



MALBYLEARNINGTRUST
Exceptional Experiences. Successful Lives.



POST 16 **@**
MLT

e-Sports Enterprise Scholarship

Specialise in e-Sports alongside
A-Level/vocational study

Our Vision

The e-Sports Enterprise Scholarship aims to inspire the next generation of young professionals entering the digital sector.

Our mission is for students to aspire to achieve excellence and the scholarship aims to develop the all-round individual across a number of key areas, using e-Sports as a vehicle to gain transferable skills for the 21st Century.

e-Sports Enterprise Scholarship

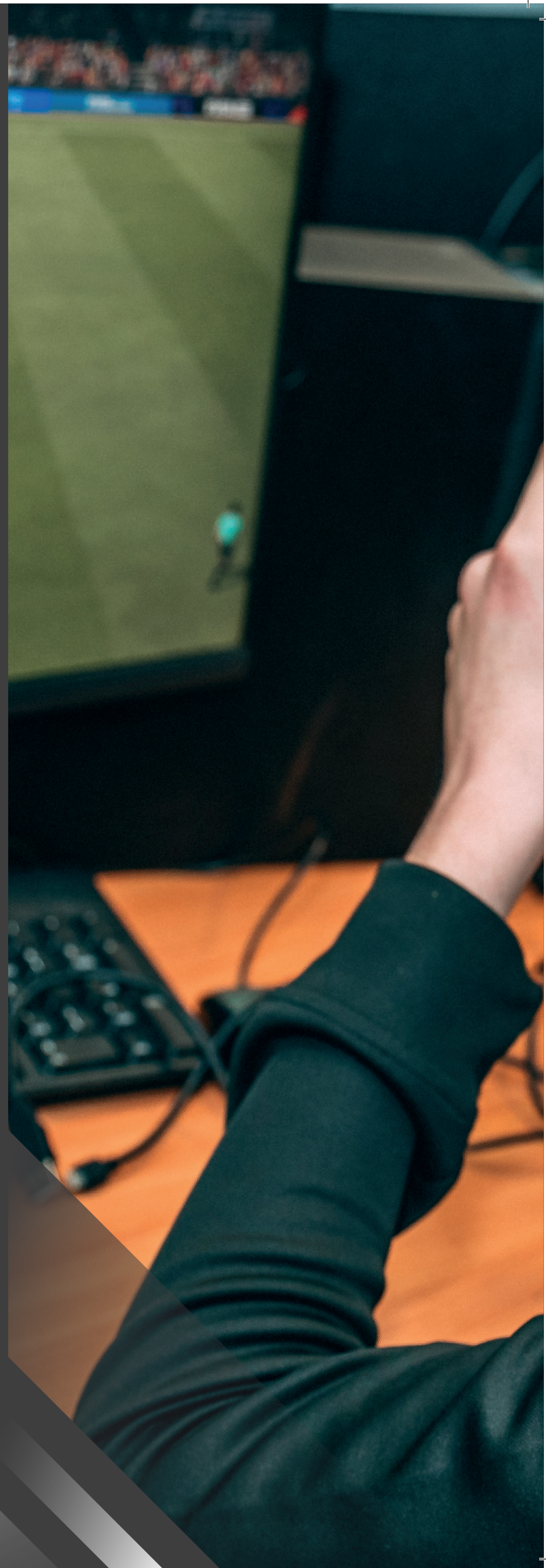
This exciting hands-on progression course will provide students with an excellent grounding in the business of e-Sports.

What is e-Sports?

e-Sports (or electronic sports) is a term used to describe competitive video gaming.

It is different from standard video gaming in that e-Sports is competitive (human-vs-human) and usually has an engaging spectator element to it, like traditional sports.

Tournaments usually involve amateur or professional gamers competing against one another. Examples include; League of Legends, this involves five players against another team in a virtual battle arena, while games like Call of Duty and Counter-Strike can also be played competitively.



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Course Overview

e-Sports Enterprise Scholarship programme offered at Post 16 is a specialist 16-18 programme delivering exceptional experiences in the digital, enterprise and e-Sports industries.

The scholarship is a development programme that ensures students access a first-class e-Sports experience, in addition to studying a range of first-class qualifications. Scholars access a high quality classroom based provision alongside training and guidance from industry professionals.

All students have the opportunity to combine a variety of Business, Information Technology and e-Sports qualifications, with further possibilities to participate in industry recognised experiences. The programme involves game based training which provides players with a fantastic opportunity to further develop their skills across a number of different roles, games, and platforms.

Our Intent

- All e-Sports Enterprise scholars will develop an inner belief and ambition to fulfil their dreams, and become a global digital student
- All e-Sports Enterprise scholars will develop a lifelong passion for the gaming industry
- All e-Sports Enterprise scholars will gain first-class continuing professional development opportunities
- All e-Sports Enterprise scholars will develop exceptional character and become responsible citizens
- All e-Sports Enterprise scholars will gain an array of positive school memories
- All e-Sports Enterprise scholars will secure a positive progression route

Student Testimonials

"I really enjoyed being part of the e-Sports sessions this year. It has allowed me to develop my team work and organisational skills, whilst making me a more confident person."

Taylor, Y12

"It has been enjoyable to learn more about my hobby and the industry behind it."

Alex, Y12

"We have been able to play a range of games such as Team Fortress 2 and Rocket League, on multiple platforms, including PC and Playstation 4."

Andrew, Y12

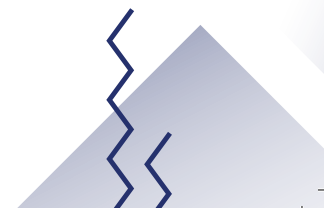
"This course is not just about training to be a better gamer, it is also about learning skills that are transferable for many career paths."

Sam, Y12

Competitions

Scholars compete in a number of leagues and cups, across a variety of games:

- British e-Sports Championships
- Digital Schoolhouse e-Sports Tournament
- In-house League





The Offer

All those enrolled onto the scholarship programme undertake academic or vocational qualifications alongside their programme. The e-Sports Enterprise Scholarship provides students with:

- Numerous opportunities to play a variety of different games and platforms
- Access to state-of-the-art facilities including the e-Sports Arena and MLT Post 16 area
- Opportunities to participate in national tournaments
- Engagement with industry professionals
- Work experience opportunities
- Structured Game Training Sessions

Facilities

e-Sports Enterprise scholars have access to high quality facilities in the Maltby Academy campus to support each individual student in their development, performance and learning. Our facilities include:

- Bespoke gaming computers
- Dedicated e-Sports arena
- Access to networked gaming consoles
- Opportunity to purchase branded apparel
- State-of-the-art Post 16 study and social areas
- Structured training programme
- Structured game training sessions

Careers & Future Opportunities

As part of the scholarship programme, students will gain access to many different career pathways, including:

- Business Administration
- Broadcast/Production
- In Game Coach
- Out of Game Coach
- Data Analyst
- Event Management
- Games Design
- Human Resources
- Journalist
- PR / Marketing
- Project Management
- Sales
- Social Media
- Content Creator
- Graphic Designer



Course Content

Core modules:

- e-Sports Business
- Practical Gaming
- e-Sports Tournament Organisation
- Gaming Citizenship
- Coaching, Health and Fitness
- Enterprise and Creativity
- Personal and Professional Development

Assessment

Assessments will occur continually throughout the programme. Students will have unit assignments to complete and will be assessed on their practical ability and application of theory. Students will have time-constrained assessments, oral presentations, professional discussions, and group work. The individual unit and the full award are graded at Pass, Merit or Distinction.

Coaches / Staff

Mr Danny Hastie

Lead Teacher for e-Sports

"Our e-Sports scholars get a unique opportunity on this course. There are not many subjects where a passion or hobby, is used as the basis for study while at Post 16. Anyone who likes video games will find this course enjoyable and worth taking, particularly if they want to learn more about the industry. The lesson content is fun and engaging, and the opportunities for competition are endless."

Prior to joining Maltby Academy, Mr Hastie was an officer for a European World of Warcraft Guild, before being promoted both guild and raid leader. He has enjoyed video games from a young age and shows no sign of stopping now.



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