

2025

DELIVERING ESPORTS

EVERYTHING YOU NEED TO KNOW
ABOUT COMPETITIVE GAMING





Think of esports as competitive video gaming where skill and professionalism are celebrated.

PART ONE: **WHAT IS ESPORTS?**

Esports, short for electronic sports, refers to organised competitive video gaming. Unlike casual gaming, esports involves structured competitions where players face off against one another in a human-vs-human format. A key feature of esports is its strong spectator appeal, much like traditional sports, with fans watching matches live at events or via online streaming platforms such as Twitch and YouTube.

Esports tournaments can feature amateur or professional players competing for prizes, which range from small incentives to multi-million-pound prize pools. Professional players dedicate significant time to mastering their games, much like traditional athletes in football, basketball, or athletics.

Some countries officially recognise esports as a sport, while others, including the UK, do not. Instead, the industry is primarily regulated by game publishers, developers, and tournament organisers, who set the rules, ensure fair play, and issue penalties when necessary.

POPULAR ESPORTS GAMES AND FORMATS

Esports includes a wide range of game genres and competitive formats. Some of the most well-known titles include:



MULTIPLAYER ONLINE BATTLE ARENA (MOBA) GAMES:
League of Legends, Dota 2



FIRST-PERSON SHOOTERS (FPS):
Counter-Strike, Overwatch 2, Valorant



BATTLE ROYALE GAMES:
Fortnite, Apex Legends, PUBG



SPORTS & RACING GAMES:
FIFA, Rocket League, Gran Turismo

Each game has its own unique rules, strategies, and team sizes. For example, League of Legends matches are played in a 5v5 format, while Rocket League is typically 3v3. Matches can take place online or at physical events using a Local Area Network (LAN) connection, with grand finals often held in stadiums or arenas filled with live audiences.

THE SCALE OF ESPORTS

Esports has grown into a global industry with millions of viewers and substantial financial backing. Some of the biggest tournaments, such as The International (for Dota 2) and the Fortnite World Cup, have prize pools reaching up to \$30 million. Even smaller professional and amateur tournaments often offer prizes ranging from thousands to millions of pounds, attracting dedicated fan bases.

Professional esports teams operate much like traditional sports clubs, with their own branding, sponsors, and supporters. In the UK, notable esports teams include Fnatic, GiantX, Guild, and London Spitfire, all of which compete on international stages.

THE FUTURE OF ESPORTS IN EDUCATION

Beyond professional gaming, esports offers career pathways in broadcasting, event management, coaching, marketing, game development, and more. Schools and colleges are increasingly integrating esports into their extracurricular activities, providing students with valuable opportunities to develop teamwork, communication, and strategic thinking skills.

As esports continues to grow, it presents exciting opportunities for students – whether they aspire to compete professionally, work behind the scenes in the industry, or simply enjoy gaming as a social and skill-building activity.

PART TWO:

BEFORE YOU START

Key Considerations for Delivering the Level 3 BTEC in Esports

If you're considering introducing the Level 3 BTEC in Esports at your school or college, there are a few key factors to take into account. These can be grouped into three main areas:



STAFFING: WHO CAN TEACH ESPORTS?

One of the biggest concerns for many schools and colleges is staffing. The good news is that you don't need to hire a dedicated esports specialist, there simply aren't many teachers with an esports-specific qualification yet! That's what makes the BTEC in Esports so exciting, it's a new and dynamic subject that can be delivered using existing staff within your institution.

Rather than needing esports experts, the course content aligns well with skills and knowledge already found within your teaching team. While the qualification consists of 20 units, the majority can be delivered by teachers from subject areas such as Business, Sport, Law, Media, IT & Computing, Games Design, Marketing and Accountancy.

When you look at the table (below) suddenly, the situation looks far from scary, in fact it looks more than achievable.

Introduction to Esports (Mandatory)	Esports Skills, Strategies and Analysis (Mandatory)	Enterprise and Entrepreneurship in the Esports Industry (Mandatory)	Health, Wellbeing and Fitness for Esports Players (Mandatory)
Esports Events (Mandatory)	Live-streamed Broadcasting	Producing an Esports Brand	Video Production
Games Design	Business Applications of Esports in Social Media	Shoutcasting	Esports Coaching
Psychology for Esports Performance	Nutrition for Esports Performance	Ethical and Current Issues in Esports	Corporate Social Responsibility in Sport
Sports and Esports Law and Legislation	Launching your Esports Enterprise	Customer Immersion Experiences	Computer Networking

Requires Specialist Esports knowledge
 Requires some knowledge of Esports that can be learnt
 Can be delivered by existing staff

As you can see, of the available units, only two; **Unit 2 (Esports Skills, Strategies and Analysis)** and **Unit 12 (Esports Coaching)**, require a more specific understanding of esports and gaming. However, this knowledge can be easily acquired by an enthusiastic teacher, and you may already have staff members who are keen gamers and naturally familiar with these concepts.

Even more reassuring is that students themselves often have a deep understanding of these areas, making the teaching process more interactive and engaging. Additionally, **Unit 12 is optional**, meaning it doesn't have to be delivered if it presents staffing challenges. However, **Unit 2 is mandatory** for all BTEC pathways, so it will need to be covered, but it is far from daunting and can be effectively taught with a little preparation.

A CURRICULUM DESIGNED FOR SUCCESS

One of the most important aspects of the BTEC in Esports is its accessibility. The qualification has been designed so that any school or college can successfully deliver it without requiring specialist esports staff. There are no overly complex or 'red flag' units that require external expertise, everything can be taught by a team already in place within your institution.

Rather than seeing the BTEC in Esports as a challenge, it should be viewed as an exciting opportunity to engage students in a fast-growing industry, build transferable skills, and introduce them to potential career pathways in esports, technology, media, and beyond.

So, don't worry – **embrace the BTEC in Esports with confidence!**



PART THREE: FACILITIES Setting Up for Success

When it comes to facilities for delivering the Level 3 BTEC in Esports, you might be wondering, is this a challenge, a costly investment, or an exciting opportunity? The answer? Potentially all three – but most importantly, it's an incredible opportunity.

Budget constraints will always be a factor, and the size of your budget will ultimately determine the level of facilities you can put in place. However, one of the great advantages of the BTEC in Esports is that you don't need a high-end esports arena with dozens of top-tier gaming PCs to deliver the course effectively, **but without one you're missing out on lots of opportunities!** That said, **some gaming facilities are required**, and making the right choices early on can have a big impact.

PLANNING AN ESPORTS FACILITY

When setting up an esports space, there are two key considerations to keep in mind:

- 1. Build for Future Demand** – Wherever possible, aim to **create an esports facility with long-term potential** rather than a limited setup that will need upgrading sooner than expected. In most cases, esports facilities become more popular than initially anticipated, leading to challenges in expansion. A well-planned esports space will help ensure that **growth and student interest can be accommodated** without the need for costly upgrades later on.



- 2. The 'Wow Factor'** – Esports is a **highly visual and immersive** industry, and students enrolling in the course will naturally have certain expectations about the facilities. Many will already have personal gaming setups at home, so a dedicated **esports learning space should aim to match or exceed their expectations**. An engaging and well-equipped environment not only enhances the student experience but can also have a **positive impact on recruitment**, attracting more learners to the course.
- 3. Monetisation** – Just like other facilities you may have, such as sports halls, astro-turf pitches, you can rent your esports facility for a range of events and cover your costs within a few years. We have a separate guide available for free to help you on this journey.

For a deeper dive into esports facility planning, ['The Wow Factor'](#) (written by our own educational specialist) explores the wider context of designing an esports space in schools and colleges. Investing in the right setup from the beginning ensures that your institution remains **competitive, engaging, and future-proofed** as esports continues to grow.

For the full immersive space, you also need to think about your furniture. All of the set ups Yoyotech install include bespoke esports furniture to really set your facility apart.

PART FOUR: EQUIPMENT

When setting up an esports facility, one of the most valuable pieces of advice is to work with a specialist company like Yoyotech that can handle all aspects of the build. From furniture and lighting to PCs, chairs, peripherals, and software, having a single provider manage the entire setup ensures a cohesive, high-quality environment that meets both student expectations and technical requirements.

We specialise in designing **first-class esports spaces**, and our expertise has been used to develop lots of facilities across the country. A professional installation ensures that **every element works seamlessly together**, avoiding compatibility issues and streamlining the setup process.

SELECTING THE CORRECT GAMING PCS

Once the facility framework is in place, the next step is deciding which gaming PCs to install. Your IT team will be an essential resource in this process, helping to determine the best options within your budget.

Recommended Minimum Hardware specification



Having the right hardware ensures that students can run esports titles smoothly, experience competitive-level gameplay, and develop the skills required for the industry. It also means the PC's can be used for a multitude of other classes such as games design, media production, CAD etc. Working closely with **IT specialists and esports professionals at Yoyotech** will help ensure that your setup is **both cost-effective and future-proofed**.

PART FIVE: SOFTWARE AND PERIPHERALS Getting the Essentials Right

Once your esports facility is set up with the right hardware, the next step is to install the necessary software to ensure smooth operation and effective gameplay.

To efficiently manage your esports environment, consider using an **arena software management programme**. Platforms such as **GG Leap and GG Rock** or **SENET** provide tools for **game access, session tracking, and user management**. **Game updates** help to streamline operations. Yoyotech are key integrators of both of these options and we can explore what best fits your institution's needs. You could also consider the 'ProtectMe' safeguarding software available through Yoyotech which can be the 'eyes and ears' of your PC's while students are gaming online.

Essential Software for Esports

Here's a recommended list of key software to install on your machines:

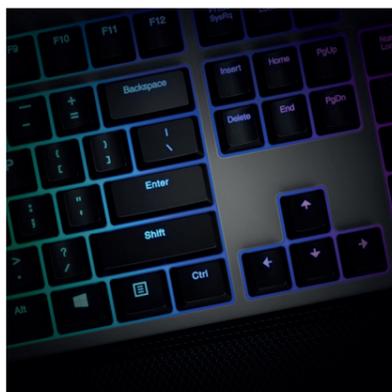
- **Game Access Platforms (Free):**
 - *Steam, Origin, Epic Games, Riot, BattleNet*
- **Communication & Streaming:**
 - *Discord* (for team communication – free)
 - *OBS/Streamlabs OBS* (for streaming and recording – free)
- **Free-to-Play Esports Titles:**
 - *Rocket League* (Epic Games)
 - *League of Legends* (Riot)
 - *Valorant* (Riot)
 - *Apex Legends* (Steam/Origin)
 - *Overwatch 2*
- **Paid Esports Titles:**
 - *FIFA* (Steam/Origin)
 - *Minecraft* (Minecraft)



Each game requires individual logins and accounts, so **it's important to set these up in advance**. While most students will use their own accounts, having centrally managed logins can **simplify the process and reduce downtime** during lessons and tournaments.

CHOOSING THE RIGHT PERIPHERALS

Beyond software, peripherals play a key role in creating a high-quality esports experience. These include:



GAMING MICE, HEADSETS AND KEYBOARDS:

Available in a range of options, from budget-friendly models to more expensive high-performance options



MOUSE MATS:

Often overlooked but crucial for precision and comfort



GAMING CHAIRS:

Providing proper ergonomic support is essential for long gaming and study sessions

With such a wide range of peripherals available, **it's important to invest wisely**. Prioritise **quality over branding** to ensure durability and comfort while staying within budget. A well-thought-out selection of equipment will **enhance both student engagement and long-term usability** in your esports programme.

PART SIX:

DIGITAL INFRASTRUCTURE

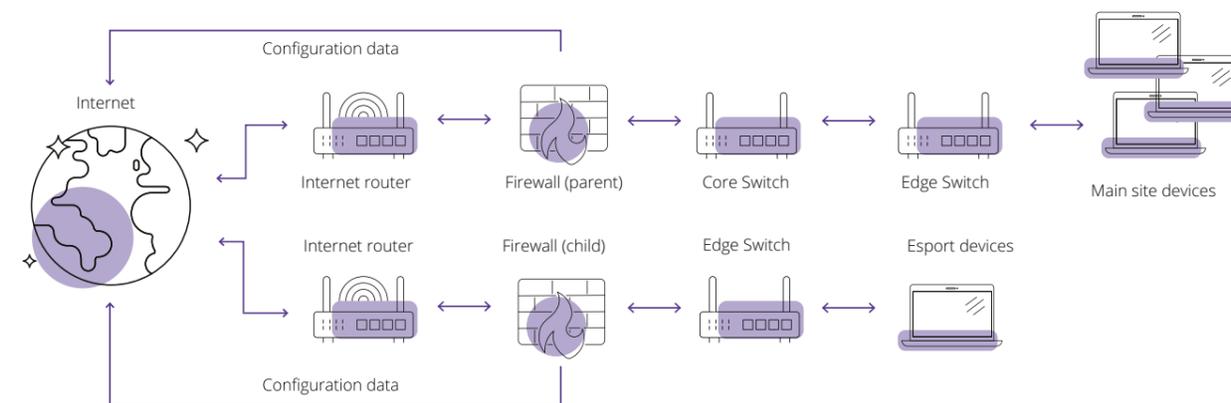
Building a Strong Foundation

The digital infrastructure required for an esports facility will depend on the size and complexity of the centre you're planning to build. Different setups will have different needs, and while this can be a highly technical aspect of the build, we will work with your IT staff and help guide you through this process.

To provide some insight, the following excerpt is taken from an **open-source document** by **Shahpor Golshani**, Head of IT & Digital Solutions at Queen Mary's College (QMC), who helped develop QMC's esports facilities with Yoyotech:

*'From the outset of developing our esports facilities at QMC, we determined that the best approach for both security and usability was to completely separate the esports network from the main college systems. This not only ensured compliance with data security requirements but also allowed for **greater control over access and improved system performance**. To achieve this, we implemented a **dedicated Internet Leased Line**, along with physically separate network infrastructure using **isolated switches and cabling**. Additionally, a new **firewall system** was introduced to establish complete independence between the esports network and the main site systems.*

*'As part of this setup, our **firewalls were configured to allow one-way communication** in a Parent-Child model. This meant that the main network firewall could apply its configurations to the esports system, but not vice versa, ensuring an added layer of security and control...'*



KEY CONSIDERATIONS FOR YOUR ESPORTS NETWORK

While each institution's IT setup will be unique, here are some key **infrastructure considerations** to discuss with your IT team when planning your esports facility:

- **Dedicated Internet Connection** – A separate **Internet Leased Line** can enhance performance and **prevent interference with academic systems**.
- **Isolated Network Infrastructure** – Using **separate switches, cabling, and VLAN configurations** ensures esports traffic doesn't disrupt the main network.
- **Firewall & Security** – Implementing a **firewall structure that controls data flow** can help maintain security while allowing for controlled access where needed.
- **Performance Optimisation** – Prioritising esports traffic and managing bandwidth allocation helps maintain **low latency and stable connections** during gameplay and live streaming.

By working closely with your IT department, you can **tailor a digital infrastructure solution** that ensures security, reliability, and high performance, giving students the best possible experience while protecting your institution's broader network.



PART SEVEN: DELIVERING ESPORTS

The first point for discussion is the notion that ‘esports’ is quite different from ‘gaming,’ despite the fact the two are intricately linked. When students begin their studies, there is a palpable excitement, which means they are already engaged. If the course is delivered effectively, engagement, retention, and achievement will naturally follow.

This part of the document is a true reflection of our education advisors experiences of delivering the course from the start of the academic year. It may quickly become apparent that there is a significant need to help students shift their mindset from gaming to esports. To initiate this, an initial diagnostic test that requires learners to create a glossary of 30 words they associate with esports is a good start. This provides valuable insights into their perceptions and identifies the various types of students and how they engage with both gaming and esports.

Using this information, you can use a series of short research tasks specifically related to esports. These tasks aim to shift mindsets and encourage students to think about esports as an industry. This approach provides a solid foundation to begin teaching Unit 1, embedding industry knowledge into their learning. ‘An introduction to Esports’ is an excellent starting point for understanding key concepts such as organisations, leagues, tournaments, and the relationship between esports and traditional sports, all of which establish a strong base for the rest of the course.

There are multiple ways to sequence delivery across the units, but careful planning is essential. For instance, learning aims in different units can overlap, such as the discussion of organisations in Unit 1 and the exploration of ethical issues in Unit 15. Through strategic planning, repetition can be avoided, opportunities for combined delivery can be identified, and optimal moments for recap and reinforcement of key concepts can be scheduled. Investing time in planning will yield long-term benefits.

Resource planning is also vital for effective delivery. Pearson offers a broad range of freely available resources, including online training sessions and roadshows to support colleges and schools nationwide. Another invaluable resource is the British Esports website, which contains a wealth of information, articles, interviews, contacts, and educational materials supported by extensive expertise.

For those seeking a head start with teaching materials, comprehensive resources for a wide range of units across both Level 2 and Level 3 are available through Yoyotech, designed and produced by our education specialists which are already the most downloaded resources available. Feel free to contact us if you wanted to discuss any of the above and we’ll be more than happy to help.



PART EIGHT:

SEND AND ALTERNATIVE PROVISION

Esports presents a unique and valuable opportunity for students with Special Educational Needs & Disabilities (SEND) and those in Alternative Provision, enriching their learning experiences in profound ways. One of the key benefits is the chance to develop social connections. Engaging in multiplayer gaming allows SEND students to interact with peers in a collaborative environment, helping them build essential communication skills that might be more challenging in traditional educational settings.

Participating in team-based games also nurtures cooperation and teamwork. Working towards shared objectives fosters relationship-building and strengthens social interactions, skills that are crucial both inside and outside the classroom. Additionally, esports can significantly enhance cognitive abilities. Many games require players to think strategically, make quick decisions, and solve problems under pressure, all of which contribute to improved critical thinking and adaptability.

Bringing esports into the educational setting increases engagement and motivation. For students who find conventional learning methods difficult, gaming introduces an exciting and interactive approach that keeps them actively involved. Competitive gaming further supports emotional development, teaching students to manage both success and setbacks, an important life skill that extends outside the game.

Beyond social and cognitive benefits, esports helps develop a wide range of practical skills. From refining hand-eye coordination and reaction speed to gaining technical knowledge about gaming hardware and software, these abilities can prove useful in both academic and everyday contexts. Furthermore, esports serves as a gateway to various career paths in gaming, technology, and digital media, offering students inspiration and direction for their future.

The UK education system is increasingly acknowledging the value of vocational qualifications that lead to direct employment opportunities. With the rapid expansion of the esports industry, schools incorporating esports qualifications are equipping students with essential skills in digital literacy, communication, and strategic planning. This is particularly beneficial for SEND and Alternative Provision students, as it provides them with accessible career pathways in areas such as game development, event coordination, and broadcasting, creating new possibilities beyond traditional career routes.



One of the most significant advantages of esports lies in its ability to foster confidence and social growth among students who may struggle in other areas. The team-oriented nature of esports promotes collaboration, communication, and a sense of inclusion, factors that are especially valuable for SEND and Alternative Provision students. Through participation, they can form friendships, enhance their ability to work within a team, and gain self-assurance and confidence, all of which contribute to a more positive educational experience.

Additionally, esports arenas offer structured and supportive environments where students can safely engage in competitive gaming. These spaces are particularly beneficial for SEND students, as they are designed with accessibility and inclusivity in mind. With tailored support, adaptive features, and a welcoming atmosphere, esports venues ensure that all students can participate and thrive. By integrating esports into education, schools can provide SEND students with meaningful personal, social, and professional growth opportunities, preparing them for a future filled with potential.

PART NINE:

PRIVATE SCHOOLS

Integrating esports into private and boarding schools in the UK offers numerous advantages, enhancing educational offerings and appealing to a broader range of students. By adopting esports programmes, schools demonstrate a modern, dynamic learning environment that balances academic rigor with innovative extracurricular activities, setting themselves apart in a competitive educational landscape.

Esports fosters a sense of community and school spirit similar to traditional sports. Competitive gaming teams enable students to represent their school in various tournaments, promoting pride and camaraderie. Importantly, esports provides an inclusive platform for students who may not engage in conventional athletics, offering them avenues to develop essential skills such as teamwork, leadership, and resilience.

Academically, esports aligns with the holistic education model that many private and boarding schools champion. Strategic gameplay enhances critical thinking, problem-solving, and decision-making under pressure, competencies that are transferable to academic pursuits. Moreover, esports integrates seamlessly with STEM subjects, as students engage with technology, data analysis, and digital communication, thereby equipping them with valuable skills for future careers.

Financially, esports presents opportunities for schools to diversify revenue streams. By hosting tournaments, birthday parties, corporate events, schools can bolster their reputation and also attract sponsorships or partnerships. Given the rapid growth of the global esports industry, institutions that establish themselves as leaders in this field may reap significant financial and branding benefits.

For boarding schools, esports offers structured and engaging after-school activities that promote social interaction and well-being among residential students in a safe environment. In a setting where students spend considerable time on campus, esports serves as a constructive pastime that fosters friendships and reduces feelings of isolation. As an inclusive, team-based activity, it unites students from diverse backgrounds, strengthening the sense of community that boarding schools strive to cultivate.

Furthermore, esports opens pathways to careers in gaming, technology, and digital media. The transferable skills gained through competitive gaming like communication, strategic planning, and digital literacy, align with the growing demand for expertise in these sectors.

An often-overlooked advantage of integrating esports is its role in physical education. Sports teachers can leverage esports to teach essential life skills traditionally associated with activities like football, rugby, and netball. Esports requires coordination, communication, and strategy, allowing educators to guide students in understanding formations, leadership roles, and tactical awareness within a gaming context. This approach enables students who may not participate in traditional sports to develop teamwork, discipline, and resilience.

Ultimately, embracing esports represents an investment in innovation, student engagement, and future success. Schools that integrate esports position themselves as pioneers in modern education, creating environments where students thrive academically, socially, and professionally. By using esports as an alternative to traditional sports education, schools ensure that every student, regardless of their athletic preferences, has access to valuable life skills and personal growth opportunities that will benefit them beyond their school years.



ESPORTS CAREERS AND SKILL DIVERSIFICATION

Studying esports opens up a plethora of exciting opportunities that extend far beyond the gaming arena. The world of esports is a dynamic ecosystem, where a diverse range of careers awaits those with a passion for gaming and a drive for success. The skills acquired through studying esports go beyond gaming proficiency! Students develop a well-rounded skill set that is highly sought after in a variety of industries. As the esports landscape continues to evolve and gain global recognition, those who choose to explore its possibilities are primed for a future, where passion converges with skill, paving the way for a fulfilling and versatile professional journey.





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