

# BRITISH ESPORTS ASSOCIATION

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Opportunities for colleges

JULY 2020



**BRITISH**  
**ESPORTS**  
ASSOCIATION

# INTRODUCTION

The British Esports Association is a not-for-profit national body established in 2016 to promote esports in the UK, increase its level of awareness, improve standards and inspire future talent.

As a national body, our aims are to support esports and provide expertise and advice. We are focused on the grassroots level of esports and are not a governing body. We help to educate parents, teachers, media, policy makers and government around what esports is and what its benefits are. We're working with schools, colleges and other educational establishments to embrace esports and create some inspiring events and activities.

With 81% of children playing video games nowadays, games are arguably a larger part of their lives than ever before.

With esports on the rise, this area is of great interest to many young people beyond just being a hobby. In this guide, we take a look at opportunities available to colleges, including taking part in the British Esports Championships, teaching the esports BTEC qualifications and more.

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# BRITISH ESPORTS CHAMPIONSHIPS



The British Esports Championships is our own competitive video gaming competition for students aged 12+ in schools and colleges across the UK.

The Championships are open to all secondary schools, Further Education (FE) Colleges and Alternative Provision (AP) schools in the UK and are PC-based. They cover the following games:

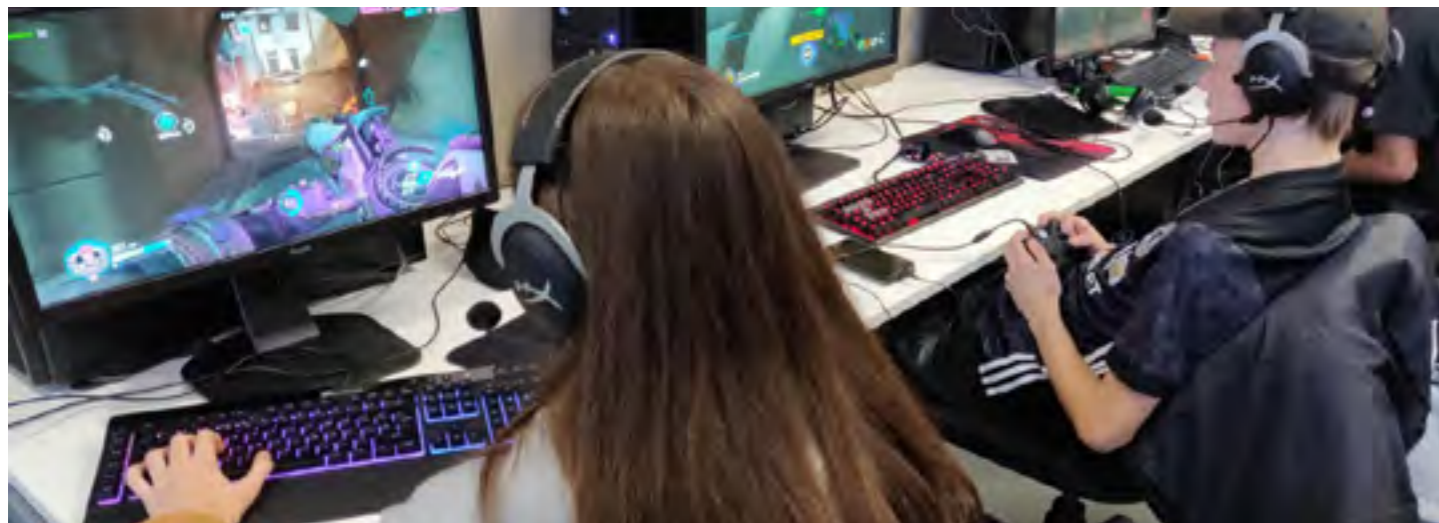
- ◆ **5v5 League of Legends: multiplayer online battle arena game (PEGI 12 age rating)**
- ◆ **6v6 Overwatch: a vibrant first-person shooter (PEGI 12)**
- ◆ **3v3 Rocket League: football with rocket-powered cars (PEGI 3)**

Matches are played in schools and colleges in a safe environment managed by teachers and our team of admins.

For more info check out our [Championships hub](#). You can also [register your interest to take part in the next Championship here](#).



# WINTER 2019 SEASON



We had a total of 51 schools and further education colleges get involved in our Championships in the winter season. Out of this number, 32 were colleges, 19 were schools.

After registration closed, we had 133 teams generated into fixtures. Out of these teams, 24 were returning schools/colleges and 27 were new. This represented year-on-year rises of 75% in teams and 82% in schools and colleges from 2018.

## Overall in the winter season, there were...

- 133 teams
- 646 players (not including subs)
- 51 individual schools & colleges

## Rocket League

Winner: Glasgow Clyde College  
Runner-up: Callywith College

## Overwatch

Winner: Sunderland College  
Runner-up: NESCOL

## League of Legends

Winner: Bridgwater & Taunton College  
Runner-up: Hills Road Sixth Form College

# SPRING 2020 SEASON

For the spring season we had 61 schools and colleges get involved. We had 10 independent schools, 34 colleges and 17 schools.

After registration closed, we had fixtures generated for 125 teams. Out of these teams, 41 were returning schools/colleges, and 20 were new. We had an 80.39% retention rate from the winter season.

## Overall in the spring season, there were...

- 125 teams
- 611 players (not including subs)
- 61 individual schools & colleges

## Rocket League

Winner: Sunderland College  
Runner-up: Northgate High School

## Overwatch

Winner: Sunderland College  
Runner-up: Farnborough Sixth Form College

## League of Legends

Winner: Hills Road Sixth Form College  
Runner-up: Alsager School

## 2019/20 NUMBERS

- 72 individual schools and colleges
- 259 teams
- 1,256 players (not including subs)



# 2019/20 GRAND FINALS



In response to the global situation regarding COVID-19, our grand finals - originally due to take place live at Insomnia Gaming Festival at the Birmingham NEC - took place online via Twitch to ensure the safety of students. We highly appreciated the NUEL's support, as the university esports body handled production and broadcast duties for the event.

In our online grand finals, the winning teams from each season (winter and spring) faced one another in the ultimate showdown! The overall champions in each game received a trophy, in-game prizes, special jerseys and coaching from professional esports organisations.

Excel Esports coached the winning League of Legends team, British Hurricane in Overwatch and former Team Vitality coach Mike 'Gegan' Ellis in Rocket League.

We arranged for front page promotion over the weekend on the [British Esports Twitch channel](#) which increased our viewership.

Our streams took place over the weekend, from Friday April 24th to Sunday April 26th. We dedicated one day to each tournament final:

- Friday 24th April (Overwatch): Sunderland College vs Farnborough Sixth Form
- Saturday 25th April (League of Legends): Bridgwater & Taunton College vs Hills Road Sixth Form
- Sunday 26th April (Rocket League): Glasgow Clyde College vs Sunderland College

Our grand champions for the British Esports Championships 2019/20 were:

- **Overwatch: Sunderland College (Sunderland Seers)**
- **League of Legends: Hills Road Sixth Form College (Hills Road Cretn)**
- **Rocket League: Sunderland College (Sunderland Seers)**

A huge thank you to all involved in the Championships and the grand finals, including [the NUEL](#) on production duties, our partners [AoC Sport](#) and [Twitch Student](#), our casters, hosts, volunteers, mods, video editors and mods, and to [Epic.LAN](#) throughout the seasons for helping to run the Championships.

# WHAT THEY SAID

"I was really hoping the team would win and I'm really proud of everything they've achieved. I'm ecstatic they've won. It's been really positive taking part in the British Esports Championships. I want esports to become what sports is in college, so parents are equally proud of their children taking part in their school's League of Legends team as they would be their children's football team for example."

*Dave Wright, Hills Road sixth form teacher*

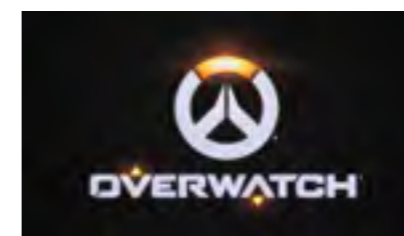
"They've done great and I don't think they've ever stopped being great. They keep impressing us and I'm massively proud of them. They love to show off too, they won one game in college without even speaking to each other!"

*Isaac, Seers manager*

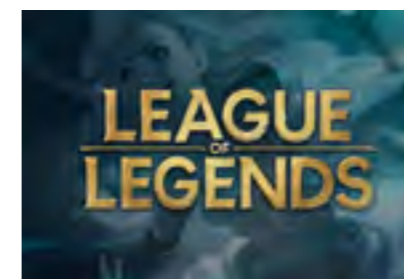
"I was quite nervous watching the finals and at the thought of the team not being able to turn things around! But I'm proud of the team. They had a great experience playing against university teams recently too. I encourage others to get involved in esports and take part in tournaments, it's a great experience."

*Kirstie, Seers student leader*

## TWITCH STATS: 35,000+ LIVE VIEWS



156 average viewers  
1,537 live views  
109 new followers



187 average viewers  
2,173 live views  
42 new followers

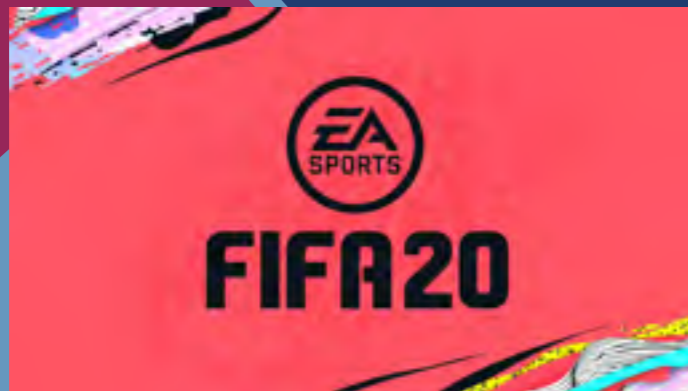


1,263 average viewers  
31,973 live views  
50 new followers

See the [British Esports Championships 2019/20 grand finals recap article here](#), or view our video at <https://youtu.be/j1HR1pDqBoo>



# FIFA 20 COLLEGE LOCKDOWN CHAMPIONSHIPS: CASE STUDY



The British Esports Association partnered with further education body AoC Sport to run the FIFA tournament for college students during the lockdown period.

With lockdown affecting students' abilities to partake in their college sport activities, the FIFA 20 Championships enabled students to continue to represent their college online in a national competition, from home, while promoting teamwork, communication and sportsmanship.

Teams from 47 different colleges competed in the tournament overall. Each team consisted of three players. Weekly fixtures took place from May 13th to June 17th, with a strict code of conduct and ruleset in place. Swiss format was used throughout the tournament and many colleges appointed student captains to help organise the fixtures, giving students more chances for higher levels of responsibility and leadership.

Both Hills Road Sixth Form College (who beat East Norfolk Sixth Form College in the PS4 final) and Priestley College (who beat Winstanley College in the Xbox final) received winners' trophies. 32 teams entered the PS4 tournament and 36 entered the Xbox competition.

## 'A FANTASTIC EXPERIENCE FOR ALL'

"The tournament was a fantastic experience for all involved and allowed the students to play competitively at a high level. With esports ever present at Hills Road, there was a lot of interest in the tournament prior to the tournament starting and resulted in us having to host preliminary games to establish the team that would represent the college."

*Ayden Duffy, Head of Sport at Hills Road Sixth Form College*

"During one of the most difficult times this competition has provided much-needed light relief for our students. We would like to thank the AOC for filling the void that was left when we had to end competitive sport and to British Esports for running an extremely efficient competition."

*Dan Jordan, Head of Football at Priestley College*

"Everyone at AoC Sport has been delighted with the level of interest from member colleges and the interest that the competition has generated. The values of teamwork and pride have been very much on display, and we hope that players have enjoyed participating as much as we have enjoyed providing this competition."

*Dean Hardman, AoC Director of Sport and Student Experience*

# NBA 2K COLLEGE LOCKDOWN CHAMPIONSHIPS: CASE STUDY



Following the popularity of the British Esports AoC Sport FIFA lockdown tournament, we launched a unique opportunity for college and academy teams to face-off in a virtual basketball competition.

The NBA2K Lockdown Championships was run in partnership with AoC Sport for teams on both Xbox One and PlayStation 4 to compete nationally throughout June and July. British Esports worked closely with NBA and 2K Games in advance of this summer tournament.

Colleges and academy teams playing in AoC Sport's physical basketball leagues during 2019/20 entered teams of three students free of charge. The tournament was also open to other colleges and basketball academies.

Colleges were encouraged to appoint a student as captain to take charge of their team, arrange match times with other teams and enter their scores online.

The competition was presented as an ideal activity for students to get involved in, with many students finishing off their summer term studies from home, as well as potentially self-isolating, volunteering and wanting to socialise.

At a time when students were not able to develop skills through physical sport, esports competitions had a vital role in improving similar aspects such as teamwork, communication and sportsmanship.

At the time of writing, the NBA2K Lockdown Championships is currently ongoing, with fixtures scheduled from Wednesday June 17th through to Wednesday July 22nd.

## 'ESPORTS HAS BECOME POPULAR IN COLLEGES'

"We are really pleased that this competitive esports opportunity can be offered to our colleges and teams across the country. Esports has become increasingly popular in colleges over the past two years as part of our valued partnership with the British Esports Association. This NBA2K lockdown tournament presents a further opportunity for even more colleges and students to get involved, playing a well-known video game."

*Dean Hardman, AoC's Director of Sport and Student Experience*

# ALL-STAR SHOWDOWN

The British Esports All Star Showdown took place during half term from May 25th to 29th. It was a double elimination tournament set up to showcase some of the best student Rocket League talent in the UK, acting as a separate competition from the term-long British Esports Championships.

It was a student-led initiative, organised by British Esports Association, with help from students within the Championships who expressed interest in learning about the industry and gaining some work experience. DON'T PANiC! emerged victorious.



Due to the Covid-19 outbreak, all matches were played from home, using personal equipment and accounts. All matches were supervised where possible by teachers/BEA staff and admins.

- 25 individual series of Rocket League played over 5 days
- 2,427 unique viewers
- Professional casters and Rocket League scene involvement
- Students helped in both the design and organisation
- 100% of participants said they enjoyed the event and want to do it again
- Successfully delivered during the covid pandemic

Closed Qualifiers (8 teams invited to qualify based on the placement in championships):

- DON'T PANiC! (Season 4 #2)
- Felsted Esports (Season 4 #5-8)
- AGSB Esports (Season 4 #3-4)
- Crosskey Kings (Season 3 #3-4)
- Basilisk (Season 3 #2)
- EP Esports (Season 2 Schools #1)
- The Ferrers Esports (Season 4 #3-4)
- Marling Matadors (Season 3 #3-4)

Main Tournament (again, 8 teams):

- Sunderland Seers, Season 4 Champion
- Clyde Hotshots - Season 3 Champion
- SRColater - i64 Colleges Champion
- Fortes Esports - i64 Schools Champion
- DON'T PANiC! - (Qualifier)
- Crosskey Kings - (Qualifier)
- The Ferrers Esports - (Qualifier)
- Marling Matadors - (Qualifier)

## Quotes from students

"The tournament was a good concept that was built on and executed well."

"The general organisation of the tournament (given it was only planned within a 5-week window) was great. The use of mandatory Discord was superb and I can see that this was done to show the casters if teams were ready during the stream, which is fantastic because there was a small amount of waiting around."

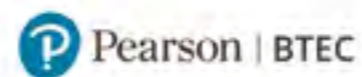
"The casting was very entertaining along with the format of the tournament and most problems were resolved very quickly."

"Well organised with quick and professional resolutions to any issues that arose."

"Problems were resolved quickly, instructions were clear. Overall this was a great experience."

# ESPORTS BTEC QUALIFICATIONS

## Esports



The British Esports Association has partnered with global learning company Pearson to create the world's first qualification of its kind for a career in esports.

The new BTEC qualifications in esports are skills-focused and are a major step forward in supporting the creation of long-term careers in the growing esports industry both in the UK and internationally. The esports industry is projected to generate revenues of \$1.1 billion in 2020, a year-on-year growth of +16%, with the total esports audience set to rise 11.7% to 495m individuals, according to Newzoo.

Institutions in the UK and around the world will have the opportunity to offer these new qualifications to students from September 2020, with funding confirmed in the UK from the Education and Skills Funding Agency.

At the time of writing, there are 79 centres approved to deliver the course from September, with a further 42 expressions of interest.'

The new Level 3 esports qualification consists of 20 units, including enterprise and entrepreneurship, strategy and analysis, events management, live-streamed broadcasting, video production, shoutcasting, coaching, health and wellbeing, the law and legislation, computer networking and more. The qualifications will enable some learners to enter careers in the esports industry and for others it will offer an opportunity to upskill and progress their careers.

The units are designed to provide deep insight into esports and may be adjusted to update content and to reflect variations within the industry internationally and in the future. Learners will develop a wide range of transferable skills and knowledge that can be applied to other careers and sectors including digital and STEAM-based careers. This is especially valuable to learners in a changing world where job roles are likely to continually change and the emphasis is increasingly on flexibility, adaptability and transferable skills.

To ensure that the content meets industry needs and provides high quality preparation for progression, the partners engaged experts within esports, including employers, professional body representatives, university and further education lecturers and teachers.

**[YOU CAN READ MORE ABOUT THE ESPORTS BTECS, INCLUDING HOW TO TEACH THEM, VIA THE PEARSON WEBSITE HERE](#)**



# WEST HAM PILOT

## SPORTS AND ESPORTS CROSSOVER WEEK



The British Esports Association launched an exciting initiative during October 2018 half-term to bridge esports and traditional sport.

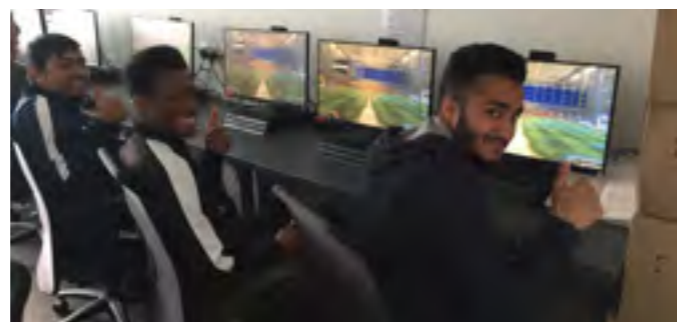
The Association partnered with West Ham United Foundation, GAME Digital, Sony PlayStation, London Sport and Archery GB for a one-week pilot, which aimed to demonstrate the similarities between competitive video gaming and physical sports, to showcase the benefits of esports when played in moderation and to promote physical activity to video game fans.

This pilot was aimed at teenagers aged between 14 and 19 and took place at West Ham United Foundation in London from October 22nd to 26th, during half-term.

London Sport funded the pilot, whose mission is to make London the world's 'most active city'.

There were ten sessions taking place throughout the week, each including football, archery and Rocket League, a video game in which players control cars to guide a giant football into the opposing team's goal. Participants received professional coaching and competed with one another.

Guest visitors included Michael "Odee" O'Dell from Dignitas, Rhiannon Easton, an archer from Archery GB, West Ham footballer Robert Snodgrass, as well as Rocket League experts Mike "Gregan" Ellis, Emile Cole and Alex "Stumpy" Knight.





# EDUCATION SUMMIT



The British Esports Association has extended its partnership with AoC Sport to host a special event focused on esports in the education space.

The Esports in Education Summit is designed to bring together teachers, lecturers, researchers and experts across the UK, to help them better understand the benefits of esports and how their schools, colleges, universities and students can get involved.

The event features talks, panel discussions and more from lecturers, students and industry experts, as well as members of both AoC Sport and the British Esports Association.

Delegates will also learn about career pathways, how esports can increase attendance levels, promote teamwork, leadership and communication skills and help students develop social groups, and more.

It was scheduled to take place in May at Sixways Stadium, Warriors Way, WR3 8ZE, the home of the Worcester Warriors rugby team, but the situation around COVID-19 resulted in the event being postponed.

The Esports in Education Summit 2020 will now take place digitally later this year and will remain free of charge to attend, hosted by the British Esports Association and AoC Sport.

**To be one of the first to know when registration opens, please sign up to the [British Esports email newsletter](#)**

# WHAT'S NEXT & GET INVOLVED



We recently announced [format changes for the 2020/21 Championships](#), including the addition of divisions for the first time in order to allow more teams to take part. For 2020/21 Champs we have listened to the feedback from previous years and decided to make our Champs more competitive, and engaging, than ever with a different format!

The Champs will move from individual seasons, to a year long tournament and introduce divisions. From October through to December, this will be the qualifying period. Teams will gain as many points as possible throughout this period. Each team's final standing from the qualifying period will determine their division.

From January through to March, all teams will be split into divisions. Divisions will be split into Division 1 and Division 2. All teams will face similarly levelled opponents and fight for the top spots in their division. At the end of each division, the top teams will progress to the Division 1 and Division 2 playoffs.

## Winter Split (Qualifiers)

Registration opens: 31/08/20

Registration closes: 25/09/20

Winter Split team roster lock: 28/09/20 - 02/10/20

Winter Split fixtures start: week commencing 05/10/20

Winter Split ends: week commencing 07/12/20

## Spring Split (Divisions)

Registration opens: 30/11/20

Registration closes: 08/01/21

Spring Split team roster lock: 11/01/21 - 15/01/21

Spring Split starts: week commencing 18/01/21

Spring Split ends: week commencing 22/03/21

*\*Due to the ongoing situation around COVID-19, British Esports will be closely monitoring the situation and may announce other changes to the Championships as it develops, for example around the grand finals. The safety of its participants is paramount. We are prepared to run the Championships from home if necessary.*

## CONTACT US TO GET INVOLVED

### BRITISH ESPORTS CHAMPIONSHIPS

Alice Leaman (School and College Liaison Officer, for the North)  
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[Register your interest to take part](#)

### PEARSON ESPORTS BTEC QUALIFICATIONS

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