Pearson

BTEC in Esports - Physical Resources requirements

PC Build Requirements - Each PC will be able to run all games at the lowest level

Recommended settings are higher than the minimum because professionals and high-end esports players need a significantly higher frame rate to achieve peak performance, this will also help with the nature of this course. Peripherals are also not included, but any combo of keyboard/gaming mouse will be fine. Whilst the course could be run using the Low Spec components, using the mid-tier or upper-tier will give the students a better experience, especially with regard to recording, streaming and video editing. As such the low spec should only be used if there is no possibility of the faster machines.

Complete build ideas These builds will run the games, perhaps not at 144hz or may have performance issues whilst recording, but would be on the lower end of what would be recommended to anyone actually playing these games on.

PC Specs

Low Spec

- CPU: AMD Ryzen 5 1600 (14nm) 3.2 GHz 6-Core Processor or equivalent

- RAM: 8 GB

- OS: Windows 10 64-bit

- VIDEO CARD: Gigabyte Radeon RX 570 4 GB Gaming 4G Video Card or equivalent

- Storage: SanDisk SSD PLUS 480 GB 2.5" Solid State Drive or equivalent

Mid Spec

- CPU: AMD Ryzen 5 2600 3.4 GHz 6-Core Processor or equivalent

- RAM: 8 GB
- OS: Windows 10 64-bit
- VIDEO CARD: Gigabyte GeForce GTX 1660 Ti 6 GB OC Video Card or equivalent
- Storage: Western Digital Blue 500 GB M.2-2280 Solid State Drive or equivalent

Upper Mid Spec

- CPU: AMD Ryzen 5 3600 3.6 GHz 6-Core Processor or equivalent
- RAM: 16 GB
- OS: Windows 10 64-bit
- VIDEO CARD: PowerColor Radeon RX 5700 XT 8 GB Video Card or equivalent
- Storage: PNY CS900 960 GB 2.5" Solid State Drive or equivalent

Minimum requirements to run the games

As per recommendations from the games publishers.

Ideally, we would recommend that centres use PC's with specs higher than these to give students the best experience possible on throughout the course

League of Legends

***League of Legends* System Requirements (Minimum)**

- CPU: Info

- CPU SPEED: 3 GHz processor (supporting SSE2 instruction set or higher)

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- RAM: 2 GB

- OS: Windows 7, Windows 8, or Windows 10 (Windows XP and Vista are no longer officially supported by Riot)

- VIDEO CARD: Shader version 2.0 capable video card

- PIXEL SHADER: 2.0

- VERTEX SHADER: 2.0

- FREE DISK SPACE: 8 GB

League of Legends **Recommended Requirements**

- CPU: Info

- CPU SPEED: 3 GHz Dual-Core processor

- RAM: 4 GB

- OS: Windows 7, Windows 8.1, or Windows 10 with the latest service pack installed (Windows XP and Vista are no longer officially supported by Riot)

- VIDEO CARD: Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB or higher Video Memory(VRAM))

- PIXEL SHADER: 4.0

- VERTEX SHADER: 4.0

- FREE DISK SPACE: 12 GB

- DEDICATED VIDEO RAM: 512 MB

Rocket League

Rocket League System Requirements (Minimum)

- CPU: Info

- CPU SPEED: 2.4 GHz Dual core

- RAM: 2 GB

- OS: Windows 7 or Newer

- VIDEO CARD: NVIDIA GTX 260 or ATI 4850

- PIXEL SHADER: 4.0

- VERTEX SHADER: 4.0

- FREE DISK SPACE: 5 GB

- DEDICATED VIDEO RAM: 512 MB

Rocket League Recommended Requirements

- CPU: Info

- CPU SPEED: 2.5+ GHz Quad core

- RAM: 4 GB

- OS: Windows 7 or Newer

- VIDEO CARD: NVIDIA GTX 660 or better, ATI 7950 or better

- PIXEL SHADER: 5.0

- VERTEX SHADER: 5.0

DCL1: Public Version: 1.0 April

- FREE DISK SPACE: 5 GB

- DEDICATED VIDEO RAM: 2048 MB

Overwatch

Overwatch System Requirements (Minimum)

- CPU: Intel Core i3 or AMD Phenom X3 8650

- CPU SPEED: Info

- RAM: 4 GB

- OS: Windows Vista/7/ 8/10 64-bit (latest Service Pack)

- VIDEO CARD: Nvidia GeForce GTX 460, ATI Radeon HD 4850, or Intel HD Graphics 4400

- PIXEL SHADER: 4.0

- VERTEX SHADER: 4.0

- FREE DISK SPACE: 30 GB

- DEDICATED VIDEO RAM: 768 MB

Overwatch Recommended Requirements

- CPU: Intel Core i5 or AMD Phenom II X3, 2.8 GHz

- CPU SPEED: Info

- RAM: 6 GB

- OS: Windows Vista/7/ 8/10 64-bit (latest Service Pack)

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- VIDEO CARD: Nvidia GeForce GTX 660 or ATI Radeon HD 7950

- PIXEL SHADER: 5.0

- VERTEX SHADER: 5.0

- FREE DISK SPACE: 30 GB

- DEDICATED VIDEO RAM: 2 GB

Fortnite

Fortnite System Requirements (Minimum)

- CPU: Core i3 2.4 Ghz

- CPU SPEED: Info

- RAM: 4 GB

- OS: Windows 7/8/10 64-bit

- VIDEO CARD: Intel HD 4000

- PIXEL SHADER: 3.0

- VERTEX SHADER: 3.0

Fortnite Recommended Requirements

- CPU: Core i5 2.8 Ghz

- CPU SPEED: Info

- RAM: 8 GB

- OS: Windows 7/8/10 64-bit

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- VIDEO CARD: Nvidia GTX 660 or AMD Radeon HD 7870 equivalent DX11 GPU

- PIXEL SHADER: 5.0

- VERTEX SHADER: 5.0

- DEDICATED VIDEO RAM: 2048 MB

DCL1: Public Version: 1.0 April