# British Esports Association nominated for Most Innovative Education Project at Edufuturists Awards 2025



The British Esports Association has earned a prestigious nomination at the Edufuturists Awards 2025, reflecting its pioneering efforts in establishing educational pathways for students aspiring to enter the growing esports industry. The organisation has been shortlisted for the title of Most Innovative Education Project, shining a spotlight on its commitment to enhancing the educational landscape through innovative approaches to esports.

These awards, recognising significant advancements in education, will be presented at a ceremony in Manchester on June 26th. The event serves as a platform for honouring those who contribute to the evolution of educational methods and practices. This year, British Esports’ nomination is underscored by its development of structured academic programmes designed to integrate esports into the educational curriculum.

Central to the nomination is the collaboration between British Esports and Pearson, resulting in a suite of qualifications, including the BTEC Nationals in Esports. Launched in 2020, these qualifications have already attracted over 15,000 students across 200 education centres globally. This initiative not only facilitates entry into the esports workforce but also equips learners with valuable skills, aiding their career development or further academic pursuits. The Level 3 qualification encompasses 20 units, addressing various aspects of the industry such as enterprise, strategy, events management, and live streaming, thereby fostering a comprehensive understanding of the esports landscape.

Further solidifying its educational framework, British Esports has initiated the British Esports Student Champs, a competition that has seen participation from more than 20,000 students. This programme begins at Key Stage 3, introducing younger learners to the fundamentals of esports. To further cultivate talent, the launch of 18 Leadership Skills Trailblazer Centres allows students from the age of 11 to obtain Level 1 and 2 qualifications, thereby establishing a robust foundation for future studies and career opportunities.

In a recent statement, Kalam Neale, Head of Education at British Esports, expressed pride in the recognition received from the Edufuturists Awards. He highlighted the organisation's commitment to increasing learner engagement and improving educational outcomes through a dedicated esports curriculum. “We hope that more innovators will see the benefits of an esports curriculum and join the digital revolution,” he commented, emphasising the transformative potential of integrating esports into education.

The introduction of Higher Nationals in Esports marks another significant milestone for British Esports and Pearson, with Level 4 Higher National Certificates (HNC) and Level 5 Higher National Diplomas (HND) on the horizon. Announced in early 2024, these qualifications aim to further refine the educational pathways available to aspiring professionals in the esports sector. They consist of 30 units covering critical topics such as esports management, coaching, and event production, fundamental for responding to the rising demand for skilled professionals in the industry.

As the esports sector continues to expand and evolve, the integration of education and industry practices remains crucial. British Esports champions this development, providing students with the skills and knowledge necessary to navigate and succeed in an increasingly competitive environment. The upcoming Edufuturists Awards promise not only to acknowledge these advancements but also to inspire continued innovations in education that resonate throughout the industry and foster a new generation of esports professionals.

### Reference Map

1. Paragraphs 1, 2, 3, 4, 5, 6, 7: Articles 1, 2, 3, 4, 5

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

1. <https://esports-news.co.uk/2025/05/09/british-esports-gets-nomination-for-national-education-innovation-award/> - Please view link - unable to able to access data
2. <https://esports-news.co.uk/2025/05/09/british-esports-gets-nomination-for-national-education-innovation-award/> - British Esports, the UK's national esports body, has been nominated for the Most Innovative Education Project at the Edufuturists Awards 2025. This nomination highlights their efforts in developing educational pathways into the esports industry, including initiatives like the Pearson and British Esports BTEC Nationals in Esports. Over 20,000 students have participated in the British Esports Student Champs, which begins at Key Stage 3. The program also launched 18 Leadership Skills Trailblazer Centres, allowing students from 11 years old to develop Level 1 and 2 qualifications. Additionally, the BTEC Qualification in Esports, launched in 2020 with Pearson, has seen over 15,000 students enroll across 200 education centers worldwide. The Higher Nationals in Esports, another collaboration between British Esports and Pearson, began in 2024, with 12 centers rolling out in 2024/25. The Edufuturists Awards ceremony is scheduled for June 26th at 53two in Manchester.
3. <https://www.pearson.com/en-gb/news-and-policy/news/2020/04/british-esports-association-partners-with-pearson-to-offer-world.html> - In April 2020, the British Esports Association partnered with Pearson to create the world's first qualification for a career in esports. The new BTEC qualifications in esports are skills-focused and aim to support the creation of long-term careers in the growing esports industry both in the UK and internationally. The Level 3 esports qualification consists of 20 units, including enterprise and entrepreneurship, strategy and analysis, events management, live-streamed broadcasting, video production, shoutcasting, coaching, health and wellbeing, the law and legislation, and computer networking. These qualifications enable learners to enter careers in the esports industry, upskill their careers, or progress to further and higher education. ([pearson.com](https://www.pearson.com/en-gb/news-and-policy/news/2020/04/british-esports-association-partners-with-pearson-to-offer-world.html?utm_source=openai))
4. <https://britishesports.org/news/british-esports-pearson-higher-nationals/> - British Esports and Pearson have launched the Higher Nationals in Esports, offering Level 4 Higher National Certificate (HNC) and Level 5 Higher National Diploma (HND) qualifications. These qualifications provide a clear progression pathway into the esports industry or wider creative industries. The Level 4 HNC and Level 5 HND consist of 30 units, ranging from esports management to coaching and event production. Higher National qualifications are designed to meet the rising demand for high-quality professional and technical education pathways and are developed in partnership with employers and industry experts. International centers have already begun delivering these qualifications, with the UK set to begin delivery from September 2024. ([britishesports.org](https://britishesports.org/news/british-esports-pearson-higher-nationals/?utm_source=openai))
5. <https://britishesports.org/the-hub/press-releases/pearson-higher-nationals-announcement/> - In March 2024, British Esports and Pearson launched a new suite of higher-tier BTEC qualifications in Esports—the first internationally available qualifications of their kind. The Level 4 Higher National Certificate (HNC) and Level 5 Higher National Diploma (HND) offer students a clear progression pathway into the esports industry or wider creative industries. These qualifications consist of 30 units, ranging from esports management to coaching and event production. Higher National qualifications are designed to meet the rising demand for high-quality professional and technical education pathways and are developed in partnership with employers and industry experts. International centers have already begun delivering these qualifications, with the UK set to begin delivery from September 2024. ([britishesports.org](https://britishesports.org/the-hub/press-releases/pearson-higher-nationals-announcement/?utm_source=openai))
6. <https://qualifications.pearson.com/en/news-policy/subject-updates/esports/november-2024-esports-update.html> - In November 2024, Pearson announced updates regarding the Level 2 and 3 reforms for post-16 education in England, including the defunding of the BTEC Esports suite of qualifications in July 2026. Pearson has worked closely with the British Esports Federation and government organizations to understand what reformed qualifications could be developed to support the growing esports industry in the UK. The aim is to provide suitable progression for learners into this industry. ([qualifications.pearson.com](https://qualifications.pearson.com/en/news-policy/subject-updates/esports/november-2024-esports-update.html?utm_source=openai))
7. <https://britishesports.org/education/pearson-esports-btec-level-3-international-qualification/> - In September 2020, the British Esports Association partnered with Pearson to launch a new international Level 3 qualification and resources in esports. This qualification is the first of its kind and a major step forward in supporting the creation of long-term careers in the growing global esports industry. The qualification consists of 22 units, including enterprise and entrepreneurship, strategy and analysis, events management, live-streamed broadcasting, video production, shoutcasting, coaching, health and wellbeing, the law and legislation, and computer networking. The qualifications enable learners to enter careers in the esports industry, upskill their careers, or progress to further and higher education. ([britishesports.org](https://britishesports.org/education/pearson-esports-btec-level-3-international-qualification/?utm_source=openai))