

Access to H.E. National Programme Unit



Unit Title	Esports Ethics and Issues		
Graded Unit Code:		Ungraded Unit Code:	
Pathway(s)	Digital		
Module(s)	Business		
Level	3	Credit Value	3
Valid from:		Valid to:	

The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

1	Understanding of the subject
2	Application of knowledge
3	Application of skills
4	Use of information
5	Communication and presentation
6	Autonomy and/or independence
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand how ethics affect Esports	1.1 Explain ethics in Esports and their importance in the industry. 1.2 Describe three examples demonstrating the importance of adhering to ethics in Esports, including one example from a media context.
2. Understand the impact of the media in Esports	2.1. Identify and describe the positive and negative effects of the media on Esports and Esports players.

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
	2.2. Analyse and evaluate the positive and negative effects of media on Esports.
3. Understand ethical issues faced in Esports and explore strategies to promote Esports	3.1. Identify and explain current ethical Esports issues and how they affect players and the industry, for example technological developments, toxicity, commercial pressures, bribery and gambling.
	3.2. Create and explain three strategies or initiatives to promote positive participation in Esports.
	3.3. Analyse proposed strategies/initiatives and describe how these could overcome participation barriers.