

**Request Ref: 2737**

FOI Request dated **20/10/2022** as follows –

- 1. Did you introduce an esports-related course (undergraduate or postgraduate) this academic year? If so, please state the course/s and the number of students enrolled on each course.*
- 2. Did you employ any staff to run esports-related courses for the new academic year? If so, how many staff and what is their job title/s?*
- 3. Did you build any new facilities or purchase any new equipment to run an esports-related course for the new academic year? If so, please detail the facilities/new equipment.*
- 4. Do you have any plans to run a new esports course for the 2023-24 academic year?*

e.g.

- 1. Two new esports courses introduced this academic year called “Esports Management” which has 60 students enrolled and “Games Art” which has 40 students enrolled.*
- 2. Five new esports staff employed, three lecturers and two IT support staff.*
- 3. No new facilities built. 30 new iMac computers and 5 new microphones purchased for esports courses.*
- 4. A new course called “Games Technology” will be launched next academic year.*

*For this purpose, the interpretation of an ‘esports-related course’ is any course which has ‘esports’ or ‘gaming’ in the name or courses such as Event Production, Game Design or Broadcasting with tangible links to the gaming or esports industry.*

**Response**

1. No
2. No
3. No
4. No