

BTEC Level 3 Esports

Part A - Bridging Work Task

This is a fantastic opportunity to expand your understanding of Esports as you prepare for enrolment and start at Franklin in September.

Please complete the work and bring a copy to your enrolment, either printed or electronically.

The work will take you around **2 hours** so plan your time to best suit you.

How do I complete and submit my task?	<p>Complete the tasks on paper/handwritten or digitally, and bring a copy, either paper or electronically, to your enrolment appointment. Also, bring this along to your first lesson in September.</p> <p>If you didn't attend the Taster Day, don't worry. It isn't essential for completing this work, but please ensure that you have completed this bridging work.</p>
Introduction to your Bridging Task	<p>This task will give you an introduction to the first topics you can expect in September.</p> <ul style="list-style-type: none">- Is Esports a sport?- Could we consider Esports players as Athletes?- This is a very controversial question in the world of Esports, with many various opinions from people both inside and outside the Esports space.- Does it even matter?
Task details	<p>1. Read the articles from the reading list below and take notes on these two opposing opinions.</p> <p>In your own words write an argument for and against the statement:</p> <p>Esports <u>is</u> a sport.</p> <p>Then, using the information you have written, compare both sides of the argument and write a conclusion that includes your own opinion.</p> <p><u>Your final submission should be a written report containing the following sections:</u></p> <p>An argument in support of "Esports is a Sport"</p> <p>An argument against "Esports is not a Sport"</p>

	A final judgement and conclusion.
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Resources to help you with the Bridging Task	<p>You can also use the following websites to help with the task:</p> <ul style="list-style-type: none"> • Does esports count as sports — and does it matter? (esportsinsider.com) • https://www.redbrick.me/two-sides-esports-sports/ • https://www.roundhillinvestments.com/research/esports/are-esports-really-sports • https://www.verdict.co.uk/the-international-dota-2-sweden/#:~:text=Esports%20is%20not%20a%20real,accept%20esports%20into%20its%20ranks. <p>You can also use any other research sources and materials you wish.</p>
Extension Tasks	
Extension Tasks to stretch and challenge you	<p>If you have completed the above to the best of your ability, feel free to try this extension task (<i>this is optional</i>):</p> <p>Research Esports around the world.</p> <p>Examples countries you could research include:</p> <p>South Korea, USA, Sweden, China, UK.</p> <p>Areas to think about:</p> <ul style="list-style-type: none"> • Esports Education • National bodies and funding • Venues • Size of the industry • Cultural acceptance
Massive Open Online Courses (MOOCs)	<p>You might enrol on this online course and complete the following to push you a little further (this is optional):</p> <ul style="list-style-type: none"> • Esports: Leveling Up Teach-Out - Online Esports Course - FutureLearn

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Part B – Preparing for Studying at Franklin

A fantastic opportunity to widen your understanding of the course.

Examining Board and Specification	<p>This is a career-focused qualification with industry endorsement that will enable learners to learn underpinning knowledge, develop technical and transferable skills, and gain experience in a variety of different sections of the esports industry.</p> <p>We cover the following topics:</p> <ul style="list-style-type: none">• Unit 1 - Introduction to Esports• Unit 2 - Esports Skills, Strategies and Analysis• Unit 3 - Enterprise and Entrepreneurship in the Esports Industry• Unit 4 - Health, wellbeing, and fitness for Esports Players <p>Skills and Progression after this course:</p> <p>This qualification will allow you to study further in Higher Education. The skills developed on the course will also support into the workplace or apprenticeship scheme.</p> <p>The primary focus of the Pearson BTEC Level 3 Extended Certificate in Esports is to progress to employment across a range of roles within esports, but it might also be taken alongside other vocational qualifications or A Levels. Complementary qualifications to support career progression are Pearson BTEC Level 3 Nationals in Information Technology, Creative Media's, Sport and Business.</p> <p>Jobs that are available in these areas include:</p> <ul style="list-style-type: none">• Esports player• Team Coach• Social Media Influencer• Data Analyst
Preparing for the course	<p>Here are some helpful sources of information if you would like further information about the subject:</p> <p>British Esports Federation</p> <p>The Latest Esports Industry News Esports Insider</p>