Qualification Specification for:

OCN NI Level 5 Award in eSports
➢ **Qualification No: 603/6232/7**

OCN NI Level 5 Certificate in eSports
➢ **Qualification No: 603/6231/5**

OCN NI Level 5 Diploma in eSports
➢ **Qualification No: 603/6230/3**

OCN NI Level 5 Extended Diploma in eSports
➢ **Qualification No: 603/6229/7**

Qualification Regulation Information

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OCN NI Level 5 Certificate in eSports
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OCN NI Level 5 Diploma in eSports
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OCN NI Level 5 Extended Diploma in eSports
Qualification Number: 603/6229/7

Operational start date: 15 July 2020
Operational end date: 30 June 2025
Certification end date: 30 June 2030

Qualification operational start and end dates indicate the lifecycle of a regulated qualification. The operational end date is the last date by which learners can be registered on a qualification. The certification end date is the last date by which learners can complete the qualification and claim their certificate.

All OCN NI regulated qualifications are published to the Register of Regulated Qualifications (**http://register.ofqual.gov.uk/**). This site shows the qualifications and awarding organisations regulated by CCEA Regulation and Ofqual.

OCN NI Contact Details

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Foreword

This document explains OCN NI's requirements for the delivery and assessment of the following regulated qualifications:

→ **OCN NI Level 5 Award in eSports**
→ **OCN NI Level 5 Certificate in eSports**
→ **OCN NI Level 5 Diploma in eSports**
→ **OCN NI Level 5 Extended Diploma in eSports**

This specification sets out:

- Qualification features
- Centre requirements for delivering and assessing the qualification
- The structure and content of the qualification
- Unit details
- Assessment requirements for the qualification
- OCN NI's quality assurance arrangements for the qualification
- Administration

OCN NI will notify centres in writing of any major changes to this specification. We will also publish changes on our website at **www.ocnni.org.uk**

This specification is provided online, so the version available on our website is the most up to date publication. It is important to note that copies of the specification that have been downloaded and printed may be different from this authoritative online version.

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About Regulation

OCN NI

Open College Network Northern Ireland (OCN NI) is a regulated Awarding Organisation based in Northern Ireland. OCN NI is regulated by CCEA Regulation to develop and award professional and technical (vocational) qualifications from Entry Level up to and including Level 5 across all sector areas. In addition, OCN NI is regulated by Ofqual to award similar qualification types in England.

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The Regulated Qualifications Framework: an overview

The Regulated Qualifications Framework (RQF) was introduced on 1st October 2015: the RQF provides a single framework for all regulated qualifications.

Qualification Level
The level indicates the difficulty and complexity of the knowledge and skills associated with any qualification. There are eight levels (Levels 1-8) supported by three 'entry' levels (Entry 1-3).

Qualification Size
Size refers to the estimated total amount of time it could typically take to study and be assessed for a qualification. Size is expressed in terms of Total Qualification Time (TQT), and the part of that time typically spent being taught or supervised, rather than studying alone, is known as Guided Learning Hours (GLH).

For further information about the RQF see:
https://www.ocnni.org.uk/blog/regulated-qualifications-framework-rqf/

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Qualification Features

Sector Subject Area

8.1   Sport, leisure and recreation

These qualifications are mapped to National Occupational Standards (NOS) in Marketing and Sales where appropriate:

NOS - Marketing and Sales

Qualifications' Aim

The suite of OCN NI Level 5 qualifications in eSports will provide learners with the advanced knowledge and skills required for the eSports industry which may be applied to the eSports sector or transferred to other industries.

Qualifications' Objectives

The objectives of the suite of OCN NI Level 5 qualifications will offer learners the opportunity to develop business and event planning skills within the eSports industry, including opportunities to enhance their skills and knowledge in broadcasting, information technology, website design, marketing, promotion and event branding.

These qualifications will also provide learners with the opportunity to specialise in areas relevant to their career development within the eSports industry.

Grading

Grading for these qualifications is pass/fail.

Qualification Target Group

These qualifications are targeted at learners who wish to pursue a career in eSports or are currently employed in the eSports industry and keen to develop their skills further.

Progression Opportunities

These qualifications will enable learners seeking employment in the eSports industry to progress to higher education or into employment within the eSports sector.

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Entry Requirements

Learners should be a minimum of 18 years of age and have achieved a grade C or above in GCSE English Language and Mathematics, or equivalent. Learners must also have achieved at least a Level 3 qualification or equivalent.

Qualification Support

A Qualification Support pack is available for OCN NI centres within the login area of the OCN NI website (https://www.ocnni.org.uk/my-account/), which includes additional support for teachers, eg planning and assessment templates, guides to best practice, etc.

Delivery Languages

These qualifications are available in English only at this time. If you wish to offer the qualifications in Welsh or Irish (Gaeilge) then please contact OCN NI who will review demand and provide as appropriate.

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Centre Requirements for Delivering the Qualification

Centre Recognition and Qualification Approval
New and existing OCN NI recognised centres must apply for and be granted approval to deliver the qualification prior to the commencement of delivery.

Centre Staffing
Centres are required to have the following roles in place as a minimum, although a member of staff may hold more than one role*:

- Centre contact
- Programme Co-ordinator
- Tutor
- Assessor
- Internal Verifier

*Note: A person cannot be an internal verifier for their own assessments.

Tutors
Tutors delivering these qualifications must be occupationally competent, qualified to at least one level higher than the qualification and have a minimum of one year's relevant experience in the eSports industry.

Assessors
OCN NI qualifications are assessed within the centre and are subject to OCN NI's quality assurance processes. Units are achieved through internally set, internally assessed, and internally verified evidence. The centre must agree an assessment plan with OCN NI to be given approval to deliver the qualification.

Assessors must:
- be occupationally competent, qualified to at least one level higher than the qualification and have a minimum of one year's relevant experience in the eSports industry
- have direct or related relevant experience in assessment
- have a sound understanding of the current National Occupational Standards (NOS)
- assess all assessment tasks and activities

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Internal Verification

OCN NI qualifications must be scrutinised through the centre's internal quality assurance processes as part of the recognised centre agreement with OCN NI. The centre must appoint an experienced and trained centre internal verifier whose responsibility is to act as the internal quality monitor for the verification of the delivery and assessment of the qualifications.

The centre must agree a working model for internal verification with OCN NI prior to delivery of the qualification.

Internal Verifiers must:
- have at least one year's occupational experience in the areas they are internally verifying
- have direct or related relevant experience in assessment and verification
- attend OCN NI's internal verifier training

Internal verifiers are required to:
- support tutors and assessors
- sample assessments according to the centre's sampling strategy
- ensure tasks are appropriate to the level being assessed
- maintain up-to-date records supporting the verification of assessment and learner achievement

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Structure and Content

OCN NI Level 5 Award in eSports
Learners must successfully complete the core unit for a total of 10 credits.

Total Qualification Time (TQT) for this qualification:	100 hours
Guided Learning Hours (GLH) for this qualification:	50 hours

OCN NI Level 5 Certificate in eSports
Minimum credit value – 25
Learners must complete the core unit at 10 credits plus a minimum of 15 credits from any of the optional units.

Total Qualification Time (TQT) for this qualification:	250 hours
Guided Learning Hours (GLH) for this qualification:	125 hours

OCN NI Level 5 Diploma in eSports
Minimum credit value - 115
Learners must complete the core unit at 10 credits plus 105 credits from any of the optional units.

Total Qualification Time (TQT) for this qualification:	1150 hours
Guided Learning Hours (GLH) for this qualification:	575 hours

OCN NI Level 5 Extended Diploma in eSports
Minimum credit value - 205
Learners must complete the core unit at 10 credits plus 195 credits from the optional units.

Total Qualification Time (TQT) for this qualification:	2050 hours
Guided Learning Hours (GLH) for this qualification:	1025 hours

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Unit Summary Table

Unit Reference Number	OCN NI Unit Code	Unit Title	Credit Value	GLH	Level
		Core Unit			
R/618/2591	CBE938	Understanding eSports	10	50	Five
		Optional Units			
T/618/2597	CBE939	eSports Broadcasting	30	150	Five
A/618/2598	CBE940	eSports Event Planning	15	75	Five
K/618/2600	CBE941	Optimising eSports Performance	15	75	Five
M/618/2601	CBE942	Single Player eSports Event Management	15	75	Five
T/618/2602	CBE943	The eSports Experience	15	75	Five
A/618/2603	CBE944	Understanding the eSports Community	15	75	Five
J/618/2605	CBE945	eSports Digital Branding and Marketing	15	75	Five
L/618/2606	CBE946	eSports Marketing and Business Planning	15	75	Five
Y/618/2608	CBE947	Building an eSports Team	15	75	Five
M/618/2615	CBE948	eSports SHOUTcasting and Hosting	15	75	Five
T/618/2616	CBE949	eSports Ethics, Law and Corporate Responsibility	10	50	Five
A/618/2617	CBE950	Multiplayer eSports Event Management	20	100	Five

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Unit Details

Title	Understanding eSports
Level	Five
Credit Value	10
Guided Learning Hours (GLH)	50
OCN NI Unit Code	CBE938
Unit Reference No	R/618/2591

Unit purpose and aim(s): This unit will enable the learner to develop an understanding of the competitive computer gaming industry. Learners will investigate the psychology of players involved in eSports and associated consequences such as gambling, fraud and competitive doping.

Learning Outcomes	Assessment Criteria
1. Understand how eSports has evolved.	1.1. Research how the eSports industry has evolved from its establishment until present day. 1.2. Explain the organisation and structure of eSports in the UK and globally. 1.3. Critically compare the organisation and structure of the eSports against traditional sports industries.
2. Understand eSports games, teams and tournaments in the UK and globally and how they appeal to various demographics.	2.1. Research eSports teams and tournaments played in the UK and globally including their appeal to various demographics. 2.2. Research and analyse genres of eSports games and their appeal to various demographics.
3. Understand the impact of psychology on eSports players and groups and its impact on performance.	3.1. Research and analyse the psychology of eSports players. 3.2. Critically evaluate the impact of personality and elation on sports performance. 3.3. Research and critically compare at least four factors which contribute to eSports group psychology and their impact on group dynamics.
4. Understand the role of corporate and social responsibility for eSports.	4.1. Research and explain the regulations associated with eSports and possible consequences if breached. 4.2. Critically evaluate the effectiveness of eSports regulations in relation to anti-doping, match-fixing and gambling.
5. Understand career pathways within the eSports industry.	5.1. Research at least five different job roles and career paths within the eSports industry. 5.2. Use research in AC 5.1 to develop a career plan for a suitable position within the eSports industry.

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Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	eSports Broadcasting
Level	Five
Credit Value	30
Guided Learning Hours (GLH)	150
OCN NI Unit Code	CBE939
Unit Reference No	T/618/2597

Unit purpose and aim(s): This unit will enable the learner to understand and develop various broadcasting techniques for eSports.

Learning Outcomes	Assessment Criteria
1. Understand broadcasting techniques used in eSports.	1.1. Research and analyse the effectiveness of eSports broadcasts for at least five different competitive events. 1.2. Explain and evaluate the characteristics of at least five different live streamed broadcasts including the following: a) technology b) staging c) camera application d) lighting
2. Understand the use of video formats in eSports.	2.1. Research and critically compare different video formats and characteristics. 2.2. Explain the legal and ethical constraints of using video recording. 2.3. Analyse and evaluate the recording relationship between the camera and the audience and its impact on behaviours.
3. Be able to develop and design a plan for a live streamed broadcast.	3.1. Develop a plan for a live streamed broadcast. 3.2. Carry out a production test for the live streamed broadcast developed in AC3.1. 3.3. Create a plan for equipment set up following production test carried out in AC3.2.
4. Be able to create and record a live streamed eSports broadcast.	4.1. Develop and implement an eSports arena setup. 4.2. Use the following to record a live streamed broadcast: a) camera equipment b) sound equipment c) lighting equipment 4.3. Record a live streamed eSports broadcast.
5. Be able to evaluate own live streamed eSports broadcast.	5.1. Evaluate own live streamed eSports broadcast identifying areas for improvement.

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Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

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Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Title	eSports Events Planning
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE940
Unit Reference No	A/618/2598

Unit purpose and aim(s): This unit will enable the learner to understand the appropriate resources required to host an eSports event.

Learning Outcomes	Assessment Criteria
1. Know the personal computer (PC) hardware equipment and software requirements necessary to host an eSports event.	1.1. Research hardware required for building a gaming PC justifying reason for choice. 1.2. Research software requirements for the PC and the software required for games and events.
2. Understand how to set up and create computer networks.	2.1. Research the need for different computer networks. 2.2. Critically compare the characteristics and functions of network components and networking software. 2.3. Design, implement and test a network on at least four occasions to meet eSports arena requirements. 2.4. Analyse and evaluate the design decisions made in AC2.3, identifying areas for improvement.
3. Understand costs and budget required in setting up an eSports event.	3.1. Research the costs and budget requirements of the following for an eSports event: a) hardware b) software c) networks d) venue hire e) staff cost f) staging g) lighting h) cameras

Assessment Guidance

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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	Optimising eSports Performance
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE941
Unit Reference No	K/618/2600

Unit purpose and aim(s): This unit will enable the learner to understand the importance of physical, social and psychological wellbeing of eSports players and how they may affect performance. Learners will also be required to develop and implement a health and wellbeing plan.

Learning Outcomes	Assessment Criteria
1. Understand the importance of physical, social and psychological wellbeing to eSports players and how these may affect performance.	1.1. Research and analyse the benefits of physical activity to an eSports player. 1.2. Research the health benefits of a fitness plan to an eSports player. 1.3. Research and analyse how the social and psychological wellbeing of an eSports player may affect their performance. 1.4. Explain the importance of balancing physical fitness and social wellbeing in order to improve overall gaming performance.
2. Understand the relationship between a balanced diet, nutrition, energy intake, hydration, sleep and caffeine and their effect on an eSports player.	2.1. Research and analyse the relationship between the following and their effect on an eSports player: a) a balanced diet b) nutrition c) energy intake d) hydration e) sleep f) caffeine
3. Be able to design and implement a health and wellbeing plan to improve eSports player performance.	3.1. Design and implement a physical wellbeing plan for at least four different eSports players. 3.2. Use plan developed in AC3.1 to analyse areas of weakness and implement strategies to improve performance. 3.3. Develop a suitable diet and hydration plan for eSports players identified in AC3.1 justifying reason/s for choice.
4. Understand the impact of personal and other issues on team performance and how these may be addressed when preparing for a tournament.	4.1. Research and analyse the impact of individual personalities and motivations on eSports team performance. 4.2. Analyse how stress and anxiety may impact on the following: a) an individual eSports players performance b) team dynamics c) team performance 4.3. Develop an eSports tournament preparation programme for at least three different players.

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Assessment Guidance

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Title	Single Player eSports Event Management
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE942
Unit Reference No	M/618/2601

Unit purpose and aim(s): This unit will enable the learner to understand the event management process and carry out a single player eSports event.

Learning Outcomes	Assessment Criteria
1. Understand the role and skills of the eSports event organiser.	1.1. Research and explain the role and skills required for an eSports event organiser.
2. Be able to design a marketing plan for a single player eSports event.	2.1. Research and analyse at least three eSports marketing strategies for single player eSports events. 2.2. Develop a marketing plan for a single player eSports event. 2.3. Implement the marketing plan developed in AC2.2. 2.4. Evaluate the marketing plan developed in AC2.2 identifying areas for improvement.
3. Be able to develop, implement and evaluate an event management plan for a single player eSports event.	3.1. Develop an event management plan for own single player eSports event including justification for choice. 3.2. Design a contingency, emergency and risk management plan. 3.3. Implement and manage a single player eSports event taking into account the customer experience. 3.4. Evaluate own eSports single player event identifying areas for improvement.

Assessment Guidance

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Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	The eSports Experience
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE943
Unit Reference No	T/618/2602

Unit purpose and aim(s): This unit will enable the learner to understand, apply and analyse eSports performance at varsity events.

Learning Outcomes	Assessment Criteria
1. Understand and apply performance analysis for eSports.	1.1. Research and analysis eSports game skills, strategies and performance analysis. 1.2. Critically compare and evaluate how the following have been applied in at least four different games: a) skills b) strategies c) training 1.3. Research and evaluate the role of performance analysis in eSports and its importance. 1.4. Apply performance analysis to the games identified in AC1.2.
2. Be able to take part in an eSports varsity.	2.1. Take part in an eSports varsity event. 2.2. Evaluate own team's performance identifying areas for improvement.
3. Be able to plan, design and host an eSports varsity.	3.1. Plan and design own eSports varsity. 3.2. Host an eSports varsity with at least four eSports providers. 3.3. Evaluate own varsity identifying areas for improvement.

Assessment Guidance

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Assessment Method	Definition	Possible Content
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Understanding the eSports Community
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE944
Unit Reference No	A/618/2603

Unit purpose and aim(s): This unit will enable the learner to develop an understanding of the eSports Community and factors that may influence its future development.

Learning Outcomes	Assessment Criteria
1. Understand the role of the eSports community.	1.1. Research and critically compare the following roles within the eSports community against traditional sports: a) teams b) games c) leagues and tournaments d) platforms e) fan base f) games developers and publishers g) branding and advertising h) investors
2. Understand the role of social media streaming within the eSports community and develop an eSports community platform.	2.1. Research the role of social media streaming within the eSports community including the key players. 2.2. Develop own eSports community platform and produce at least three eSports videos.
3. Understand the current eSports market and opportunities for future developments.	3.1. Research and analyse current eSports markets and trends including opportunities for future developments.
4. Understand revenue streams in the eSports industry.	4.1. Research and analyse revenue streams in the eSports industry and the importance of investment in the industry.
5. Understand the role of eSports events and festivals in the eSports community.	5.1. Research at least five eSports festivals across the UK, USA and China and their impact on the eSports community.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Title	eSports Digital Branding and Marketing
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE945
Unit Reference No	J/618/2605

Unit purpose and aim(s): This unit will enable the learner to understand the importance of eSports digital branding and marketing.

Learning Outcomes	Assessment Criteria
1. Understand the importance and impact of digital branding and marketing in eSports.	1.1. Research, with examples the importance of digital branding and marketing in eSports for an eSports team and its impact.
2. Be able to develop an eSports marketing plan.	2.1. Apply research in AC1.1 to create a marketing plan for branding own eSports team. 2.2. Use marketing plan in AC2.1 to create the following: a) eSports team logo b) digital mock-ups of branded products
3. Understand the role and importance of social media in the eSports industry.	3.1. Research the role and importance of social media channels and how they may be used to promote the eSports team.
4. Be able to use social media for an eSports team.	4.1 Develop a social media plan for own eSports team. 4.2 Use social media plan identified in AC4.1 to produce content for own eSports team social media channel. 4.3 Evaluate social media platform using search engine rankings identifying areas for improvement.
5. Be able to design and create an eSports website.	5.1 Create a storyboard for an interactive eSports website. 5.1. Develop a user requirements report. 5.2. Use storyboard created in AC5.1 to develop an interactive website, including navigation and relevant content. 5.3. Develop and implement a blog for own eSports website. 5.4. Develop a test plan for own eSports website. 5.5. Use test plan developed in AC5.4 to evaluate website identifying areas for improvement.

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Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

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Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	eSports Marketing and Business Planning
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE946
Unit Reference No	L/618/2606

Unit purpose and aim(s): This unit will enable the learner to understand the importance of a business plan and project management plan. The learner will be required to develop a business plan and a project management plan for an eSports event.

Learning Outcomes	Assessment Criteria
1. Understand different business enterprises in the eSports industry and associated values and ethics.	1.1. Research and critically compare different types of business enterprises in the eSports industry and the supply chain requirements for each. 1.2. Research the importance of values and ethics in the eSports industry and their impact.
2. Understand the importance of market research and how it may contribute to the eSports industry.	2.1. Analyse the importance of market research and its contribution to the eSports industry.
3. Be able to carry out and analyse market research for an eSports enterprise.	3.1 Develop an online survey for an eSports enterprise. 3.2 Distribute the survey developed in AC3.1. 3.3 Collect and analyse the findings of market research survey in AC3.1. 3.4 Use market research results from AC3.3 to develop an eSports enterprise.
4 Know how to apply project management planning tools for an eSports enterprise.	4.1 Explain the key components of project management planning for eSports enterprises. 4.2 Develop a project management plan using project management planning tools for an eSports enterprise start up.
5 Understand and apply business planning for an eSports enterprise start up.	5.1 Explain the key components of a business plan for an eSports enterprise start up. 5.2 Develop a business plan for an eSports enterprise start up. 5.3 Use business plan identified in AC5.2 to pitch business idea to potential investors. 5.4 Use feedback from AC5.3 to improve business plan.

Assessment Guidance		
The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.		

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Building an eSports Team
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE947
Unit Reference No	Y/618/2608

Unit purpose and aim(s): This unit will enable the learner to understand the role and responsibilities of the eSports coach, the learner will also perform an eSports coaching session.

Learning Outcomes	Assessment Criteria
1. Understand the role, responsibilities, skills and qualities and the impact of an eSports coach on an eSports team.	1.1. Explain the role, responsibilities and impact of an eSports coach on an eSports team and associated management styles. 1.2. Research and analyse the skills and qualities required to be a successful eSports coach.
2. Be able to develop a training schedule to develop an eSports team.	2.1. Research the essential components of an eSports training schedule. 2.2. Develop a training schedule, including equipment required, for an eSports team incorporating at least five sessions.
3. Be able to design and apply performance enhancing strategies for an eSports team activity.	3.1. Research different performance enhancing strategies in eSports. 3.2. Develop a plan which incorporates a performance enhancing strategy for an eSports team activity. 3.3. Apply the performance enhancing strategy identified in AC3.2. 3.4. Evaluate and record feedback on completion of the eSport team activity identifying areas for improvement.
4. Be able to perform a coaching session with an eSports team.	4.1. Perform a coaching session using plan developed in AC2.2 with an eSports team on at least three different occasions. 4.2. Provide feedback to the eSports team and individuals. 4.3. Evaluate your own performance as a coach as well as the team's performance, identifying areas for improvement.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	eSports SHOUTcasting and Hosting
Level	Five
Credit Value	15
Guided Learning Hours (GLH)	75
OCN NI Unit Code	CBE948
Unit Reference No	M/618/2615

Unit purpose and aim(s): This unit will enable the learner to understand the purpose, role and responsibilities of a SHOUTcaster and a Host in eSports.

Learning Outcomes	Assessment Criteria
1. Understand the purpose, role and responsibility of the SHOUTcaster in eSports and how they control events.	1.1. Research the purpose, role and responsibilities of the SHOUTcaster in eSports. 1.2. Critically compare how SHOUTcasters control events identifying best practice.
2. Be able to perform the role of a SHOUTcaster in pre-recorded and live stream eSports events.	2.1. Develop, present and record a SHOUTcasting script for an eSports event including knowledge of the game and players. 2.2. Perform as a SHOUTcaster during a live stream of an eSports game. 2.3. Evaluate own performance as a SHOUTcaster in both the pre-recorded and live eSports events.
3. Understand the purpose, role and responsibility of a Host in eSports and how they manage events.	3.1. Research the purpose, role and responsibilities of a Host in eSports. 3.2. Critically compare how Hosts manage events identifying best practice.
4. Be able to perform the role of a Host in pre-recorded and live stream eSports events.	4.1. Develop, present and record a Host script for an eSports event including knowledge of the game and players. 4.2. Conduct live interviews with eSports players at an eSports event. 4.3. Evaluate own performance as a Host in both the pre-recorded and live eSports events.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	eSports Ethics, Law and Corporate Responsibility
Level	Five
Credit Value	10
Guided Learning Hours (GLH)	50
OCN NI Unit Code	CBE949
Unit Reference No	T/618/2616

Unit purpose and aim(s): This unit will enable the learner to understand the importance of ethics in the eSports industry and the role played by regulatory bodies.

Learning Outcomes	Assessment Criteria
1. Understand the role of ethics in the eSports industry.	1.1. Research the role of ethics in the eSports industry.
2. Understand the role and importance of corporate social responsibility in the eSports industry and its impact.	2.1. Research and analyse, with examples, the role and importance of corporate social responsibility in the eSports industry and its impact.
3. Be able to develop and evaluate a corporate social responsibility plan for own eSports community.	3.1. Develop and implement a corporate social responsibility plan for own eSports community. 3.2. Evaluate the impact of own corporate social responsibility plan developed in AC3.1, identifying areas for improvement.
4. Understand the role of regulatory bodies, associated laws and legislations in the eSports industry and their effectiveness.	4.1. Research the role of regulatory bodies, associated laws and legislations in the eSports industry and their effectiveness.

Assessment Guidance

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Title	Multiplayer eSports Event Management
Level	Five
Credit Value	20
Guided Learning Hours (GLH)	100
OCN NI Unit Code	CBE950
Unit Reference No	A/618/2617

Unit purpose and aim(s): This unit will enable the learner to understand the event management process and carry out a multiplayer eSports event.

Learning Outcomes	Assessment Criteria
1. Understand how to setup a multiplayer eSports event.	1.1. Explain the stages required to set up a multiplayer eSports event including: a) health and safety requirements b) risk assessment c) sound and equipment check d) communication plan e) crew roles and responsibilities f) budgeting g) prizes h) venue and location i) ticketing and registration j) sponsorships
2. Be able to create, implement and evaluate an event management plan for a multiplayer eSports event.	2.1. Develop an event management plan for own multiplayer eSports event to include: a) venue and layout b) tournament schedule c) tournament rules and scoring d) marketing material e) costings f) overview of the event g) audience engagement h) ticket management system i) safety plan j) traffic management k) bandwidth l) staffing 2.2. Implement the event management plan developed in AC2.1. 2.3. Evaluate event management plan developed in AC2.1 identifying areas for improvement.
3. Be able to use technical equipment for an eSports multiplayer broadcast.	3.1. Demonstrate the use of technical equipment for an eSports multiplayer broadcast including: a) lighting b) camera work c) streaming media
4. Be able to perform as a Host and SHOUTcaster for an eSports multiplayer event.	4.1. Perform as a Host and SHOUTcaster for an eSports multiplayer event. 4.2. Evaluate own performance as a Host and SHOUTcaster identifying areas for improvement.

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Assessment Guidance

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Quality Assurance of Centre Performance

External Verification

All OCN NI recognised centres are subject to External Verification. External verification visits and monitoring activities will be conducted annually to confirm continued compliance with the conditions of recognition, review the centre's risk rating for the qualification and to assure OCN NI of the maintenance of the integrity of the qualification.

The External Verifier will review the delivery and assessment of this qualification. This will include the review of a sample of assessment evidence and evidence of the internal verification of assessment and assessment decisions. This will form the basis of the EV report and will inform OCN NI's annual assessment of centre compliance and risk. The External Verifier is appointed by OCN NI.

Standardisation

As a process, standardisation is designed to ensure consistency and promote good practice in understanding and application of standards. Standardisation events:

- make qualified statements about the level of consistency in assessment across centres delivering a qualification
- make statements on the standard of evidence that is required to meet the assessment criteria for units in a qualification
- make recommendations on assessment practice
- produce advice and guidance for the assessment of units
- identify good practice in assessment and internal verification

Centres offering units of an OCN NI qualification must attend and contribute assessment materials and learner evidence for standardisation events if requested.

OCN NI will notify centres of the nature of sample evidence required for standardisation events (this will include assessment materials, learner evidence and relevant assessor and internal verifier documentation). OCN NI will make standardisation summary reports available and correspond directly with centres regarding event outcomes.

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Administration

Registration

A centre must register learners within 20 working days of commencement of this qualification.

Certification

Certificates will be issued to centres within 20 working days of receipt of correctly completed results marksheets. It is the responsibility of the centre to ensure that certificates received from OCN NI are held securely and distributed to learners promptly and securely.

Charges

OCN NI publishes all up to date qualification fees in its Fees and Invoicing Policy document. Further information can be found on the centre login area of the OCN NI website.

Equality, Fairness and Inclusion

OCN NI has considered the requirements of equalities legislation in developing the specification for this qualification.

For further information and guidance relating to access to fair assessment and the OCN NI Reasonable Adjustments and Special Considerations policies, centres should refer to the OCN NI website.

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Qualification Number: 603/6229/7

Operational start date: 15 July 2020
Operational end date: 30 June 2025
Certification end date: 30 June 2030

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