

Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Esports Ethics and Issues

Graded Unit Reference Number: GA33BUS25

Ungraded Unit Reference Number: UA33BUS25

Module: Business

Level: Three (3)

Credit Value: Three (3)

Minimum Guided Learning Hours: 30

| Learning Outcome (The Learner will): | Assessment Criterion (The Learner can): |
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| 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 |
| | 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 |