Creative Gaming Skills
1 Week

Tubers Video Creators Academy is the first UK organisation dedicated to teaching young people the skills needed to become experts in the field of video, live streaming, animation, technology and media production.

Participants will learn a large variety of skills in a state-of-the-art environment and be encouraged to embrace their creativity and push their communication and teamwork skills to the edge.

This programme has been designed exclusively for the EFL market and is not available anywhere else in the UK. We have used our extensive experience and Tubers expertise in technology to create brilliant and innovative sessions that young people will be able to engage positively with.

It is a challenging programme that embraces social interaction, cultural differences and teaches invaluable soft skills such as problem solving, respect, tolerance and leadership.

DAY ONE Team Building & Virtual Reality #1

In a team the student work together to achieve a shared goal of escaping a virtual room in a time pressured environment.

- Communication
- Teamwork
- Leadership
- Clear instruction

PC Team Battle

Students team up and go head to head to battle out who is the game champion.
Students demonstrate working as a team to strategise and effectively communicate their game plan.

DAY TWO Live Stream Challenge #1

Two teams compete in a fun game that requires inter-team communication. They will also live stream the game-play on to the Twitch streaming platform.

- Team building
- On-screen camera skills
- Communication
- Hardware and software IT skills

E-Sports Tournament #1

In this fun activity, students organise and run a mini gaming tournament. They choose their game and plan the competition against each other.
Students need to work together to plan, communicate and present the winner's trophy.

DAY THREE Live Stream Challenge #2

In the second live streaming session students reinforce their IT technical skills and understanding to compete in their teams.

The Top Gear Racing Challenge
Participants organise and run a virtual racing competition, planning how the challenge will be fair, time-tracked and recorded. They then organise and present a mini award ceremony.

DAY FOUR Team Building & Virtual Reality #2

Effective communication in English is important as students together to escape a virtual room and beat the clock!
E-Sports Tournament #2
In groups, students plan and organise a tournament where they compete against each other to be crowned the e-sports champion.

DAY FIVE Free Play

Students have the choice of all the on-site facilities (choice of consoles, PC, virtual reality, racing chair) to play their favourite games with their new friends.