Access to H.E.
National Programme Unit

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Unit Title	Esports Skills: Observing, Coaching and Shoutcasting		
Graded Unit Code:		Ungraded Unit Code:	
Pathway(s)	Digital		
Module(s)	Computing		
Level	3	Credit Value	6
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
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 gameplay from an observer's point of view.	1.1 Create two 5-minute videos from contrasting Esports, showing gameplay from a live game.
	1.2 Create a commentary for both videos, explaining the gameplay as it happens in the video.

2. Understand Esports strategy and apply this to an Esports team	2.1. Select one character from two contrasting Esports and explain their abilities and interactions with other roles within the game. Detail how each character uses their abilities within their role allocation to influence the outcome of the team.
	2.2. Using the videos you have created, describe the strategy in each, demonstrating map and character knowledge (call outs). Explain the individual character abilities of different team roles and synchronisation of partnered abilities, including how they work within a certain strategy or 'play'.
	2.3. Design a strategy for an Esports team. Coach the team on your strategy and demonstrate the application of the strategy in a game, supported by video recordings.
3. Understand how to analyse gameplay and coach an individual Esports player	3.1. Review the gameplay for 2.3 and analyse the effectiveness of the strategy, explaining whether the strategy had a successful outcome and the reasons for this.
	3.2. Using your analysis, design a coaching plan for an individual character/ role in an Esport, showing how you would make improvements in future performances and explaining your rationale for your decisions.
4. Understand the foundations of shoutcasting and commentating	4.1. Identify the key knowledge a shoutcaster would need to shoutcast at a tournament for a chosen Esport, giving details of the character and map knowledge needed to shoutcast successfully.
	4.2. Select or create two videos of highlights from two contrasting games. Either record a shoutcast over the videos, commentating on the actions within the video as they happen; or write a script for a shoutcaster or commentary to read over the highlights.