



COLLEGE OF
ESPORTS

2024-2025

SCHOOL & COLLEGE PARTNERSHIP PROGRAMME

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ABOUT COLLEGE OF ESPORTS:



Established in November 2021, College of Esports is the world's leading university-level institution dedicated to the business of esports and gaming.

Based in the iconic Queen Elizabeth Olympic Park, our students are given the opportunity to study in London and develop their knowledge of the esports industry as a whole.

We strive for excellence in our teaching, and aim to take all of our students on a journey of personal and professional development throughout their degree.

The College of Esports has been selected as the only university-level institution to have a partnership with the **British Esports Federation** for university degrees in the business of esports and gaming.

OUR FACILITIES:

On campus, we have a range of bespoke facilities that your students are able to use when they visit.

We have a BBC-standard broadcast production studio on site that can be used for both live and pre-recorded content.

With this, we have a virtual set that has been created to provide more versatility in the types of content that can be produced within the space. This set is entirely customisable and can be changed for a variety of events and content.



IN THE STUDIO



IN THE VIRTUAL SET

EXCLUSIVE PARTNERSHIP WITH BRITISH ESPORTS:

The College of Esports has been selected as the only university-level institution to have a partnership with the **British Esports Federation** for university degrees in the business of esports and gaming.

Our accredited courses aim to offer best-in-class academic teaching combined with leading practitioner knowledge and input from the esports sector; to provide you as students with long-term transferable value, career flexibility and a holistic understanding of international business at both macro and micro levels.



As part of this exclusive partnership, our students have access to a professional network of industry professionals - including the likes of **Chester King**, CEO of British Esports.

Professor Philip Wilson, Executive Chair and Founder of College of Esports, said: "Our exclusive accredited partnership is viewed as a kitemark of quality and confidence of our cultural and practical approach to education in this exciting sector; providing a university-level institution that is uniquely 100% focused on the business of esports and gaming."

LONDON LEGION ESPORTS:

At the College of Esports, we have our own esports organisation, London Legion, encompassing not only competitive rosters but also the entire operation of the business.

Under our stewardship, our students run all facets of the esports organisation, creating the opportunity to build experience in all areas of operation, with the responsibility to match!

As part of this partnership, your students will be able to learn more about the running of London Legion, as well as take part in friendly tournaments against our competitive rosters.



THE TRI-CURRICULUM:



At the College of Esports, we see our role as educators as not only providing a university-level education, but so much more.

We have created the TRI-Curriculum - a unique Higher Education delivery model to ensure our students are world-ready.

Our unique three-curricula approach specifically champions and focuses on developing students' talent, building our students' resilience and developing a unique identity/brand.

Some components of the TRI-Curriculum include:

- Working on students' 'Exit Plans' from the beginning
- Building emotional and mental resilience
- Providing unique work experience opportunities
- Our 'Industry Seminar Series' to hear from professionals across the industry

WORLD ECONOMIC FORUM: SKILLS FOR THE FUTURE

As the globally recognised World Economic Forum looks into the skills needed in a range of global workforces, we have taken their recommendations and embedded them into our degree programmes.

We want our students to be prepared for a career in any sector, and by implementing these skills into their education, we are creating employable individuals from the moment they graduate.

Our institutional approach maps the current and future skill needs via our unique TRI-Curriculum to make our students World Ready.

This approach is constantly reviewed to ensure ongoing relevance.

The Forum estimates that by 2025, 85 million jobs may be displaced by a shift in the division of labour between humans and machines.

But even more jobs - 97 million - may emerge that are more adapted to the new division of labour between humans, machines, AI, and algorithms.



WHAT WE OFFER TO YOU:

As a partner institution, we can run and provide a wide range of activities to support your students, as well as giving them exclusive experiences during their studies.

We run presentations for your students covering:

- Introduction to the College of Esports
- Career pathways into the global esports and gaming industry
- Understanding Student Finance
- UCAS Application and Personal Statement Advice

In addition to presentations, we can also provide more tailored support to your institution and students.

We can also offer:

- Advice & Information stands at your Careers Fairs
- Attendance at your Parent's Evenings to demonstrate progression pathways to university
- 1-2-1 Support for applicants
- Ongoing support from the Head of Student Recruitment at the College of Esports
- College of Esports Staff Mentorship Scheme; for our academics to support your esports and gaming staff.

If you have any SEND students who are looking at joining us at the College of Esports, we can do the appropriate handovers to ensure they are supported through the transition - as well as throughout their studies.



As well as running activities at your institution, you will have the opportunity to bring your students to the iconic College of Esports campus in London.

On campus, we can deliver:

- Taster Sessions and Workshops
- Campus Tours
- Accommodation Information
- Opportunities to meet current students and discuss student life
- Opportunities to utilise our facilities between May and August

All of these activities, talks, and workshops are facilitated by experienced degree programme leaders; giving your students the best immersive experience possible.

These activities will help provide more in-depth knowledge to students about the global esports and gaming industry, as well as the transferability of our courses into multiple employment sectors.

By being a partner, your institution will be provided with:

- College of Esports Partnership Plaque
- College of Esports Merchandise
- London Legion Merchandise

As well as having access to a whole range of contacts within the College of Esports, and the esports and gaming industries.

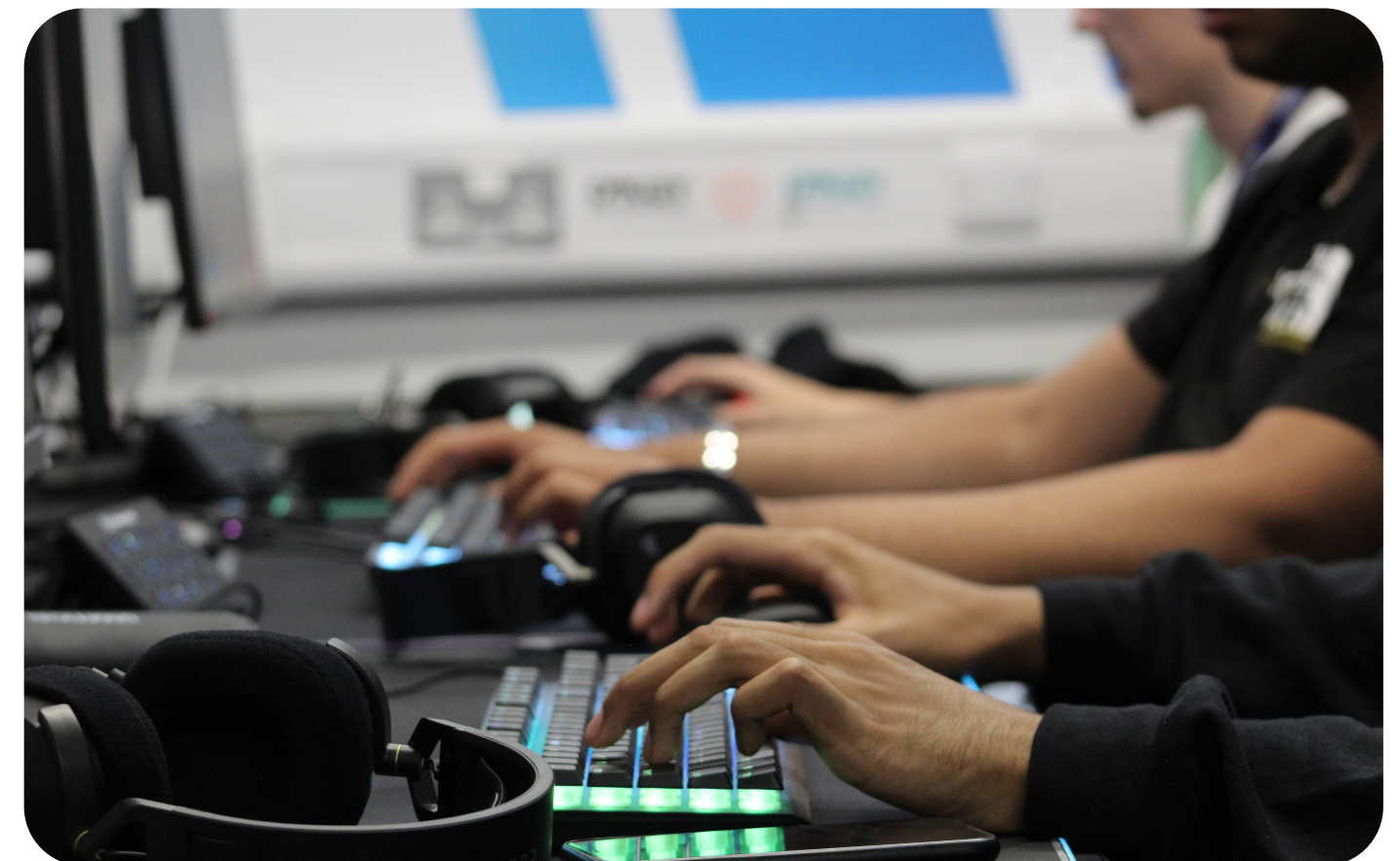
EXPERIENCE DAYS:

If you deliver one of the esports qualifications, or have your own esports team, we can organise specific sessions for your students as part of the overall partnership.

We can deliver for you:

- Gaming tournaments against our London Legion competitive teams.
- Training and bootcamps on our campus for specific esports titles.
- College of Esports-specific academic sessions revolving around one of our practical degrees.

All enrolled students who get involved with these activities will receive an exclusive London Legion collaboration hoodie, featuring your teams' logos and designs.



ESPORTS LEADERSHIP PROGRAMME:

If you are an institution that does not currently offer an esports qualification, or are looking to provide further options to your students, we can support you to deliver a qualification to help them on their esports and gaming journey.

The Level 3 qualification in Esports Leadership has 60 hours of contact time, and is specifically for post 16 students.

Your staff will be supported by academics at the College of Esports to deliver the programme.

This qualification carries 8 UCAS points, which will be of benefit to any students looking to join us to further continue their studies. Further information regarding this qualification can be discussed with the Head of Student Recruitment at the College of Esports.



COMMUNICATION PLAN & PREMIUM PACKAGE:

Our ongoing 12-Month communication plan sets out a range of activities that your institution can be engaged with. We aim to provide you with all the information you need surrounding events, so your students can engage with us.

We will offer the likes of:

- College of Esports Open Day notifications.
- Access to specific exclusive content from our Industry Seminar Series.
- Onsite access to guest speaker and Industry Seminar Series talks.*

**Space limits will vary.*

If your institution decides to upgrade to the Premium Package, there are exclusive benefits available for your students.

Premium Benefits Include:

- Primary opportunities for paid outreach work for College of Esports students from partnered institutions.
- Travel bursaries available for applicants (means tested).
- Access to loans for travel costs and visas** for the American Summer Camp Internships (Camp New York).

***Based on students who are successful in the application process for these summer camps.*

CONTACT US:

Want to learn more about this programme, or enquire about becoming a partner?

Please contact our Head of Student Recruitment, Myles Ball, to organise a meeting, or campus visit.

Myles can be contacted through the below methods:

 **M.Ball@Collegeofesports.ac.uk**

 **020 8154 9529**



To learn more about the College of Esports, please visit our website and social media channels by scanning the QR code.

You can also follow us on LinkedIn to join our community of educators part of this programme, or teaching esports, gaming, or other related courses.



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