

BRITISH ESPORTS CHAMPIONSHIPS

Playing at home:
Guide for players' parents/guardians.



TABLE OF CONTENTS

CHAMPIONSHIPS OVERVIEW

What are the championships?
What is esports?
Benefits of esports

KEY INFO

Format
Game titles

ROLES AND RESPONSIBILITIES

Parent's responsibilities
Player's responsibilities

TROUBLE SHOOTING

Game specifications
Pre-match check list
Reporting an issue

HEALTH AND WELLNESS

Top tips

FAQs

CODE OF CONDUCT

NEXT STEPS

Education
Pearson Esports BTEC
FE & HE Colleges
University Leagues
Careers
Volunteering

GLOSSARY

FURTHER READING

Contact Us



CHAMPIONSHIPS OVERVIEW

Welcome to the British Esports Championships!

This guide is for all parents and guardians who have their son or daughter representing their school or college in our national esports competition against other students aged 12+ from across the UK.

This pack will provide information on:

- Esports and its benefits
- The British Esports Championships
- Responsibilities of the parent and the player
 - Health and wellness
 - Troubleshooting
 - FAQs
- Esports terminology
- Further reading and informative links

WHAT ARE THE CHAMPIONSHIPS?

The [British Esports Championships](#) are a series of competitive video gaming competitions run by the [British Esports Association](#) for students aged 12+ in schools and colleges across the UK.

The Championships are open to all secondary schools, Further Education (FE) Colleges and Alternative Provision (AP) schools in the UK and are PC-based.

They cover the following games:

- 5v5 [League of Legends](#): multiplayer online battle arena game (PEGI 12 age rating)
- 6v6 [Overwatch](#): a vibrant first-person shooter (PEGI 12)
- 3v3 [Rocket League](#): football with rocket-powered cars (PEGI 3)

Each week your son or daughter will be participating in set fixtures to represent their school/college. Matches take place by default at 4pm each Wednesday, unless rescheduled in advance by the staff team leader.

Matches will take approximately 1 hour to complete. If there are technical difficulties with any members of the teams, then matches may last a little longer to account for pauses.

WHAT IS ESPORTS?

Esports (or electronic sports) is a term used to describe competitive video gaming.

It's different from standard video gaming in that esports is competitive (human-vs-human) and usually has an engaging spectator element to it, like traditional sports.

Esports tournaments usually consist of amateur or professional gamers competing against one another for a cash prize. Think of esports as competitive video gaming where skill and professionalism are celebrated. The pro gamers who play at this level know the games inside out, much like a professional footballer or athlete would in their respective fields.

Matches can take place online over the internet, or at a physical event via a LAN (Local Area Network) connection, using consoles or PCs. Matches can be viewed by spectators in person at a venue (usually for the grand finals) or over the internet via streaming platforms such as Twitch, which broadcast the games live online.

For more information on esports, see our ['what is esports' downloadable guide](#) and video overview:



BENEFITS OF ESPORTS

Esports engages a wide demographic of young people and is intrinsically a fun, team-building activity that promotes leadership, character development, communication and social skills.

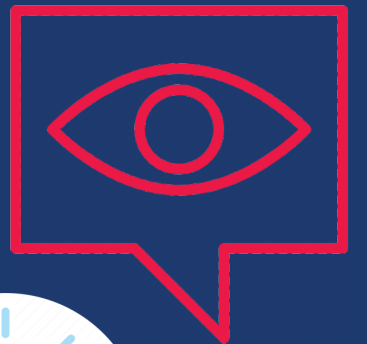
Esports has more than 400m viewers across the world, and in the UK it's the second most popular sporting activity for boys to watch on screen - behind only football.

It can improve confidence, strategic thinking, problem solving abilities, reading comprehension and phonics skills and can help with the development of digital and cyber skills. Skills can be transferred across into physical sports and schoolwork, and esports offers a multitude of career pathways.

It can also boost behaviour, concentration and attendance levels in schools.

Last but not least, when played in moderation, video games and esports can be good for mental health - they're fun to play and can be a stress-reliever.

View our [benefits of esports PDF](#) for more information.



KEY INFO

- Students aged 12+ to participate in weekly matches throughout the academic term.
- The students participating in the esports team(s) pay nothing to participate. The school or college covers any costs associated with the champs.
 - The entry fee for the Champs is £25 + VAT per school for the 2020/21, plus £5 per team, per season (+VAT)
- Matches take place 4pm each Wednesday. Teams can reschedule in advance, if required.
- Fixtures last approximately an hour (this is subject to any technical issues that may occur).
- Students must be on time for matches and communicate any issues to their team leaders asap.
- All titles run in our Championships are age appropriate. League of Legends is PEGI 12+, Overwatch is 12+, and Rocket League is 3+. More on [age guides here](#).
- If students are participating from home, they must remain in contact with their team leader and rest of their team via online communication at all times
- Rulesets: [League of Legends](#), [Overwatch](#), [Rocket League](#). We also have the [general rules](#) which cover all tournaments.
- All students must follow the [code of conduct](#) and rulesets.
- [COVID guidelines](#).
- [Championships handbook](#)

GAME TITLES

We run 3 different titles in our Champs. If you want to know more about the games we run in our Championships, here is a breakdown of each title:

Title	League of Legends	Overwatch	Rocket League
Publisher	Riot Games	Activision-Blizzard	Psyonix
PEGI rating	12+	12+	3+
Genre	MOBA (multiplayer online battle arena)	FPS (first person shooter)	Sports simulation
Description	Multiplayer online battle arena game	A vibrant, stylised first-person shooter	Football with rocket-powered cars
Team size	5v5	6v6	3v3
Client	Riot client	Battle.net	Epic Games Store
Price	Free	£16.99	Free
Typical game length	30-50 mins per game	10-20 mins per game	5 mins per game
Fixture length for Champs	Best of 1 game	Best of 5 games	Best of 5 games
Platform we use for Champs	PC	PC	PC / CONSOLE
Cross-platform	No	No	Yes
In-game name	Summoner Name	Battle tag	Epic Games ID / Steam ID / PSN ID / Xbox Gamertag

For more information on the specific game titles, please head to their individual store page.

FORMAT

For 2020/21 Champs we have listened to the feedback from previous years and decided to make our Champs more competitive, and engaging, than ever with a different format!

The Champs will move from individual seasons, to a year long tournament.

- From October through to December, this will be the qualifying period. Teams will gain as many points as possible throughout this period. Each team's final standing from the qualifying period will determine their division.
- From January through to March, all teams will be split into divisions. Divisions will be split into Division 1 and Division 2. All teams will face similarly levelled opponents and fight for the top spots in their division*.
- At the end of each division, the top teams from both divisions will progress to the elimination stage.

Winter
Qualifiers

Spring
Divisions

Elimination
stages & finals

The Champs year will culminate in the best teams from each division facing off in playoffs and a live grand final!

* New schools and colleges will still be able to join in the second wave of registrations (this includes returning school/ colleges entering more new teams), however they will be automatically placed in the lower division as they will have not taken part in the qualifiers.

NOTE: In regards to COVID-19 and lockdown, the Champs will still go ahead as planned for the next academic year, however if lockdown continues to affect schools and colleges severely, we will reassess the format and rules if required.

You can read more information surrounding our format changes on the [British Esports website here.](#)

2020/21 Format changes video



ROLES & RESPONSIBILITIES



In response to the Covid-19 situation we have updated our guidelines and code of conduct to ensure as many young people as possible are still able to participate in the Championships.

Our default position remains that we expect all Champs matches to take place in a supervised, classroom environment. However, given the national situation around Covid, we want to ensure students can still participate and represent their school or college in a national competition. Therefore, if playing from a classroom at school/college is not a legitimate option given the ongoing situation, then the students are allowed to play from home.

With more students participating from home due to schools' ongoing safety measures, we realise this brings esports into the home now more than ever.

PARENT'S RESPONSIBILITIES

The parent(s) or guardian(s) must:

- Ensure the player arrives on time to matches and is ready to play
- Support the player
- Understand which staff member is responsible for the esports team and have their contact details
- Understand that these matches are competitive fixtures for the player and whilst these are being played, they cannot be stopped for other commitments, such as a mealtimes (weekly matches usually last no longer than an hour)
- Encourage routine and healthy balanced lifestyle for the player

PLAYER'S RESPONSIBILITIES

The player(s) must:

- Follow the code of conduct and ruleset
- Remember they are representing their school/college in official fixtures
- Update the responsible staff member regularly
- Nominate a student captain who can assist in organising the team and making sure matches are played on time
- Remember if they are playing from home, they will need the correct software and hardware to participate in matches
- Ensure they also commit to their other responsibilities, such as homework

Read our [full COVID guidelines](#) for further information.

GAME SPECS

If a player is participating from home they will need to ensure that they have the correct kit to play each week. As our Champs is primarily PC based, they will need to have a PC/laptop that can run the game which they are playing. Please see below for the minimum and recommended requirements for PC specification. If they are playing in the Rocket League tournament, they are able to use consoles (instead of PC if needed) due to the game being cross-platform.

SYSTEMS

The next few pages will detail all of the technical specifications required to take part in the Champs, including PC components and networking.

PC SPECIFICATIONS

Each of the three titles has its own technical requirements that need to be met in order for the game to run. The game may not run well, or will run at low quality, on a machine that only meets the minimum requirements.

	LEAGUE OF LEGENDS		OVERWATCH		ROCKET LEAGUE	
	Min Requirement	Recommended	Min Requirement	Recommended	Min Requirement	Recommended
Processor	2 GHz (supporting SSE2 or higher)	3 GHz	Intel Core i3 / AMD Phenom X3 8650 or eqv	Intel Core i5 / AMD Phenom II X3 or better	2.4 GHz Dual Core	2.5 GHz Quad Core
Memory	1GB RAM (2GB RAM for Windows Vista or newer)	2GB RAM (4GB for Windows Vista and newer)	4GB RAM	6GB RAM	2GB RAM	4GB RAM
Storage	8GB Available Hard Disk space	12GB	30GB	30GB	5GB	5GB
Graphics	Shader version 2.0 capable video card	Nvidia GeForce 8800 / AMD Radeon	Nvidia GeForce GTX460 / ATI Radeon HD4850 / Intel HD 4400 or eqv	Nvidia GeForce GTX660 / AMD Radeon HD7950 or better	Nvidia GTX 260 / ATI 4850	Nvidia GTX 660 / ATI 7950
Operating System (OS)	Windows 7, 8, 10, XP (service pack 3 only), vista	Windows XP SP3, Vista	Windows 7,8,10, 64 bit (latest service pack)	Windows 7,8,10, 64 bit (latest service pack)	Windows 7 or newer	Windows 7 or newer
Resolution	920x1200	1920x1080	1024x768	1920x1080		1920x1080
Sound	DirectX v9.0c or better	DirectX v9.0c or better		DirectX Version 9.0c	DirectX	

PRE MATCH CHECKLIST

Most issues in-game will most likely be from (but not limited to) the following:

- Internet-based problems
- Human error
- Game servers and updates

All of these can nearly always be fixed!

- 1 Check the internet.** Is the connection stable? Are there any other devices that are potentially using a lot of the connection? If possible, use a wired ethernet connection at all times to reduce risk of lag and connectivity issues
- 2 Are there any updates to the game?** Many games will have patches and updates to fix any bugs and to release new content. Ahead of match time, make sure to log on a bit earlier to allow time to download any updates if required. This will allow the player to not be late to start the match due to downloading updates.
- 3 Confirm match time.** Do they know when the match is starting? Matches usually begin at 4pm, however the team may have rescheduled in advance of the game. Make sure your
- 4 Ensure the player checks-in with the staff team leader.** The team leader will be organising and remotely supervising the matches. To help aid them in their supervision, it is important that each player updates the team leader when they are ready.
- 5 Enter the team communication platform.** In our COVID guidelines, we recommend any team who has to participate from home should all join a communication platform in order for the team (including the staff team leader) to remain in contact with each other throughout the fixtures. This communication platform could be whichever platform is best and most secure for each school, e.g. Microsoft Teams.
- 6 Join the in-game lobby.** Near the fixture start time, we recommend that the teams set up the lobby as soon as possible to enable matches to start on time without delay. Usually the lobby is set up by the home team (team on the left of the fixture page), however this can be decided between the teams.

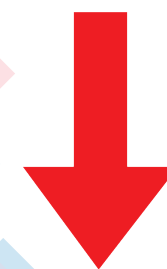
REPORTING AN ISSUE

If the player runs into any issues before, during, or after the match, they must do the following:

Contact their staff team leader with details regarding the issue



Update the rest of the team regularly



If the player needs to pause, make sure to give the reasoning straight away in-game to inform the opposition



Ask the team leader to contact an admin via Discord or through a support ticket on the website

HEALTH & WELLNESS

With COVID-19 forcing lockdown and online learning, we want to ensure students are still being as healthy as possible in the current environment. Students need to be aware of how to balance esports and traditional sport and exercise. This will help each player achieve a healthy balanced lifestyle.

Here are some top tips you can promote to your players!

Drink water to hydrate!

Simple wrist, back and hand exercises to help prevent repetitive strain injury (RSI)

Have a comfortable gaming space

Posture checks!

Establish healthy sleep habits and routine

Encourage short breaks

Create a balanced routine. Practicing is good, but so are other hobbies and commitments!

Encourage a healthy diet

Use the 20-20-20 rule. Every 20 minutes, take a 20-second break and focus your eyes on something at least 20 feet away.

Promote physical activity, such as walks before or after fixtures

Further reading on healthy routines and esports:

- [Wellbeing and performance](#)
- [Esports coach profile - Michael Ellis](#)
- [How often should you practice](#)
- [Keeping it and healthy](#)
- [Mental health and esports](#)

If you have concerns your child's gaming is becoming unhealthy, please visit:

[Game Quitters](#)

FAQS

Is there a cost for my son/daughter to participate?

No - the school pays for the esports team(s) to take part in the Champs. The individual does not pay, it is the school's responsibility. The entry fee for the British Esports Championships is £25 per school for the year of 2020/21, plus £5 per team, per season (+ VAT). This is paid for by the school / college, not the individual.

Do I have to supervise my child whilst they are playing?

No - the staff team leader will be supervising in the classroom or remotely. You are more than welcome to cheer them on, however that may distract them!

Are the titles age appropriate?

Yes - the Champs is for students aged 12+. League of Legends is PEGI 12+, Overwatch is 12+, and Rocket League is 3+. [More on age guides.](#)

Will we need to purchase the game?

Some institutions will provide generic accounts for students to use, others will suggest players using their personal accounts if they own the game already. Some schools may require their players to purchase a game, but we always recommend schools to pay for, and be responsible for, the licenses. All the titles are free apart from Overwatch which is £16.99 to purchase.

Can I see how well their team is doing?

Yes - head to tournaments and then leaderboards in the drop down list. You will then be able to find your team in the list to see where they are! We will also have plays of the week which will highlight great clips from the past week's matches. View them on our Youtube channel.

Can I watch the matches to support their team?

Yes - we are streaming select matches every Wednesday on our Twitch Channel from 4pm BST. Your son/daughter's team may also be streaming via their school's channel.

Will they be bullied?

For our Championships we enforce a strict zero tolerance policy for any toxic, discriminatory, or hurtful language or behaviour of any kind. Our code of conduct and ruleset reflects how all student players and teams should act in our Championships. If we are made aware of such negative behaviour, we will investigate immediately and enforce final warnings and/or bans from the Championships if required.

How can I encourage healthy behaviour?

We recommend regular breaks, physical activity and exercise, along with eating healthy and sleeping well - this is all part of a healthy balanced lifestyle and can really boost a player's performance in game. Doing simple wrist, back and hand exercises can also prevent repetitive strain injury (RSI) which some pro players have known to develop. See links in the 'health and wellness' section above.

Are the players safe online?

All games are played in a safe, secure, access-only platform. Only registered schools are able to login and use it. Staff are present to supervise at all times (and if remote, they will supervise via online communication and in-game as much as possible). We also have our team of staff and admins who enforce the code of conduct. Our aim is to provide education about the do's and don'ts online and how students can keep themselves safe, including what is/isn't appropriate behaviour.

Will they practice when they should be doing homework?

Matches for the Championships will take place on Wednesday afternoons (unless rescheduled) and last approximately an hour. We do encourage students to practice with their teams, however we recommend this is limited to certain routines and timings to allow for homework and other extracurricular activities throughout the week. All members of the team should have regular breaks and ensure they are keeping on top of their regular school routines. Some schools and staff team leaders use entering the Championships as a reward mechanism, such as only those students who have good attendance and/or grades can play in the team.

What happens if my son/daughter is late to their match?

All students are required to arrive on time to their matches, however we do understand that some situations can be inescapable, such as delayed public transport. If a player runs into any issues that mean they will be late, they need to contact their staff team leader as soon as possible. The team leader then can notify our admins of the situation so they can update the opposing team. Due to COVID we have extended our wait time to 30 mins for a match to begin, however this is to be used for exceptions only, not to allow games to start deliberately late.

More FAQs about the Champs

CODE OF CONDUCT

The British Esports Association takes the safety of players very seriously. As such, we have implemented several measures to protect the wellbeing and identities of those who take part in our tournaments.

Playing of matches

Only those rostered can play. Teams must play together from the same school/college. Teams must be supervised by a member of staff (the 'Leader').

Due to current COVID-19 safety measures, we understand that many schools/colleges will face certain restrictions in the new academic term such as increased online learning, social distancing, and potentially the inability for students to partake in extracurricular activities after school.

Our default position remains that we expect all Champs matches to take place in a supervised, classroom environment. However, given the national situation around Covid, if this is not possible we want to ensure students can still participate and represent their school or college in the Champs. Therefore, if playing from a classroom at school/college is not a legitimate option given the ongoing situation, then we will be allowing students to play from home.

All students must still follow our code of conduct and the Leader must supervise to the best of their ability, even if this is remotely. We will review our code of conduct regularly and update, if necessary, regarding our policy on students playing from home.

Unsporting Behaviour

("flaming", "toxicity", "bm", "hacking", "aimbotting")

Any unsporting behaviour is a punishable offence and harms enjoyment of the game. When dealing with unsportsmanlike conduct, it's important that admins have proof of exactly what happened. If an opposing player verbally abuses a member of your team or deliberately behaves in an unsporting manner you must take screenshots and report directly to an admin.

²⁰Depending on the circumstance a player can be punished instantly or if the issue requires more investigation, this will be done after the tournament.

Safeguarding

British Esports Championships considers the three areas of risk in online safety, as outlined by the CODE OF CONDUCT and Department for Education.

Content

All esports titles in the British Esports Championships are age-appropriate for school and college students. Rocket League is PEGI 3+; Overwatch and League of Legends are PEGI 12+.

Contact

Each fixture in the British Esports Championships will be played via a closed community platform. Only students registered by their school/college will be able to access the platform. Each fixture in the British Esports Championships will be played on school/college premises and supervised by an adult member of staff (school/college 'Leader'). Professional Tournament Admins will be monitoring all online interactions and fixtures.

Conduct

Every school/college will submit the names of each player representing their institution as well as their in-game name (full names of players will not be shared by British Esports Championships without permission). Therefore, in the event of misconduct during the British Esports Championships, that player can be held responsible and penalties will be imposed. Admins, and every school/college Leader are responsible for ensuring all rules are followed and standards of fair play are maintained throughout.

Data

More information on data protection can be found in the [T&Cs](#) on the tournament website. School/college Leaders can request to have data erased. You can also see [British Esports' privacy policy here](#).

[Full, up-to-date rulesets are available on the tournament system.](#)

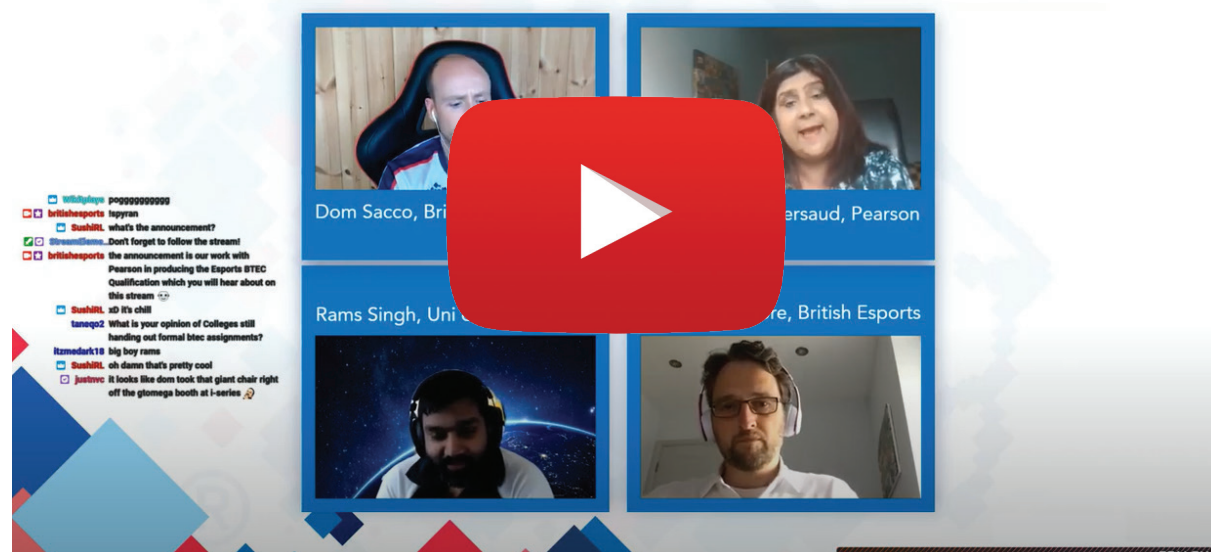


EDUCATION

PEARSON ESPORTS BTEC

The British Esports Association partnered with global learning company Pearson to create the [world's first qualification of its kind for a career in esports](#). The new BTEC qualifications in esports are skills-focused and are a major step forward in supporting the creation of long-term careers in the growing esports industry both in the UK and internationally. Students can study the course from September 2020.

Esports BTEC qualifications



FE & HE COURSES

There are also more education courses cropping up, for example several universities now offer courses in esports. You can see some of the [UK colleges and universities running courses in esports here](#).

For younger people, we will always recommend prioritising education over embarking on an early career in esports. Many amateur players will play in their spare time while studying. Some, once graduating, decide to pursue esports as a career, but it's always a good idea to focus on education first.

UNIVERSITY LEAGUES

Within education there are many opportunities for students to get involved in esports, especially in regards to clubs and societies. If they enjoyed taking part in the British Esports Championships, there are also other tournaments such as [Digital Schoolhouse](#) and in-house tournaments. At university, there are also many esports and gaming clubs which foster talent through taking part in university tournaments in the [NUEL](#) and [NSE](#) leagues.



CAREERS

Volunteering

Volunteering is a great way to get experience, make connections in the industry, and to try out roles that you want as a career. To get volunteering experience the best way is to contact some of the bigger companies, such as [ESL](#), [GAME](#), or [Gfinity](#), who will be able to provide many opportunities.



Job sites such as [Hitmarker](#), also provide a great overview of paid and unpaid volunteering/jobs all across the country and worldwide. In the current climate, remote job opportunities and volunteering are more common and accessible.



Experience

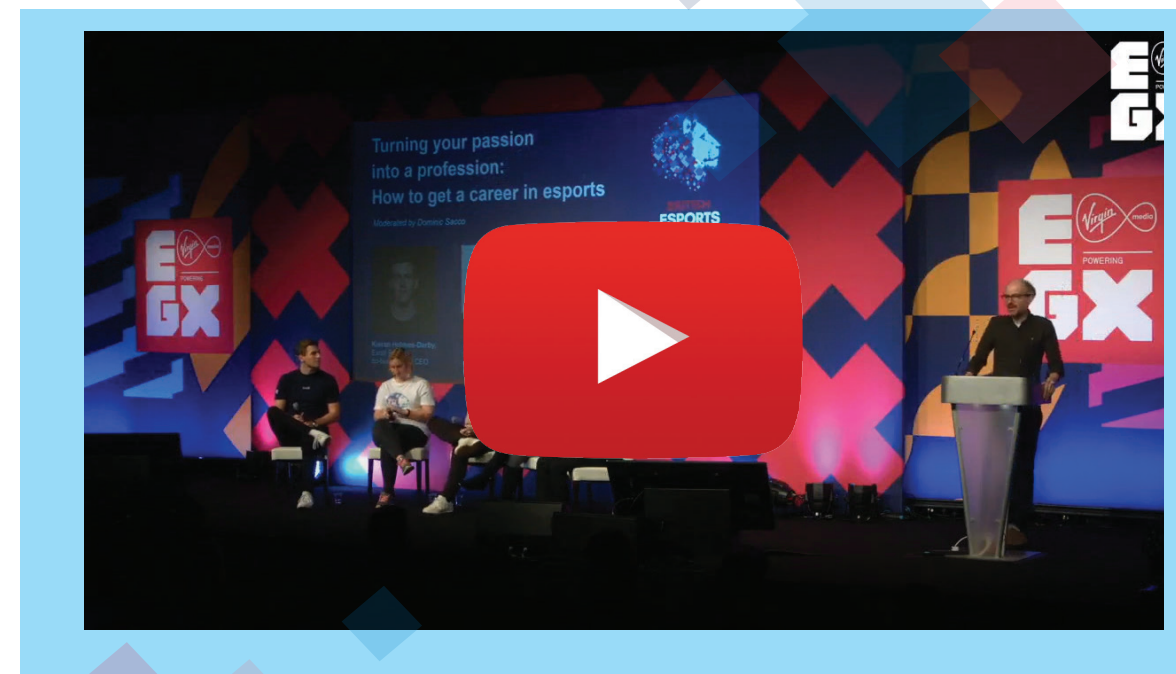
Throughout gaining experience in the industry it is essential to add these opportunities to any CV! For more creative roles, an additional portfolio is invaluable to showcase skills and previous work to impress.

Even if esports turns out to not be the desired career path for your son or daughter, the skills that they will learn can be transferable into any industry.

As shown in the video below from our panel on routes into the esports industry, there is not just one certain way into esports - there are lots of opportunities and experiences to discover!

For more advice, check out our [esports careers advice hub here](#).

TURN YOUR PASSION INTO A PROFESSION ESPORTS PANEL



ESPORTS CAREERS ADVICE WITH HITMARKER



GLOSSARY

IN-GAME NAMES

Also known as IGNs. These are the usernames seen in-game for each player. Each player will be associated with a particular in-game name.

ESPORTS

Competitive video-gaming. Always human-vs-human.

BRITISH ESPORTS CHAMPIONSHIPS

Also known as “Champs”. It is a competitive video gaming competition for students aged 12+ in schools and colleges across the UK.

PEGI

PEGI is the age rating system for game titles. These age ratings help parents know what titles to purchase that are age appropriate for their family. View our [esports age guide](#) for more information.

DISCORD

[A free text and voice communication platform.](#) Many gaming communities are housed on this platform. Users can join voice chats and discuss certain topics in different channels. For more information about Discord, [view our guide](#).

CLIENT

A downloadable application that houses a variety of games which you can access. E.g. Steam is a client.

MOBA

Multiplayer online battle arena. This is a genre of game.

FPS

First person shooter. Usually regarding a genre of game. Also known as “shooter”.

PLATFORM

The device that a player is using, e.g. a console is a platform. This is most commonly associated with a console.

CHAMPION/HERO

A character within a gaming which has a variety of different abilities and powers that can be used throughout the game. These characters are most prevalent in MOBAs (multiplayer online battle arena). Each player will pick a certain hero or champion from a wide selection in each game.

GAME

The application, programme, or .exe file, of a game. For example, RocketLeague.exe is the game Rocket League.

ADMINS

Also known as tournament admins, referees, umpires. Admins will create fixtures, calculate results, make sure that players adhere to the Rules and Code of Conduct, hand out penalties.

LEADER

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institutions teams, reporting match results to the tournament system. One Leader can be responsible for multiple teams.

TEAM

A team is a group of players. A team represents its Institution in the British Esports Championships.

CHECK-IN

The process of reporting a team’s arrival and commitment to play in that week’s matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader can check a team in.

MAP

A map is the main area and environment where the game takes place.

LOBBY

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a “holding pen” for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

DISCONNECT

Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

CASTING

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

SEEDING

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

FLAMING

Displaying hostility in insulting messages, usually towards another player.

TOXICITY

Unacceptable behaviour in game, such as abusive or derogative behaviour and chat.

BM

(also known as “Bad Manners”). This can be intentionally obnoxious behaviour within esports in order to frustrate or irritate the opponent, to gloat and revel in their victory, or simply to drag the game out and inconvenience the opponent as much as possible.

HACKING

Also linked to in-game cheating. Hacking usually applies to players who, through the use of a computer bot or system, intentionally exploited bugs and ignored the usual rules in order to achieve superiority in-game. This is most commonly present in multiplayer games and is combated by many anti-cheat systems which aim to stop cheating and hacking in-game.

AIMBOTTING

(sometimes called “auto-aim”). This is a type of computer bot most commonly used in multiplayer first-person shooter games to provide varying levels of automated target acquisition and calibration to the player.

Still uncertain on particular esports jargon? [View our A-Z esports terminology.](#)

FURTHER READING

- For further information about esports, please read our general [Esports Parents Guide](#).
- We also have many [advice and guidance articles](#) on our main website, including a careers advice hub
- Have a look at our [resources on our Champs platform](#) which has access to this guide, along with other information and key links that may prove useful.
- [School pupils survey shows esports increases concentration, behaviour and attendance levels](#)
- [Deputy Headteacher explains how esports has transformed her Alternative Provision School](#)
- [Check out our Women in Esports initiative](#)
- [Visit our esports education hub](#)

ABOUT US

The British Esports Association is a not-for-profit national body established in 2016 to promote esports in the UK, increase its level of awareness, improve standards and inspire future talent.



WWW.BRITISHESPORTS.ORG



CONTACT US

General Championships enquiries: champs@britishesports.org

Head of Education: Tom Dore (tad@britishesports.org)
Education Manager: Gary Tibbett (gt@britishesports.org)

Schools & Colleges Liaison Officers:
Alice Leaman (al@britishesports.org)
Elliot Bond (eb@britishesports.org)

[Schedule a call](#)
01753 656802

More Links:

- www.britishesports.org/championships
- www.britishesportschamps.org