

# Computing and Digital

## Access to HE Diploma (Esports)

**Campus:** Dearne Valley College

**Code:** D04HE02

**Type:** Full Time

This qualification will support you to develop a range of academic knowledge and skills in preparation for Higher Education or University. You will be able to develop essential transferrable skills in literacy, critical and evaluative thinking, problem solving, research and reflective practice. This course is designed for individual who seek a career change or do not yet have the entry qualifications /UCAS points to access a degree programme

### Why Study With Us?

Students benefit from studying in a bespoke immersive environment, built to host the digital requirements of the course. This includes two large esports gaming and teaching rooms, VR and Shoutcasting suite.

The design of the course focuses on a broad range of vocational activities to develop specific sector skills and behaviours (the attitudes and approaches required for competence) in addition to transferable skills such as communication, teamwork, research and analysis, which are highly valued in higher education and in the workplace.

### Modules Covered

There are three mandatory units including Study Skills, Safeguarding in Esports, Access to HE Project You will also study a selection of optional units relating to Social Media Marketing for Esport, Online Video Production in Esport, Innovation and the Entrepreneur, Esports Event Management

### How To Apply

You can apply using our online application form and clicking the **Apply Now** button at the top of the page.

### Career Opportunities

There is a wide variety of job roles that become accessible within the Esports industry, these include: Professional Gaming, Coaching, Business Management, Journalism and Content Creation, Sales, PR and Marketing, Production, and Product Management to name a few.

## **PLEASE NOTE**

We make every effort to ensure information within our online course directory is accurate and a true representation of the courses we are offering in 2025/26. However, we do reserve the right to make changes if necessary.

**Last updated:** 4th February 2025