

Access to H.E. National Programme Unit



Unit Title	Esports Organisations		
Graded Unit Code:		Ungraded Unit Code:	
Pathway(s)	Digital		
Module(s)	Business		
Level	3	Credit Value	3
Valid from:	01/09/2023	Valid to:	31/07/2028

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
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the nature of different Esports organisations in the UK	1.1 Explain, with examples, the range of different business sectors involved in Esports that operate in the UK
	1.2 Explain, with examples, the difference between types of business organisations involved in Esports e.g., sole trader, partnership, LLP, limited company, PLC
	1.3 Compare and contrast three different organisations in terms of size, aims and the economic sectors in which they operate
2. Understand how businesses can develop and grow	2.1. Evaluate the reason why it may be desirable for an Esports organisation to expand

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
	2.2. Describe the various ways in which an Esports organisation can grow and expand
	2.3. Use case histories to evaluate the potential benefits and pitfalls of business expansion for an Esports organisation