



YOYOTECH AND QMC LAUNCH WORLD FIRST ESPORTS EDUCATION ARENA

In October 2019, James Fraser-Murison (Director of Learning at Queen Mary's College in Basingstoke) was approached by the British Esports Association and Pearson, BTEC qualification provider, to invite ideas about what an esports BTEC in education should include to make it contemporary, fun, and engaging for students.

With a background in creative media and English, James looked at units like **"Creating and Planning an Event"**, **"Social Media"** and **"Shoutcasting"** that would naturally exist in the 20 units covering other related themes. They were then invited to Stoke Park Country Club for several days with other teachers and experts in Sport, Business and Media BTEC, core influencers within the esports industry and other niche esports elements to help create a BTEC curriculum that teaches multiple future-proof skills and subject areas at once while supporting learners transition into employment or further education.



**CONTEMPORARY, FUN,
AND ENGAGING FOR
STUDENTS**



**SOFTWARE TO SAFEGUARD
STUDENTS' SECURITY
ON THE NETWORK**

HOW YOYOTECH AND QMC BUILT THE ESPORTS ARENA

With roots dating back to 2002, Yoyotech is one of the UK's leading manufacturers of reliable custom-built, high-performance desktop PCs. Owned by Centerprise International, Yoyotech worked closely with James at Queen Mary's College to deploy a specialised turnkey solution for its gaming environment before launching its BTEC National Diploma in esports, the first qualification of its kind in the World.

Yoyotech supplied and commissioned a 26-seater arena with high-end PCs based on Intel i5 Processors, Nvidia GPUs, along with specialist Gaming furniture, Chairs, Gaming Peripherals and AOC 27" high-resolution gaming monitors.

The installation included the provision of software to safeguard students' security on the network, as well as provide high-level information security across QMC's networks.

The esports arena at QMC is an inspiration for other educational establishments' esports strategy.

YOYOTECH HAVE
GIVEN 24-7 HANDS
ON SUPPORT

QMC'S ASSESSMENT OF YOYOTECH GAMING TECHNOLOGY

"Yoyotech have given 24-7 hands on support and guidance to create a futuristic digital-proof gaming area with state-of-the-art gaming machines and peripherals to support the exciting esports BTEC at QMC, so students can future-proof and evolve their careers," said **James Fraser-Murison of QMC**.

"We wanted to create a course and arena that encompasses student hobbies and interests while offering something relevant for the ever-increasing digital workplace and related skills needs. I'm absolutely delighted with the installation. No one else can offer the same facility right now and students are very happy with these engaging contemporary subjects."

COMMITTED TO PROVIDING THE BEST SERVICE

"The execution was flawless. It had the right expertise, guidance, and support in terms of physical infrastructure, digital infrastructure, procurement from Yoyotech and educational infrastructure from QMC."

Yoyotech design the entire solution, deliver the furniture, install the gaming hardware, and provide ongoing management of the solution and software upgrades.





ACCOMPLISHING THE MISSION

From project concept to completion and a grand opening in 2021, it has taken eighteen months. The esports BTEC is by far one of the most popular enrichment activities at the college. Student intake at QMC has tripled to 150 since introducing the single BTEC esports qualification, followed by the extended BTEC option in September 2021 that caters for students doing Physics, Math, French, Psychology, Business and Media. The new esports BTEC qualifications are skills-focused and proving to help students plan long-term careers in a growing global esports industry of competitive gaming at a professional level.

Esports provides students the opportunity to align social, physical, mental, and financial skills in one qualification following a thorough curriculum that

teaches and develops valuable skills including strategic thinking, social skills, managing success, how to create teams, setting up events as well as the legal and ethical aspects – all of which are highly valued in today's changing fluid workplace.

“Our goal is to continue increasing student numbers and prepare them for their two-year journey with QMC, so they can leave with a digital qualification relevant to future careers.”

When not in use for the curriculum, Queen Mary's esports facility is available to rent for birthday parties, national competitions and bootcamps within the establishment or extended community.



STUDENT INTAKE AT QMC HAS TRIPLED

FACILITY IS AVAILABLE TO RENT FOR BIRTHDAY PARTIES, NATIONAL COMPETITIONS AND BOOTCAMPS

QMC'S VISION IN SETTING UP ITS ESPORTS FACILITY

James said that QMC esports started as a traditional classroom with only 12 PCs. The arena now has dedicated streaming and broadcasting rooms, one gaming room holding 26 gaming machines and a dedicated yoga and Pilates room to support the mandatory mental and physical wellbeing parts of the esports curriculum.

"We set a vision for where we wanted to be in six and twelve months. We then contacted local companies to engage their interest from a philanthropic perspective aligned to the growth of the esports industry, one of the fastest growing entertainment and media sectors in the world. In summary, having a vision and not being afraid to start small and grow the curriculum is the key. Also, speaking to the students to bring new ideas, knowledge, experience and fun."

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26 GAMING MACHINES