

## Esports

### BTEC HND Esports

**Campus:** Dearne Valley College

**Code:** D04HE03

**Type:** Part Time

Advance your career in the dynamic world of Esports with the Pearson BTEC Higher National Diploma. This industry provides a strong foundation in Esports operations, covering key areas such as team management, tournament organisation and event logistics. Designed to meet the needs of both employers and higher education institutions, this course blends hands-on experience to prepare you for a successful career in this fast-growing sector.

You'll gain practical expertise in planning and executing Esports events, managing teams, and optimising operations for tournaments. The programme also develops skills in entrepreneurship, marketing and community engagement, essential for roles such as Operations Manager, Community Officer or Event Coordinator.

Esports is a global phenomenon, with over 3.24 billion gamers worldwide as of 2021 and a rapidly expanding industry eager to build careers in competitive gaming, event management, coaching, and media production. The skills gained are transferable, opening opportunities not only within Esports but also across the wider digital and entertainment industries. To enter the industry or take your existing knowledge to the next level, this programme equips you with the expertise to

### Why Study With Us?

#### **Dearne Valley Campus**

Students benefit from studying in a bespoke immersive environment, built to host the digital requirements of the course. This includes three large esports gaming and teaching rooms, VR facilities, a media suite and access to 8 F1 racing simulation rigs.

The design of the course focuses on a broad range of vocational activities to develop specific sector skills and behaviours (the attitudes and approaches required for competence) in addition to transferable skills such as communication, teamwork, research and analysis, which are highly valued in higher education and in the workplace.

## Modules Covered

Students will develop knowledge and occupational competencies specific to Operations Management in Esport:

- Professional Development
- Esports Research Project
- Global Business and Emerging Markets
- Event and Production Financing
- Social Media Management
- Game Analytics and Statistical Insights
- Emerging Technologies

## Entry Requirements

The entry requirements are a Higher National Certificate in Esports.

- BTEC Level 3 qualification in Esports or a related subject and GCSE grades at A\* to C.

## How To Apply

**Apply via UCAS or directly through college.**

## **Career Opportunities**

On completion of this qualification, you will be able to progress onto a Top Up degree or enter employment. The Esport sector in the UK currently supports over 1,200 direct jobs and is rapidly growing. The course will draw upon the continued success of this national and international industry and provide a programme that will educate and inspire the next generation of industry professionals into careers such as Professional Gaming, Coaching, Business Management, Journalism and Content Creation, Sales, PR and Marketing, Production, and Product Management.

### **PLEASE NOTE**

We make every effort to ensure information within our online course directory is accurate and a true representation of the courses we are offering in 2025-26. However, we do reserve the right to make changes if necessary.

**Last updated:** 12th July 2025