

## 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 Organisations

**Graded Unit Reference Number:** GA33BUS26

**Ungraded Unit Reference Number:** UA33BUS26

**Module:** Business

**Level:** Three (3)

**Credit Value:** Three (3)

**Minimum Guided Learning Hours:** 30

Learning Outcome (The Learner will):	Assessment Criterion (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
	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