



BTEC L3 Esports

Bridging Work

Introduction

Welcome to BTEC Esports!

Before you officially join the course in September, we're setting you a Summer Bridging Task to help introduce you to the exciting world of esports and give us a chance to see your creativity, enthusiasm, and ideas.

You only need to complete ONE of the three tasks in this pack – choose the one that interests you the most! Each task includes a mix of research, a practical element, and a conclusion, and you'll produce a visual and written report to showcase your findings and ideas.

Take your time over the summer break to complete the task to the best of your ability. Bring your finished work with you when you start college, this can be an electronic report such as PowerPoint or PDF or printed work – it's your first step into the esports industry, and we can't wait to see what you create!



1. Explore & Research:

Research at least three different esports game genres (e.g., MOBA, FPS, Sports Sim, Battle Royale, Fighting).

For each genre, identify two popular titles, their basic gameplay mechanics, and examples of major tournaments or teams.

Find out which genres are most popular and why (think: player base, viewership, competitive scene).

2. Practical – Create a Visual & Written Report:

Create a visual infographic or presentation slide deck comparing the game genres, including game logos, screenshots, and stats (e.g., tournament prize money, player numbers).

Include a mini-case study on your favourite genre – what makes it exciting for players and viewers?

3. Conclusion – Reflect:

Write a summary:

Which genre do you find most interesting, and why?

What surprised you in your research?

Which games would you love to try competitively?



1. Explore & Research:

Choose two esports titles from different genres (e.g., Valorant and Rocket League).

Research the key skills and tactics required to succeed in each game (e.g., communication, map awareness, mechanics, teamwork).

Watch professional gameplay or tournament highlights on YouTube or Twitch and take notes.

2. Practical – Create a Skills Guide:

Design a visual player guide (e.g., poster, comic strip, or TikTok-style storyboard) explaining “How to Win” in one game of your choice.

Include at least five key skills/tactics with brief explanations and examples.

Optionally: Try the game and write a gameplay diary describing what you tried and learned.

3. Conclusion – Reflect:

Write a summary:

What are the most important skills for an esports player?

Which skills do you already have or want to improve?

What was your experience like trying the game (if you did)?



1. Explore & Research:

Research at least four job roles in esports (e.g., Shoutcaster, Event Manager, Coach, Graphic Designer, Video Editor, Content Creator).

Find out the responsibilities, skills, and career paths for each role.

Try to include one role that's behind-the-scenes and one that's more public-facing.

2. Practical – Create a Career Profile Pack:

Design a visual report or creative presentation showcasing each role.

Include job descriptions, salary ranges, required skills/qualifications, and real-life professionals or companies in those roles.

Choose one role you'd love to do and create a mini "CV" or profile of yourself as if you were applying.

3. Conclusion – Reflect:

Write a short summary:

Which job role excited you the most, and why?

What skills do you already have that match the role?

Would you rather work on stage, backstage, or online—and why?

