



University of
Staffordshire



ESPORTS

Your place
of possibility

We are delighted to announce that Staffordshire University has rebranded to become University of Staffordshire. It reinforces our commitment to Staffordshire and beyond. Our brand evolution also heralds an exciting new future, with lots of new opportunities for our students.

WELCOME TO ESPORTS

Take your skills to the next level and break into the multi-billion pound esports industry.

Esports is an exciting fusion of online gaming and spectator sport. But its success isn't just down to the players – it's also the specialist teams behind the scenes.

Study at an award-winning games university and use our brand new £2.7m esports facilities to put the vital techniques into action. On our unique course, you'll combine digital media and broadcasting skills with practical experience of business, event management and marketing.

Stage your own esports tournaments in our 60-seat arena. Immerse yourself in the future of broadcasting in our professional-standard

production galleries. Commentate on events using our caster desk. And learn how to do everything from action replays to close-ups.

Other hands-on opportunities include the chance to work with big-name companies. You could also be thriving in roles such as community management and league ops.

With our next-level teaching, personalised learning and industry connections, you'll have all the support you need to succeed. The future is yours.



Bringing your place
of possibility to life



THIS IS YOUR PLACE

**LARGEST GAMES
DEPARTMENT IN THE UK**

**AWARD-WINNING
STUDENTS**

**WORK ON LIVE
INDUSTRY BRIEFS**

ORGANISE EVENTS

HOST TOURNAMENTS

**COMPETITIVE GAMING
SOCIETY**


WORK WITH INDUSTRY

**TAKE PART IN VARSITY
LEAGUES**

**BESPOKE 60-SEAT
ESPORTS ARENA**

**BROADCAST STUDIO
AND PROFESSIONAL
PRODUCTION GALLERIES**





WHY CHOOSE UNIVERSITY OF STAFFORDSHIRE

Find your gateway to industry
and a future full of possibilities.
An amazing community,
where amazing things happen.
All built around you.



Leading modern courses

Right from the beginning, we've been at the cutting edge of industries and driving change. Building a bridge between the classroom and real-world practice. Learn the skills for the future on our career-focused courses.

Next-level teaching

We teach in the best way, not the old way. Pushing boundaries and using hands-on, personalised learning. Championing digital innovation, from CGI to games technologies. Immerse yourself in our simulation spaces, taking you from crime scene to courtroom or ambulance to operating theatre.

Personalised support

Get all the support you need to achieve real success. Whether you have a worry about money, your studies, your mental health or a personal issue, we're here for you every step of the way.

Gateway to careers

With our unique industry connections, you'll unlock your potential. Unleash your entrepreneurial skills as you take on projects, explore placements or exhibit your work at shows, and gain the skills for whatever comes next. You can even become a student consultant, marketing your expertise to employers.

Inclusive community

Become part of our open, inclusive and welcoming community. An environment that's big on personality and full of character. A place where you'll feel empowered and inspired. Where everyone is valued and you can be you.

FACILITIES

Next-level
spaces will
energise you

You'll be among the first to use our brand new £2.7m esports facilities, giving you real-life experience of broadcasting and managing esports events. The major investment includes a 60-seat arena, multi-camera broadcast studio and two professional production galleries. It means you'll be getting hands-on exploring all aspects of esports operations.



The Arena

Our 60-seat dynamic arena has been purpose built for immersive gameplay and competitions. You'll be using the arena to stage your own esports tournaments and to showcase your skills. It features a bespoke presenter and shoutcaster desk, with specialist workstations. It also features a huge 7690 x 1080 screen.

Broadcast Studio

Discover the heart of our production capabilities, where every angle is captured flawlessly in our multi-camera broadcast studio equipped with the latest industry-standard equipment from EVS Broadcast. You'll learn how to use EVS XT-GO system for action replays

to align your skills to real-world professional broadcast standards.

Production galleries

Immerse yourself in the future of broadcasting with our bi-directional, professional-grade production galleries. Learn how to vision mix on Panasonic's KAIROS live video production platform and master an end-to-end EditShare production workflow. You'll also get to grips with real-time production with our SMPTE 2110 system and play back music on our Allen and Heath Avantis audio desk.



Integrated spaces

Each space is linked up so the galleries control the lighting, audio and sound for both the studio and arena. Students can commentate on events using our caster desk in the studio, and you can watch the players inside the arena with a webcam feed providing individual close-ups.



**NEW
ESPORTS
FACILITIES
REVEAL**





**EXPLORE
MORE
ABOUT OUR
FACILITIES**



FACILITIES

Virtual Production Studio

Our new £300k Virtual Production Studio combines the latest digital innovations in VFX, CGI and gaming technology with traditional film and video production techniques. Large LED panels project realistic, digitally animated landscapes into a live production environment to seamlessly blend physical and virtual worlds.

VR, AR and mixed reality lab

A creation station equipped with Vive virtual reality headsets, new haptic technologies, and a dedicated development area to create, develop and test VR and AR solutions for entertainment and commercial applications.

TV Studio

Our three-camera TV Studio is equipped with broadcast standard technologies, green room, vision gallery and a comprehensive racks room.

Radio studios

Three professional radio studios house a range of specialist news production and music and scheduling software (including Burli and Myriad) and professional hardware (Sonifex S2 mixing desks and ISDN units).

Henrion resource stores

Home to more than 2,500 individual items of portable production equipment and peripherals, available for students to hire, ranging from basic DSLR cameras and Wacom pens, to 4k digital cinema production kits and fully rigged DJ production decks.



OUR STUDENTS

“

Having the production facilities here has been such an advantage to create a high-end broadcast. It's been a good experience to prepare me to work in production online.”

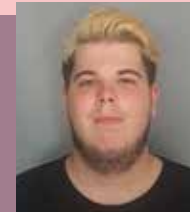


Laurence Bowman

Esports Graduate

“

If you want to study esports, the resources and teaching staff at University of Staffordshire will give you the best possible university experience.”



Joshua Welling

Esports Graduate

MEET THE EXPERTS



**YING-YING
LAW**

Course Director

Ying-Ying has experience in organising various competitive gaming tournaments, as well as teaching and supervising students to run their own esports events, and in collaboration with external partners. Her main areas of interest include video gamer culture, communities, play, esports and gender studies.



**PHIL
COOKE**

Interim Course
Director

Specialising in broadcasting and events, Phil has had experience working and volunteering for a variety of events globally before moving into teaching. He has been ingrained in the esports ecosystem for a number of years, first starting out as a fan. His expertise is in event broadcasting, live streaming, on-air talent, events management, experiential marketing and social media.



**CAMERON
VANLOO**

Lecturer (Esports
Performance)

Cameron has a background in business development and coaching, having previously worked with a range of teams across Europe, in addition to Northampton town and Nerd Rage. Cameron's passion for competitive gaming began when he first started playing Magic: The Gathering. He reached top 64 at multiple national events, and even placed 4th and represented Wales.



**JOSHUA
LINDSEY**

Lecturer
(Esports)

Joshua has a background in media and communications, as well as sports and event management. With roots in traditional sports, he has expanded his interest to various esports titles and genres over the past decade. His research interests encompass digital media and society, societal perceptions of esports and gaming, and the intersection between esports and traditional sports.



**JOSHUA
WALES
FERGUSON**

Interim Course
Director

Josh specialises in the broadcasting and business side of esports and has been deeply invested in the industry for years. He started as a fan, watching Dota 2 tournaments, before moving on to attending and volunteering at events. His areas of expertise include business systems, live streaming, event broadcasting, social media, and analytics.



**DR JOSHUA
JARRETT**

Senior Lecturer
(Esports)

Joshua has a background in film and media, as well as game, fan, internet and cultural studies. While pursuing his PhD Joshua developed a related line of critical inquiry into the emerging esports ecosystems of League of Legends and Dota 2. It was during this time that Josh developed a playfully co-creative line of critical inquiry, focused on the affective and political economic consequences of digital play.



**ROSS
WILSON**

Lecturer (Analytics
& Broadcasting)

Ross is a broadcast engineer, and his primary background is in networking, lighting and sound, which he has been supporting the events industry with for the last decade. His networking and IT experience began when working on large screen displays using NDI to connect panels and map images to screens. After supplying panels for ESL, he developed an interest in esports before becoming a lecturer at University of Staffordshire.



**THOMAS
EVANS**

Lecturer (Events &
Tournaments)

Tom's extensive experience includes hosting and creating a diverse range of events, as well as managing his own esports leagues. Tom studied games design at university before progressing onto a masters in esports. His expertise spans various subjects, from computer games programming to business simulation, alongside team management, events management and tournament operations.

MEET THE EXPERTS



RHYS WILLIAMS

Lecturer (Esports)

Rhys is a lecturer and industry professional, with a coaching background in multiple areas relating to League of Legends and esports. He is currently a coach for multiple teams globally and is involved in projects such as academies and bootcamps to help the esports industry grow and progress. His interest in esports started as a RuneScape player but he soon realised it wasn't creating the games that he enjoyed, it was participating in them and educating others how to create a career in such an amazing industry.



CHRISTOPHER LEESE

Technical Specialist

Christopher is a technical specialist who focuses on live production and broadcast technologies. He has been pivotal in designing and creating our new esports facilities. He has introduced new technologies to allow for more flexible approaches in how broadcasts can be designed, and improving the overall connectivity of the campus studio spaces and the integration of additional studio technology.

“Our academics come from a variety of backgrounds, including marketing, games design, interactive media technology, event management and PhD research.”

OUR COURSES

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Esports	BA (Hons)	S100	12-120	3
Esports (with foundation year)	BA (Hons)	S101	48	4
Esports (with placement year)	BA (Hons)	S102	12-120	4

EVENTS AND TOURNAMENTS

As an Esports student you will get lots of opportunities to organise events, from smashes to charity fundraisers. Each year we also stage a 'Campus Clash' packed with friendly competitions. Some recent events our students have organised include:

Alpine Community Cup

The Alpine Community Cup was a final year project run by our students in collaboration with Alpine Esports. A weekly event hosted from our esports facilities for Alpine community members to enjoy and compete for prizes – including an Enstone facility tour where the final week was hosted.

Esports Varsity

Rivalries brew competitive spirit and create ongoing storylines. A university experience isn't complete without one. University of Staffordshire take on Keele University each year, holding a weekend of competitive esports to crown an annual champion.

Campus Clash

Campus Clash is emblematic of the spirit of University of Staffordshire Esports. Run by final year students as a celebration of their studies before they depart for industry, students compete in a friendly tournament including an alumni team and staff team. Teams go head to head in the three-day event until finding out who takes the title.

Brink 2023

A Super Smash Bros Ultimate event run by final year esports students, that saw the 16th highest ranked players from the UK come together for a 'summit' style three-day event.

Stoke City FC FIFA Event

In a shared goal of providing positive experiences for the local community, University of Staffordshire students worked closely with Stoke City FC to run an event for local young people to play in a FIFA tournament within our esports facilities.



ESPORTS

Get into the esports industry through this wide-ranging course that equips you with everything you need to succeed. You'll learn how to work across different platforms using industry-standard broadcast technology and how to organise and market your events.



**FIND OUT
MORE ABOUT
THE COURSE
HERE**



Why choose us...

- You'll be studying at an award-winning games university and will learn how to host small and large-scale productions, tournaments and events.
- Learn all the essential skills to succeed in the esports industry including digital media, marketing, business, production, employability, events and communities.
- You'll manage events, build a portfolio, and get lots of practical experience in addition to having the opportunity to join one of our competitive societies and compete across the UK.
- Alongside completing live industry briefs and running your own projects, you'll look at how to freelance and market your skills to employers.
- Choose which aspect of esports you want to specialise in and personalise your learning through optional modules and flexible assessments.

What you'll learn...

Gain a critical insight into issues facing the global esports industry, including corporate social responsibility, regulation, and emerging technology. Discover how to use specialist kit – from audio and visual mixers and gaming rigs to lighting and cameras – and understand what makes esports so interesting.

Module examples:

- Contemporary Marketing Applications
- Digital Media Platforms
- Community Management
- Analytics for Industry
- Business Law and Commercial Awareness
- Esports Governance

What you could do next...

We can help you tailor your course portfolio towards your chosen career path and get it in front of industry eyes. There are a wide variety of opportunities within the esports industry. Roles include becoming a content creator, coach, analyst, community or social media manager, member of production crew, event manager and more. As our graduates learn a variety of interdisciplinary skills, you could also go into many other fields related to esports.

OUR STUDENTS

“

We got to run a Valorant event for the Prince's Trust charity, which meant working with some big names from AFK Creators and Guild. I gained so much confidence and have made great links with industry.”



Sarah Fox

Esports Graduate

“

I've had a lot of experience with running events, which has given me a good understanding of the esports industry and how it works.”



Barney Brooker

Esports Graduate

IMPORTANT INFORMATION

Subject to approval/validation

We're always striving to deliver the most current and relevant degrees, both by creating new courses and regularly reviewing our current offering.

Each time we make changes, the course goes through a rigorous approval process to ensure that it's the perfect fit for our students, employers and other relevant stakeholders.

Some of the courses inside this guide may be marked as 'subject to approval' or 'subject to validation',

but don't worry, this just means some of the details of the course won't have been finalised yet. As soon as new courses are approved and validated, up-to-date information will be provided on the online course pages at www.staffs.ac.uk/courses

If you have been offered a place and there is a significant change to the course, or for any reason, the course doesn't run – we will contact you immediately and fully support you in finding the best suitable alternative.

At the time of printing in September 2024, the courses listed in this guide represent those we intend to offer for the 2025/2026 academic years. Very occasionally, however, we need to make changes to our courses, including their content and the way in which they are delivered. In some instances, courses can be discontinued or combined with other courses.

Reasons for withdrawing courses can include insufficient student numbers and courses not receiving the necessary accreditation or approval. Changes to course information may include operational and academic reasons.

If circumstances beyond our control mean we cannot provide particular educational services, all reasonable steps will be taken to minimise any disruption to those services. However, the University will have no liability for any loss or damage suffered by any prospect or student as a result.

As a prospective student of University of Staffordshire, it's your responsibility to ensure you have fully reviewed up-to-date course information before you apply,

and that your chosen course fully meets your requirements. You should also check the course still meets your requirements before accepting an offer to study with us.

Student satisfaction scores have been provided by Unistats and are correct at the time of going to print. For more information, visit: discoveruni.gov.uk

If we discontinue a course or programme and you're not happy with the alternative offered, or if a programme is changed and you're not happy with the changes, you'll be given the opportunity to withdraw from the programme. Up-to-date course information can be found on our website (www.staffs.ac.uk), or by calling us on **01782 294400**.

If you're offered a place at the University of Staffordshire, your offer will be subject to the University's Terms and Conditions of Offer. If you become a student of University of Staffordshire, you will enter a contract with us and be bound by our rules and regulations. These, too, may vary from time to time (www.staffs.ac.uk/rulesandregs).



University of
Staffordshire

2ND IN THE UK FOR QUALITY EDUCATION

Sustainable Development Goal 4 THE
Impact Rankings 2024

5TH FOR FIRST GEN STUDENTS

The Mail University guide 2025

TOP 10 FOR CAREER PROSPECTS

Whatuni Student Choice Awards 2023

TOP 20 FOR FACILITIES

Whatuni Student Choice Awards 2023

TOP 10 FOR SOCIAL INCLUSION

The Times and The Sunday Times Good
University Guide 2023

87% OF RESEARCH IMPACT IS 'OUTSTANDING' OR 'VERY CONSIDERABLE'

Research Excellence Framework 2021

For more detailed information
on courses or studying at
University of Staffordshire visit:
www.staffs.ac.uk/undergraduate

Find us on:
www.staffs.ac.uk/socialmedia

