

# Glasgow Clyde Esports - Case Study

The world of esports and Further Education are two areas that hadn't often come together. Initially, the concept of students coming to college to play games might have seemed foolish to some, or a waste of a young person's educational journey, however when you look at this new world of video games more closely, you very quickly see the skills and opportunities that can be acquired by young people.



We are fortunate that the Principal and Senior Management have been in favour of supporting esports at Glasgow Clyde College.

The college's Principal and Chief Executive Jon Vincent said: "Glasgow Clyde College has been proud to lead the development of esports education in the Scottish college sector. Our team of dedicated staff were pioneering in identifying this emerging industry and its unmet skills needs.

"The course has grown rapidly and we are proud of the quality of its graduates, who are already displaying a level of skill which rivals the best across the UK."

We started our journey by delivering our bespoke esports course on two of our three campuses. From back-end production or strategy and coaching, to front-end playing and commentary, the course is aimed at developing a formal setting for esports and aiding players into professional esports and the many related job roles in game production.

On the course, students study computing units like infrastructure, application development and programming to get a fundamental knowledge base in computing, which helps them progress to a diverse range of HND courses. The course also incorporates an NPA in Games Development in a year-long portfolio production that has the student design and make their own games for added value and depth of understanding.

The British Esports Association has partnered with Pearson to create the world's first esports qualifications of their kind for 16-19 year olds. Glasgow Clyde is now working with Pearson to help adapt these vocational BTEC qualifications to meet with the needs of the Scottish education system.

The world of gaming is extremely competitive and at Glasgow Clyde College we have an abundance of young talent who are keen to test their skills against others. We have teams competing in a number of national competitions. Clyde Hot Shots was formed and they began their long journey to the Grand Final the 2020 British Esports Championships Grand Final.

In an exhilarating final, the team narrowly missed out on the title after being beaten by the current champions Sunderland Seers. The experience and journey that the team embarked on is something that they have said they will never forget.

Of course it's not all just about team games. There are opportunities in many different areas. We have students who decided their area of interest was becoming a caster. For those unfamiliar with gaming terminology, this is the person who provides the exciting commentary that runs alongside the game, they are the equivalent of Jonathan Pearce from Robot Wars for anyone who is familiar with that show.



Hot Shots – Rocket League Team 2020 Champs Grand Finalists

At Glasgow Clyde College we wanted to encourage a sense of belonging as well as develop the community-driven aspects of esports, so we decided to run pizza nights every Tuesday and Thursday evening from 4-8pm. The students come along try out different games with teams or just hang out and have fun with their peers. We felt this was a crucial element in the bonding process for the students, they get to talk more freely, the barrier of lecturer and coach is lessened and, of course, playing games with them is the best route to develop this.

The wide range of roles and activities available in esports brings its own set of challenges for us a team. We feel we have provided an energetic and positive environment to hone our students' existing skills and help them on their journey to developing new ones. For us, the students are at the heart of every choice we make, and the changes we make comes from student feedback.

It is the college's hope to further expand esports into the surrounding Glasgow and Scotland communities to encourage more education in esports. We are the only college in Scotland that's currently offering this course and we are continuing to work with British Esports to improve and develop our offering. We have further invested in our facilities and now have purpose-built gaming labs at all three of our Glasgow Clyde College campuses, ensuring that we provide these opportunities to as many of our local communities as possible.

Looking to the future, we are hoping to add more teams to the British Esports Championships in all of its supported games. We are planning events with local schools, community groups and stakeholders to widen access to esports. We will continue to use the many public platforms to stream our content, however we are also launching our own Glasgow Clyde College streaming channel which will provide a whole range of benefits to our students and their families.

Interested in entering teams into next season's British Esports Championships?

Visit: <https://britishesports.org/championships/>

Interested in finding out more about the Pearson/British Esports BTECs in Esports?

Visit: <https://qualifications.pearson.com/en/campaigns/btec-esports.html>

