



Getting Started:

Ways to Teach and Assess the BTEC Level 3 Nationals in Esports



Welcome

Your presenter today

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Senior Standards
Verifier for Esports

Today's Content

- Course Structures
- Mandatory Units
- Planning and Delivery
- Internal Assessment
- Qualification Grading



What makes the Esports Qualification Special?

- First qualification of its kind in the world
- New, exciting, groundbreaking, engaging, cross curricular
- Developed in partnership with British Esports Association with industry specific relevant content
- Attracts UCAS point supporting progression to HE and employment
- Careers in global esports industry and wider digital, tech, STEM industries



Course Structures

Course At A Glance

Key

M

Mandatory units

O

Optional units

Unit (number and title)	Unit size (GLH)	Extended Certificate* (360 GLH)	Foundation Diploma* (540 GLH)	Diploma* (720 GLH)	Extended Diploma* (1080 GLH)
1 Introduction to Esports	60	M	M	M	M
2 Esports Skills, Strategies and Analysis	120	M	M	M	M
3 Enterprise and Entrepreneurship in the Esports Industry	90	M	M	M	M
4 Health, Wellbeing and Fitness for Esports Players	90	M	M	M	M
5 Esports Events	120			M	M
6 Live-streamed Broadcasting	60		O	O	O
7 Producing an Esports Brand	60		O	O	O
8 Video Production	60		O	O	O
9 Games Design	60		O	O	O
10 Business Applications of Esports in Social Media	60		O	O	O
11 Shoutcasting	60		O	O	O
12 Esports Coaching	60		O	O	O
13 Psychology for Esports Performance	60		O	O	O
14 Nutrition for Esports Performance	60		O	O	O
15 Ethical and Current Issues in Esports	60		O	O	O
16 Corporate Social Responsibility in Sport	60		O	O	O
17 Sports and Esports Law and Legislation	60		O	O	O
18 Launching Your Esports Enterprise	60		O	O	O
19 Customer Immersion Experiences	60			O	O
20 Computer Networking	60			O	O

*These qualifications are not eligible for performance tables in England.

Mandatory Units

Mandatory Units

Unit (number and title)	Unit size (GLH)	Extended Certificate* (360 GLH)	Foundation Diploma* (540 GLH)	Diploma* (720 GLH)	Extended Diploma* (1080 GLH)
1 Introduction to Esports	60	M	M	M	M
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4 Health, Wellbeing and Fitness for Esports Players	90	M	M	M	M
5 Esports Events	120			M	M

Unit 1: Introduction to Esports

- Structure of esports and other sports in the UK
- How esports functions and is organised in other countries
- Esports tournaments, teams and genres of esports games
- Job roles and career pathways and planning for personal progression in esports

Unit 1: Introduction to Esports

Learning aim	Key content areas	Recommended assessment approach
A Understand the organisation of esports and traditional sports industries in the UK and globally B Examine genres of esports games titles played by professional and grassroots esports teams and tournaments	A1 Organisation and structure of esports in the UK A2 Organisation and structure of traditional sports in the UK A3 Organisation and classification of esports in different countries A4 Global organisations and bodies involved in esports	A report evaluating the organisation and structure of esports and traditional sport in the UK and globally. The report should also include an evaluation of the different esports teams, tournaments and genres and how they appeal to different demographics of esports players.
	B1 Esports teams B2 Esports tournaments B3 Genres of esports games	
C Explore career pathways and associated routes in esports	C1 Job roles, career pathways and progression routes in esports C2 Development planning for a career in esports	A career plan that explains education pathway(s), skills and experiences required to achieve a selected job in the esports industry.

Unit 2: Esports Skills, Strategies and Analysis (synoptic unit)

- In game skills, strategies and tactics in various game genres
- Exploration of high performing esports teams
- Methods of performance analysis in esports
- Analysing individual or team performance and setting targets for improvement.

Example of a holistic scenario

Taken from the AAB for *Unit 2: Esports Skills, Strategies and Analysis*

Vocational Scenario or Context	<p>A major festival called <i>Esports Explosion</i> is taking place at a large UK convention centre.</p> <p>In addition to the main event of an esports tournament, there will be a range of other activities taking place at the festival.</p> <p>The organisers are looking for esports enthusiasts to be involved in various ways throughout the weeklong event.</p> <p>In order to be considered for being involved, you should complete the following three tasks that will demonstrate your all-round knowledge and skills in esports to the festival organisers.</p>
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QUEST 1: Insider Knowledge

You have been asked to organise and run a practical hands-on workshop at the festival for people who are new to esports. The workshop should explore at least two contrasting games.

In order to show the organisers your knowledge in this area, you should prepare a presentation that evaluates the different game practices for each game focussing on:

1. In-game skills and techniques
2. Strategies
3. Training requirements

QUEST 2: BE THE BEST

At the championships, there will be a seminar called 'Be the Best'. The organisers are inviting speakers to give a 5-10 minute presentation about two high performing esports teams highlighting their ingredients to success. For each team, your presentation should cover:

1. Team characteristics and practices
2. Skills, techniques and tactics used
3. Team creation and management

You should evaluate the elements of high performance within each team.



S P I T F I R E



QUEST 3: RAISE YOUR GAME



There will be representatives from various performance analysis software companies at the championships and they are looking for experts to demonstrate their products to potential customers.

You should select three different pieces of performance analysis software and prepare a 5-10 minute sales pitch that evaluates this software. You should also explain how this software can assist with analysing strategies in various games and why performance analysis is used in gaming.



QUEST 4: SHOWDOWN

You will take part in a match against another team in a selected game. After the match, you should carry out a performance analysis of either the team or your individual performance.

You should evaluate the performance making recommendations and setting targets for future improvement.



Unit 3: Enterprise and Entrepreneurship in the Esports Industry

- Exploring existing enterprises in esports
- The entrepreneurial skills and knowledge needed
- Planning a start-up esports enterprise
- Presenting a business plan/executive summary
- Pitching an original idea and then responding to audience feedback

Unit 4: Health, Wellbeing and fitness for Esports Players

- Exploring physical activity and why it is important to esports players
- The benefits of physical fitness
- Health monitoring and measuring wellbeing
- Working with an esports player to undertake tests and then planning strategies to improve health, wellbeing and fitness

Unit 5: Esports Events (Synoptic)

- The role of an events organiser and skills required
- Types of esports events
- Planning an esports event
- Staging, managing and reviewing an esports event



Assessment evidence

- Should be contextualised and industry based
- Workshops (easily facilitated with younger learners)
- Presentations (could be live or recorded and incorporate game footage and commentaries)
- Sales pitch (for games, software etc.)
- Taking part in actual games and tournaments

What other forms of evidence production may inspire learners and be appropriate for esports?

Synoptic Assessment

Synoptic units in this qualification:

Unit 2: Esports Skills Strategies and Analysis on the Extended Certificate and Foundation Diploma

Unit 5: Esports Events on the Diploma and Extended Diploma

Both units are 120 GLH

Planning and Delivery

Actions Required

- Read the specification
- Access support materials on Pearson and BEA websites
- Gain qualification approval
- Identify teaching team
- Provide information to learners and parents
- Produce assessment plans and schemes of work
- Download or write assignment briefs
- Identify and source any resources required

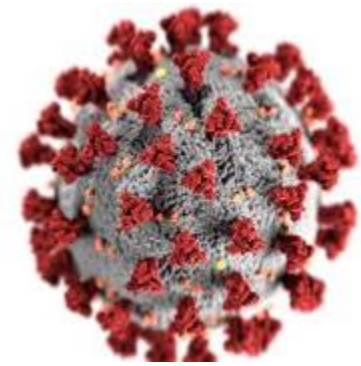
Approval and Centre Resources

- Hardware
- IT Support
- Software and games
- Streaming platforms
- Recording platforms
- Editing software
- Staffing
- Commitment to enter at least one team into the British Esports Championships



1 Introduction to Esports	Esports
2 Esports Skills, Strategies and Analysis	Esports
3 Enterprise and Entrepreneurship in the Esports Industry	Business
4 Health, Wellbeing and Fitness for Esports Players	Sport
5 Esports Events	Esports
6 Live-streamed Broadcasting	Creative Media
7 Producing an Esports Brand	Business
8 Video Production	Creative Media
9 Games Design	Creative Media
10 Business Applications of Esports in Social Media	Business
11 <u>Shoutcasting</u>	Esports
12 Esports Coaching	Sport
13 Psychology for Esports Performance	Sport
14 Nutrition for Esports Performance	Sport
15 Ethical and Current Issues in Esports	Esports
16 Corporate Social Responsibility in Sport	Sport
17 Sports and Esports Law and Legislation	Esports
18 Launching Your Esports Enterprise	Business
19 Customer Immersion Experiences	Business
20 Computer Networking	IT

COVID-19 Update



- As part of the ongoing support to centres Pearson have reviewed the content of all BTEC qualifications to assess the potential implications of delivering these qualifications in the next academic year.
- Each sector has produced a Delivery Guide which considers the possible impact of social distancing, blended learning and remote delivery.

What units would you deliver?

Key

M

Mandatory units

O

Optional units

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3 Enterprise and Entrepreneurship in the Esports Industry	90	M	M	M	M
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5 Esports Events	120			M	M
6 Live-streamed Broadcasting	60		O	O	O
7 Producing an Esports Brand	60		O	O	O
8 Video Production	60		O	O	O
9 Games Design	60		O	O	O
10 Business Applications of Esports in Social Media	60		O	O	O
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17 Sports and Esports Law and Legislation	60		O	O	O
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Tips for planning and delivery

- Allow learners to develop required knowledge and skills before launching assessment activities
- Balance practical units with theoretical units in your delivery plan. The theory should inform the practice.
- Can you integrate any units?
- Can you take advantage of anything happening at the centre or in the community e.g. open events, careers fairs etc. to create assessment opportunities?



Esports career pathways

TRANSFERABLE SKILLS DEVELOPED THROUGH PARTICIPATION IN ESPORTS:

Teamwork • Leadership • Communication • Strategic thinking • Problem solving • Decision making
Analytical skills • Cyber skills • Ability to multi-task • Dexterity • Improving processing ability and reaction times



ROLES IN ESPORTS

Professional Player
Coach
Shoutcaster / Host
Analyst
Journalist
Observer
Admin (referee)
Broadcast / Production
Community / Social Media Manager
Team / Player Management & Operations
Streamer / Influencer
Video Editor / Photographer



ACADEMIC LINKS

Computer Science
ICT
Sciences
Technology
Engineering
Mathematics
Creative Media
Business Studies
Entrepreneurship
Games Development
Sport



CAREERS IN TECH / DIGITAL / STEM INDUSTRIES

Cyber Security
Software Development
Big Data & Analytics
Cloud Solutions
Network Engineering
Mobile Technologies
Digital Engineering
Artificial Intelligence
UI / UX Design
Network Management
Virtual Reality
Software Engineering



GENERAL ROLES

Marketing • Sales • Advertising • PR • Branding • Merchandising • Media
Event management • Social media • Design • Business development





Always
Remember...

Why have learners chosen this course?

This should influence your planning, delivery and assessment methods.

Internal Assessment

Teaching and Learning Phase

Assessors are expected to deliver (i.e. teach) the unit content fully.

A learner is not required to provide evidence for all the unit content

Learning aim C: Produce an esports/game video for a brief

C1 Video production

- Professional practice:
 - communication, e.g. talent, production team
 - organisation and time management
 - legal and ethical
 - health and safety.
- Camera operation:
 - settings, e.g. white balance, aperture, shutter speed
 - framing, e.g. close-up, long shot, medium shot, medium-long shot, medium close-up
 - movement, e.g. pan, track, tilt, zoom, hand-held
 - stabilisation.

Prior to Assessment

What would learners need to know before embarking on assessment?

Before Assessment

The learner should understand:

- the assessment requirements
- the nature of the evidence they need to produce
 - the importance of time management and meeting deadlines
- the consequences for late submission
 - the importance of submitting authentic work



The Assessment Phase

The tutor must **not** provide specific assessment feedback on the evidence produced or confirm achievement of specific criteria before it is submitted for assessment.

The tutor must **not** provide feedback or guidance on how to improve the evidence to achieve higher grades.

What feedback is allowed in the Assessment Phase?



During the Assessment Phase

- Guidance on how to approach the knowledge and skills requirements.
- Guidance on appropriate behaviour and approach, confirmation of deadlines etc.
- Confirmation of which criteria the assessor is targeting and clarification of what the Assignment Brief requires.



Resubmissions

When can a Lead Internal Verifier authorise a resubmission?

The Lead Internal Verifier can only authorise a resubmission if all the following conditions are met:

- The learner has met initial deadlines set in the assignment, or has met an agreed deadline extension
- The Assessor judges that the learner will be able to provide improved evidence without further guidance
- The Assessor has authenticated the evidence submitted for assessment and the evidence is accompanied by a signed and dated learner declaration of authenticity

What if a learner does not meet all of these conditions?

! If a learner has not met these conditions, the Lead Internal Verifier must not authorise a resubmission.

Remember – a resubmission is another chance to undertake the same assignment and all criteria are available

Qualification Grading

Qualification Grading

Extended Certificate**		Foundation Diploma**		Diploma**		Extended Diploma**	
360 GLH		540 GLH		720 GLH		1080 GLH	
Grade	Points threshold	Grade	Points threshold	Grade	Points threshold	Grade	Points threshold
U	0	U	0	U	0	U	0
Pass	36	P	54	PP	72	PPP	108
				MP	88	MPP	124
						MMP	140
Merit	52	M	78	MM	104	MMM	156
				DM	124	DMM	176
						DDM	196
Distinction	74	D	108	DD	144	DDD	216
				D*D	162	D*DD	234
						D*D*D	252
Distinction*	90	D*	138	D*D*	180	D*D*D*	270

	Unit size		
	60 GLH	90 GLH	120 GLH
U	0	0	0
Pass	6	9	12
Merit	10	15	20
Distinction	16	24	32

	Unit size		
	60 GLH	90 GLH	120 GLH
U	0	0	0
Pass	6	9	12
Merit	10	15	20
Distinction	16	24	32

Unit	GLH	Assessment type	Grade	Extended Certificate**	
				360 GLH	
Unit 1	60	Internal	Pass	Grade	Points threshold
				U	0
Unit 2	120	Internal	Pass	Pass	36
				Merit	52
Unit 3	90	Internal	Distinction	Distinction	74
				Distinction*	90
Unit 4	90	Internal	Merit		
Total	360				

Qualification Grading

Calculate the grades awarded to the two learners in the Extended Certificate below:

Unit	GLH	Assessment type	Grade	Unit points
Unit 1	60	Internal	Pass	6
Unit 2	120	Internal	Pass	12
Unit 3	90	Internal	Distinction	24
Unit 4	90	Internal	Merit	15
Total	360		MERIT	57

Support For Internal Assessment

Authorised Assignment Briefs (AABs) for every learning aim in every unit

Assignment Checking Service

Ask the Expert

Lead Standards Verifier and Standards Verifier

Centre Standardisation Materials (CSMs)



Getting In Touch

Pearson Community and Customer
Support Portal

<https://support.pearson.com/uk/s/groups>

<https://support.pearson.com/getsupport/s/>

@PearsonEconBus



Colin Leith
Business,
Enterprise,
Economics

Any Questions?

You will be sent an evaluation form after the event today.

Good Luck with your planning and delivery

ALWAYS LEARNING