esports Provision £



# Esports Provision

£ £





# Esports Provision

£££



E-BLUE  
www.e-bluegaming.com



Countesthorpe  
Academy



YOYOTECH



CIRCUIT

# Esports education

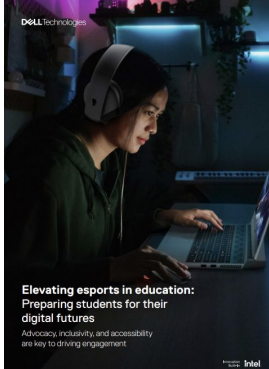


Unit (number and title)	Unit size (GLH)	Extended Certificate* (360 GLH)	Foundation Diploma* (540 GLH)	Diploma* (720 GLH)	Extended Diploma* (1080 GLH)
1 Introduction to Esports	60	M	M	M	M
2 Esports Skills, Strategies and Analysis	120	M	M	M	M
3 Enterprise and Entrepreneurship in the Esports Industry	90	M	M	M	M
4 Health, Wellbeing and Fitness for Esports Players	90	M	M	M	M
5 Esports Events	120			M	M
6 Live-streamed Broadcasting	60		O	O	O
7 Producing an Esports Brand	60		O	O	O
8 Video Production	60		O	O	O
9 Games Design	60		O	O	O
10 Business Applications of Esports in Social Media	60		O	O	O
11 Shoutcasting	60		O	O	O
12 Esports Coaching	60		O	O	O
13 Psychology for Esports Performance	60		O	O	O
14 Nutrition for Esports Performance	60		O	O	O
15 Ethical and Current Issues in Esports	60		O	O	O
16 Corporate Social Responsibility in Sport	60		O	O	O
17 Sports and Esports Law and Legislation	60		O	O	O
18 Launching Your Esports Enterprise	60		O	O	O
19 Customer Immersion Experiences	60			O	O
20 Computer Networking	60			O	O

\*These qualifications are not eligible for performance tables in England.



# What do parents think?



Only 6% of UK parents believe esports doesn't play a positive role in education

50% of UK parents believe esports allows for more diversity across its player base

47% of UK parents believe esports does not discriminate and allows for wide inclusion



69%

of UK parents believe esports allows their children to develop skills that they would not get through traditional education



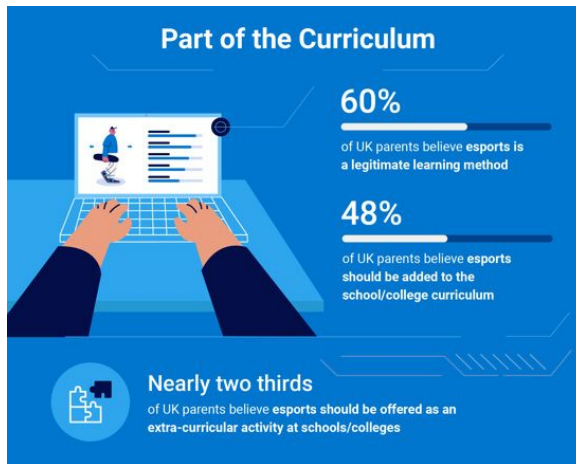
50%

of those believe esports can give children more confidence compared with traditional education methods



70%

of UK parents believe esports promotes inclusivity amongst children at school/college



## Educational Stakeholders

79% of educational stakeholders in the UK believe esports should be taught in schools

67% of these think esports being taught in school will teach children soft skills

Over half

of these educational stakeholders in the UK believe esports being taught in school will help increase grades in other subjects



41%

believe that parents/children do not know enough about esports in education



41%

do not have the facilities for esports equipment



...and finally, esports is so much more than 'just playing a game'



# Links

British Esports Association: <https://britishesports.org/>

Digital School House: <https://www.digitalschoolhouse.org.uk/>

Dell Research:

<https://www.delltechnologies.com/asset/en-gb/solutions/business-solutions/educational-training/elevating-esports-in-education-preparing-students-for-their-digital-futures.pdf>

YoYoTech: <https://www.yoyotech.co.uk/>

Article on esports solutions on a budget:

<https://edtechmagazine.com/higher/article/2019/12/esports-programs-dont-need-break-budget-thrive>

Video interview with myself: <https://youtu.be/XWA0EfSNvSQ>

My twitter handle: @C9Perkz

My email: [ecoulson@bosworthacademy.org.uk](mailto:ecoulson@bosworthacademy.org.uk)

